# F.A.T.A.L.™

## FROM ANOTHER TIME, ANOTHER LAND




FATAL GAMES™
...Where the Dice Never Lie




Byron Hall

FATAL GAMES™
...Where the Dice Never Lie

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Internal Artwork: Adam Briggs, Andrew Dobell, Kimon, Lazar Stojkovic, Steven MnMoorn, and Steve Willhite.
Typeface: Garamond and Tiepolo Book. Garamond was selected as the main font due to its historical accuracy. Claude Garamond (1480-1561) was the first independent typefounder and first used his typeface in 1530.

Library of Congress Catalog Card Number:

Copyright © 2004
Published by Fatal Games™
3100 Minnesota Ave., Suite 204W
Kansas City, KS 66102
e-mail: fatalgames@excite.com

To Order: 1-913-233-0188 or www.fatalgames.com

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Printed in the United States of America

10 9 8 7 6 5 4 3 2 1

ISBN

Welcome to a fantasy medieval role-playing game that focuses on realism and detail whenever possible without sacrificing fun. Despite the focus on realism, several tenets of fantasy are assumed. In the world of this game, magic exists as well as spellcasters such as mages, witches, and druids. Second, fantastic creatures roam the world, including kobolds and dragons, among others. Finally, dozens of gods exist, and moreover these gods are concerned with their worshippers, the state of the world, and their own godly interests. Aside from these basic assumptions of fantasy, realism is sought in every other respect and applied to these fantastic tenets as well as the gaming world and role-playing system.

## Fantasy and Historical Accuracy

Since the fantastic tenets above contradict historical accuracy, the relationship will be clarified. Since multiple gods exist in the game, Christianity has been extracted or minimized from historical references. Although the technology of the game represents 1335 A.D., many elements of pagan cultures are included in this fantasy medieval game.

This game attempts to isolate Europe from influences that originate outside it. Therefore, spices from the East are not included, all human characters are Caucasian, zombies are not presumed to exist, and human corpses are burned – Egyptians invented embalming, and Egypt is outside Europe.

The fantasy of F.A.T.A.L. is a polytheistic, European-based world with medieval technology, in which Christianity never existed. Although it is technically impossible to be historically accurate in a fantasy game, historical accuracy that supports the fantasy of this game is referenced at the end of this book. Footnotes appear throughout this book to reference classical, historical, or scholarly sources.

The application of historical accuracy to the fantasy of this game is an unending goal. Scholarly sources are preferred above all others. For consideration, please suggest references to fatalgames@excite.com.

## What is a Role-Playing Game?

A role-playing game is a game in which the players make decisions as though they were a certain character. The decisions a player may make are diverse compared to other games. Tabletop role-playing games allow more decisions to a player than any other type of game.

For instance, assume you are an adventuring knight who has just fought his way to the top of a dark tower where you find a comely young maiden chained to the wall. What would you do? Some players may choose to simply free the maiden out of respect for humanity. Others may free her while hoping to win her heart. Instead of seeking affection, some may talk to her to see if they can collect a reward for her safe return. Then again, others may be more interested in negotiating freedom for fellatio. Some may think she has no room to bargain and take their fleshly pleasures by force. Others would rather kill her, dismember her young cadaver, and feast on her warm innards.

As you can see, the number of decisions one could make with one simple situation can quickly become overwhelming. Typically, this is the attraction of role-playing games. No other game allows so much individual choice, and consequently, so much fun.

Since the purpose of a tabletop role-playing game should be to allow a player to play the role of their character as desired, this game includes a wide range of material, from moral to immoral. This game does not support morality or immorality, but allows each player to role-play as desired.

Events in the game do not occur merely by the will of the player, however. Instead, decisions and outcomes are mediated by odds and rolls of the dice. Hence, this book is full of rules and guidelines based on odds. Do not let the sheer volume of information be intimidating; as a player you will not need to memorize it, though familiarity helps.

The best definition is that a role-playing game is a game that allows players to utilize their full potential for imagination and enjoyment within a controlled setting.

## Necessary Gaming Materials

To play this game, some materials are necessary. It is convenient to have a separate copy of this book for each player; it will be used often. Next, a set of gaming dice is necessary, which may be purchased at most hobby stores and some bookstores. Sets of gaming dice usually include one 4-sided, one 6-sided, one 8-sided, two 10-sided (or percentile dice), one 12-sided, and one 20-sided die. Another book entitled Neveria will be very useful, and necessary if anyone plays a priest as a character. Further, numerous pencils, erasers, scratch paper, and graph paper are handy. Miniatures are available from several companies for purchase and are useful for combat situations, though they are not required for play; any coin could be used instead to represent a character. A gaming mat that is drawn in a 1-inch grid may be purchased or easily made, and is used on which to place the miniatures. Calculators, while not required, are recommended. Finally, a small group of gaming participants, typically 4-8 players, is best. Here is a review:

- Numerous copies of this book
- Gaming dice (d4, d6, d8, d10, d12, d20)
- Character Generator Program
- Neveria Fantasy World
- Pencils, erasers, scratch paper, and graph paper
- 25mm Miniatures or small markers such as coins
- Gaming mat (1" grid)
- Calculator
- Players

## Terminology

Two types of terminology are discussed: pronouns and dice. Given the content of this game, both should be understood.

Since it is impossible to be correct grammatically and avoid a gender bias, Fatal Games sacrifices grammar to avoid a bias. Throughout this book, pronouns such as 'they', 'their', and 'them' replace 'he' or 'she', and 'his' or 'hers', unless more appropriate.

When a die is to be rolled, the type of the die (how many sides it has) usually appears after a 'd', designating the die. For instance, 'd10' indicates that one 10-sided die is to be rolled. If a number appears before it, such as '3d10', then three 10-sided dice are to be rolled, and the numbers added together, which this example produces a range from 3-30. Finally, a number may follow as a modifier, such as '3d10 + 2', which means that three 10-sided dice are rolled and added together as before, but now 2 is added to the sum. This particular example produces a range from 5-32. Additionally, 'd%' or 'd100' indicates that two 10-sided dice are to be rolled, but the results are not added together. Instead, 1 die (which is announced beforehand) is interpreted as the 'tens' position and the other as the 'ones' position. So, if two 10-sided dice were rolled, resulting in a 6 and a 9, and the die that resulted with a 6 was announced as the 'tens' position, then the results would be interpreted as 69. If the results are a 10 and a 10 (probably a 0 and a 0 on the dice), then this is interpreted as 100. Finally, a 'd1000' is possible, which simply requires three 10-sided dice, with the 3rd die being interpreted as the 'hundreds' position.

## Math

Players will not need math that is more complicated than basic algebra, and even that is relatively rare. A rule that applies to all calculations is that whenever a decimal remainder exists, such as if a character has 53.96 points of Intelligence, the number is truncated or the decimal is discarded. So, this particular individual would have 53 points of Intelligence. While this game attempts to simplify any math that may be involved, percentages are used frequently. Here are a few helpful reminders, which will consistently use 88% as the modifier:

- 88% of any value (say, a character's Strength score of 150) is equivalent to multiplying the value (150) by 0.88. In this example, 88% of 150 is 132.
- If a value (say, an Intelligence score of 115) is reduced by 88%, then only 12% remains. In this example, 12% of 115 is 13.

- If 88% is added to any value (say, 22 points of damage due to Strength), then the value is multiplied by 1.88. In this example, an additional 88% of 22 results in a total of 41 points of damage (1.88 x 22 = 41.36).

## Roles

Two fundamentally different roles must be fulfilled for a game to occur, and hence this game requires at least 2 people. 1 person must assume the role of the Aedile (EE-dial). Historically, an Aedile was a Roman official in charge of the games and had control over the public. In the game, the Aedile controls everything except the players and dice. Aediles do not create and role-play a character like the players of the game. Instead, the Aedile directs the game, often acting as a referee or storyteller.

Objectivity should be the highest goal of every Aedile. Otherwise, the Aedile may become known as a Vile Aedile or Hostile Aedile.

Essentially, before the game the Aedile devises a plot or a purpose to the game. For example, one plot may be for the characters to happen upon a dungeon in the wilderness, and to encourage them to enter and combat its inhabitants. If this were the case, prior to the game the Aedile would draw a map of the dungeon on graph paper. Next, the Aedile would stock the dungeon with monsters, traps, and treasure for the characters to encounter. During the game, the role of the Aedile is to explain to the players what their characters see and hear as they enter and traverse the dungeon. Further, as the characters encounter monsters, the Aedile role-plays the monsters, representing them against the characters.

The players, on the other hand, create 1 character apiece, and role-play that character for the game. For example, a player named Ryan may create a character who is a ruffian by occupation. Throughout the game, Ryan role-plays the ruffian, making gaming decisions as though he actually were the ruffian. Typically, several players work together, creating a small group of unique characters, each with their own talents and shortcomings. Together, the small group of characters attempts to tackle a dilemma or plot devised by the Aedile.

The role of the Aedile is more complicated than that of a player, since a good and entertaining Aedile must be familiar with everything that players are familiar with, but also be familiar with their own role. For this reason, this book has been arranged so that information for players is presented before information for Aediles. If you are new to the game, the best suggestion is to read this book.

## Creating a Character

A character is required to play the game. Each player must progress through this book, chapter by chapter, to create a character. Before beginning, each player will need character sheets, which may be photocopied from *Appendix 1: Character Sheets*. These sheets are a handy means of recording character information. As each player progresses through the chapters of the book, rolling dice and making decisions, the results must be recorded on their character sheets. Record the information with a pencil and do not write heavy-handedly; a lot of the information is subject to change. During the game, each player will refer continually to their character sheets.

Not every chapter, nor each part of every chapter, will be used while creating a character. Nonetheless, the safest method is to progress through the book page by page to avoid missing anything. The order in which the material is presented is the order in which a character should be created, otherwise alterations may occur to the character. When in doubt, information relevant to character creation is listed in the beginning of each chapter, though some chapters, such as *Chapter 1: Race and Gender* are vital, while others such as *Chapter 15: Conducting the Game* are irrelevant to creating characters. In general, the more relevant the information to creation, the sooner it appears in the book.

The fastest way to create a character is to use a computer program called the Fatal Character Generator, which is available free on-line. Visit www.fatalgames.com to obtain the free generator.

Character creation is often as fun as the game itself, due to the seemingly infinite variety of possible characters. For instance, when rolling a character's sub-abilities, there are ($199^{20}$) combinations possible!

## Mean System

The Mean System is the set of mechanics behind F.A.T.A.L. – the gaming engine, if you will. A realistic game should have realistic game mechanics. The Mean System was created for this purpose.

Although the Mean System is based on mathematics and statistics, the players do not need to understand the mechanics to use them. The Mean System is realistic, but also simple to use.

The most common aspects of the Mean System are the normal curve, mean, and standard deviation, though parabolic curve-fitting and trigonometric functions have been incorporated as well.

A mean game needs a mean system. Enjoy the most simple and sophisticated mechanics in the industry. Enjoy F.A.T.A.L.

## Warning

F.A.T.A.L. is for adults only. This role-playing game is not intended for children due to content that is obscene, lecherous, and violent.

This game includes obscene language. Fatal Games considers obscenity to be a sensitive issue, and only includes it because of its prominence in the past as a significant part of human history. Most of the rules of the game avoid obscenity. For example, it is possible to determine a character's manhood, not cock, or vaginal depth, not cunt depth. However, the greatest concentration of obscenity is in *Appendix 3: Random Magical Effects*, and is intended for humorous effect.

This game includes sex and sexual situations. Fatal Games considers sex to be a sensitive issue, and only includes it because of its prominence in the past as a significant part of human history. Optional material exists so that a player may determine sexual features of their character, such as genitalia. For example, it is possible to determine penis size, cup size, or vaginal circumference, among others.

Violence may exceed that of other role-playing games. Graphic Gore presents descriptions of damage to body parts and internal organs depending on the type of weapon. Killing is a core element of most role-playing games. Fatal Games considers the act of killing to be a sensitive issue, and only includes it because of its prominence in the past as a significant part of human history. Warfare is the best example of violence, and has occurred throughout European history.

Since the game includes both sex and violence, the combination is also included: rape. Rape is not intended to be a core element of F.A.T.A.L., as killing is a core element of most role-playing games. Fatal Games considers rape to be a sensitive issue, and only includes it because of its prominence in the past. For example, Europe was named after Europa, who was raped by Zeus, according to Greek mythology. In Jacques Rossiaud's Medieval Prostitution, he reviews statistics on rape from numerous towns and cities in southeast France during economic and social stability, not war. Jacques attempts to represent all medieval prostitution with this book. In it, he estimates that half the male youth participate in at least one gang rape, and that sexual violence is an everyday dimension of community life.

Role-playing situations that accurately represent mythology are likely at some point to include rape, molestation, encounters in brothels, or possibly situations that deviate more from social norms. While the objective of the game is not intended to be any of these in their own right, sex and violence may reasonably occur depending on the circumstances, and have been detailed in gaming terms herein. It is possible to play this game without a character entering a single sexual or violent situation, though information and tables for sex and violence are provided so that they may be used or dismissed as deemed appropriate by each gaming group.

Fatal Games advises minors not to participate in this game, and suggests that the players and Aedile discuss the appropriateness and degree of sex and violence for their gaming group. The information in this game does not represent the worldviews of Fatal Games, nor is extreme violence or extreme sex condoned by Fatal Games. Instead, the information is included for comprehensiveness. F.A.T.A.L. (From Another Time, Another Land) may be adapted to any gaming group.

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AD·INITIUM

to the beginning

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# Chapter 1: Race and Gender



To begin creating a character, this chapter presents information on 2 of the 1st considerations: Race[1] and gender[2]. Race and gender may affect the rest of character creation, opening some doors of opportunity and closing others. The different races and genders, while flexible to a certain extent, are also more naturally suited for different things. For instance, anakim males are likely to be more successful as gladiators than kobold females.

## Race

Most importantly, consult with the Aedile to see if Race is determined randomly or may be chosen by the player. Random determination is more realistic, since no one gets to choose their race in reality. However, the random determination of race is problematic if a group of players are involved because the races may not get along with each other. Therefore, the Aedile must choose whether Race is determined randomly or chosen by the player.

If the Aedile declares that Race is determined randomly, then roll 1d100 and consult the following table:

| Race: Random Determination | |
|---|---|
| **Roll** | **Race** |
| 01 | Anakim |
| 02-16 | Bugbear |
| 17-19 | Dwarf, Black |
| 20 | Dwarf, Brown |
| 21 | Dwarf, White |
| 22 | Elf, Dark |
| 23 | Elf, Light |
| 24-53 | Human |
| 54-73 | Kobold |
| 74-79 | Ogre |
| 80-81 | Ogre, Cliff |
| 82-84 | Ogre, Gruagach |
| 85 | Ogre, Kinder-fresser |
| 86-87 | Troll, Borbytingarna |
| 88-90 | Troll, Hill |
| 91-100 | Troll, Subterranean |

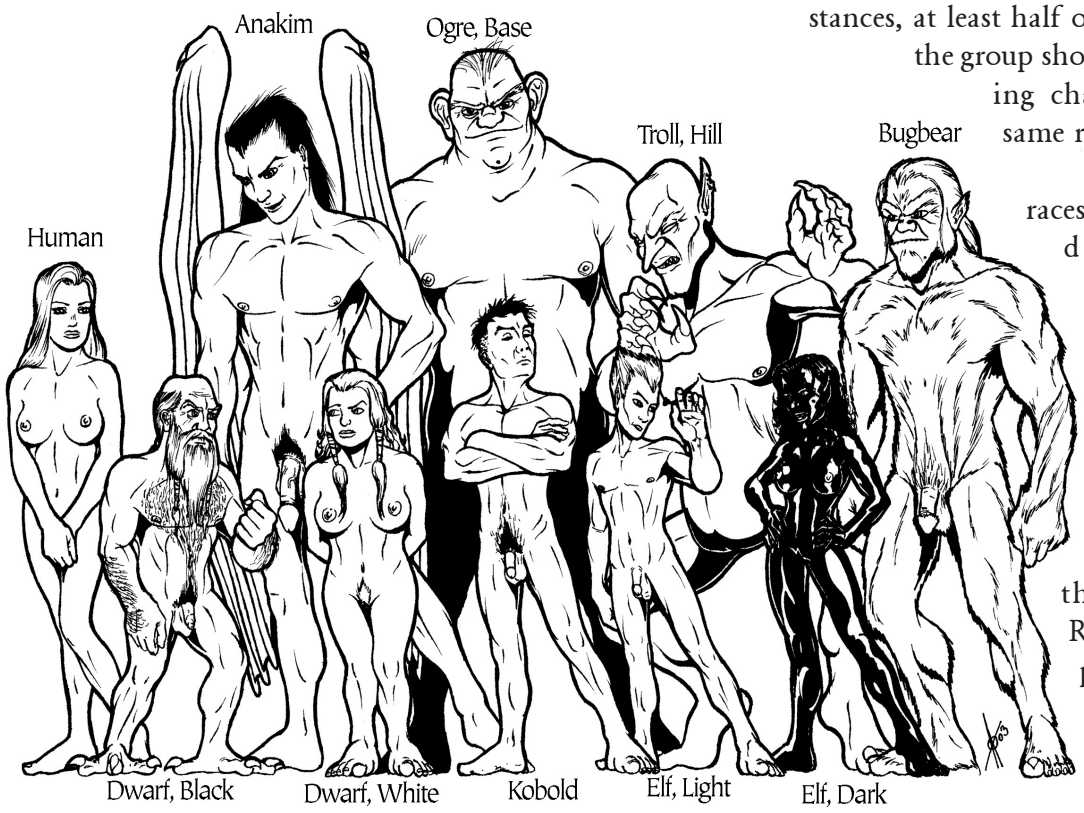
1. The races for players have been selected strictly from European mythology and folklore. Other criteria include that they must be bipedal, mortal, smaller than giants, and have no special abilities such as invisible gnomes. For more information, see the References section at the end of this book.
2. Though *sex* usually refers to biological differences and *gender* usually refers to environmental differences, *gender* is chosen for this chapter because *sex* may be confused with sexual acts.

Race may seem an inappropriate term because humans and trolls are not merely different races, but different species. However, various races of trolls exist, and so it is the more specific term. Race is a correlative factor with many things, from abilities to height and weight. For example, on average it is obvious that humans are physically stronger, taller, and weigh more than kobolds. Players may select from the races in this chapter.

Following is a brief description of each race. A character may deviate from the following racial notes with the Aedile's permission, though this must be done with caution; characters should comply with the following descriptions in the majority of cases or observable instances. As a case in point, it is noted that bugbears tend to have a melancholic temperament (see *Chap. 5: Mind*). A character may, at the Aedile's discretion, role-play a bugbear who is the opposite – sanguine. However, the further the character deviates from the general nature of the race, the more caution must be observed. If the Aedile concurs, then a player may choose a race from Neveria; this is not recommended.

If the Aedile is inexperienced with F.A.T.A.L., then the game will be easiest if all players role-play human characters. Indeed, this is also the best combination for inexperienced players. However, even if the Aedile is experienced, caution should be heeded regarding the mixture of races among the players' characters. Racial diversity is likely to cause gaming problems, such as threatening group cohesion if role-played properly. Therefore, the Aedile has the right to limit the racial options of players as necessary. Under normal gaming circumstances, at least half of the players in the group should be role-playing characters of the same race.

| Race | Percent Overall Population |
|---|---|
| Anakim | 0.3% |
| Bugbear | 15% |
| Dwarf, Black | 3% |
| Dwarf, Brown | 0.4% |
| Dwarf, White | 2% |
| Elf, Dark | 2% |
| Elf, Light | 2% |
| Human | 30% |
| Kobold | 20% |
| Ogre | 6% |
| Ogre, Cliff | 2% |
| Ogre, Gruagach | 3% |
| Ogre, Kinder-fresser | 0.3% |
| Troll, Borbytingarna | 2% |
| Troll, Hill | 3% |
| Troll, Subterranean | 9% |




A variety of races exist, each with different strengths and weaknesses. It is recommended that a player review each race before selecting the race for their character. Races are explained hereafter.

# Format for Races

The following races are presented in the format shown on this page. First, each race is described in general terms, including useful gaming information such as their preferred armor or weapons. The information presented here is incomplete and supplemented in other chapters where appropriate. Instead, the information in this chapter is meant to give an impression that is representative of each race.

Aside from the information presented here, most other information on races may be found in *Chapter 6: Sociality*.

When possible, the information is accurate historically or mythically. However, much information has been invented so that an equal amount of information or statistics could be presented for all races.

**Sub-Ability Modifiers:** Sub-abilities are presented in *Chapter 3: Abilities*. Racial modifiers to sub-abilities are listed here. Sub-abilities, for example, include Strength, Health, and Common Sense among others.

**Base Current Armor:** Current Armor (CA) is presented in *Chapter 10: Combat*. CA varies by race. Base CA represents the amount of natural protection of the character in terms of being physically attacked.

**Base Life Points:** Information on Life Points (LP) is presented in *Chapter 2: Body*, *Chapter 3: Abilities*, and *Chapter 10: Combat*. LP vary by race. LP represent the capacity for damage among other things.

**Physical Description:** Physical information is presented here, such as average height. Most physical features of a character are determined in *Chapter 2: Body*. To enhance the understanding of the physical appearance of each race, artwork is presented with each race, and an overview of the races is presented with artwork on the previous page.

**Disposition Modifiers:** Disposition represents the ethics and morals of the character, and is presented in *Chapter 4: Disposition*. Disposition varies by race.

**Temperament Modifiers:** Temperament represents the personality of the character, and is presented in *Chapter 5: Mind*. Temperament varies by race.

**Sociality:** Information on sociality is presented in *Chapter 6: Sociality*. Because sociality varies by race, an overview is presented here. Information may include tendencies in social class, location of kingdoms, and more.

**Language:** Different races tend to speak different languages. Languages are presented in *Chapter 6: Sociality*.

**Occupation:** Information on occupations is presented in *Chapter 7: Occupation*. Hundreds of occupations are available for characters. The age that a character begins work is listed, which may be used to determine their current occupational level.

**Skills:** Information on skills is presented in *Chapter 8: Skills*. Skills vary by race. Skills are a large part of the game and should be considered carefully. Hundreds of skills are available to be chosen by the player. Although most skills listed for characters grant bonuses, some bestow penalties.

**Religion:** Information on religions and gods is presented in Neveria, a supplemental book that presents the official gaming world for F.A.T.A.L. Since gods are an aspect of the gaming world, not the game system itself, they are not presented in this book.

**Names:** Names have been compiled from historical sources and are available in *Appendix 7: Names*. Names vary by race. The names of each fantasy race have been based on actual names from history.

## **Anakim** (sing.), **Anakim** (pl.)

Anakim[1] are the offspring of cacodaemons and human women. Cambion are the offspring of cacodaemons and human men. Mortals often mistake anakim and cambion for giants, since they are much taller than the typical human. Ancient terms for anakim are the annunaki, enim, nephilim, zuzim, and zamzumin. Cambion is a rare term, and most are considered by mortals as anakim. Anakim and cambion are not a natural race, but a crossbreed. It is not every day that cacodaemons mate with humans, so few anakim and cambion exist. Mortals call the father of an anakim an incubus, and the mother of a cambion a succubus; both are cacodaemons.

**Sub-Ability Modifiers:** Strength + 100, Hand-Eye Coordination + 5, Agility - 10, Reaction Speed - 20, Language + 5, Math + 5, Analytic + 5, Spatial + 5, Drive - 5, Intuition - 10, Common Sense - 20, and Reflection - 10.

**Base Current Armor:** 11.

**Base Life Points:** *27.*

**Physical Description:** Anakim average a towering 8' in height for males, 7' 6" for females, and are appropriately heavier than humans as well. Often, they are considered giants. Also, they are likely to live much longer, provided they do not meet a premature death. Because of their demonic heritage, anakim characters have 1d10 Anakim Traits, which are each determined by rolling 1d100 and consulting the table that begins on the next page.

**Disposition Modifiers:** - 25 Ethicality and - 50 Morality.

**Temperament Modifiers:** - 25 to Sanguine and - 25 to Melancholic.

**Sociality:** The mother of an anakim dies during childbirth, and a succubus kills her mate after ejaculation. Anakim do not have their own society, so they try to live secretly among humans or in isolation. Anakim tend not to get along well with others.

**Language:** Anakim usually speak Sapien, and if they have both good Language ability and the luxury of education, most aspire to learn Underworld.




**Occupation:** It is possible for an anakim to be nearly any occupation, but the most common include: Bandit, Berserker, Gladiator, Mercenary, Ruffian, Slave, Slave-Trader, and Sorcerer. Anakim begin work at age 10.

**Skills:** Brawling + 3, Intimidation + 5, Mangling + 3, Sexual Adeptness + 5, Trickery + 3, 1 Weapon (Specific), and Wrestling + 5.

**Religion:** Anakim may worship any religion, though often they venerate cacodaemons or are indifferent to notions of worship. All anakim receive a bonus of 1d20 PP (see *Chap. 4: Disposition*).

**Names:** Anakim often have human names, since their mother names them at birth, or if she dies immediately, those in her culture will name the infant. Cambion children are found by humans and given a human name.

1. Anakim have been referenced from Gustav Davidson's A Dictionary of Angels. For more information, see the References section at the end of this book.

| Roll | Anakim Trait |
|---|---|
| 01 | The anakim has absolute odds of reproduction. If male, then the anakim will impregnate any female with whom he copulates. If female, then the anakim will become pregnant by any male with whom she copulates. |
| 02 | The anakim is overconfident due to their demonic heritage. Therefore, this anakim suffers a penalty of 2d20 Common Sense. |
| 03 | The anakim may instill bestial lust into any member of the opposite sex, within visual range. The foe must pass a Drive check at TH 20 or sexually force themselves upon the anakim immediately, regardless of location. This trait may only be used once per day and only in 1-on-1 situations. |
| 04 | The anakim is repelled by holy ground. |
| 05 | The anakim has 2 horns, 1d8 inches in length, protruding from their head. Any headgear worn by this anakim must be custom-made to fit the horns. |
| 06 | The anakim is cannibalistic, and eating vegetables will induce vomiting. |
| 07 | The anakim may, by force of will, cause a random magical effect (See *Appendix 3: Random Magical Effects*) on any target within sight, once per week. |
| 08 | The anakim causes babies to scream when present. If the anakim touches a screaming baby, then the baby is 75% likely to urinate, 50% likely to defecate, and 25% likely to vomit. Thereafter, the anakim may touch the child without such an occurrence for 1 day. |
| 09 | The anakim has the legs and hooves of a goat, decreasing Bodily Attractiveness by 3d10. Hence, the kneecaps are in the rear, the legs are thin and hairy, and the anakim has hooves instead of toes. |
| 10 | The anakim has bloodlust, craving the act of murder 1d4 times per week. If the anakim does not murder the determined number of creatures per week, then the anakim begins foaming at the mouth, experiences an increased heart rate, an increase of 2d10 Strength and Drive, and a decrease of 2d10 Hand-Eye Coordination and Agility until the requisite number of creatures are murdered. |
| 11 | The anakim may cast Call Maggots once per day. Casting requires no chant, ingredient, or ritual. |
| 12 | The anakim's veins are all visible near the surface of their skin, causing penalties of 1d10 to both Bodily Attractiveness and Facial Charisma. |
| 13 | The anakim has a fiendish hunger, and must eat 6 full meals daily to live. |
| 14 | The anakim is addicted to vaginal or penile carrion. Once per week, the anakim has the urge to kill the first member of the opposite sex in sight and feed on the previously stated remains. The anakim may resist this urge by passing a Drive check at TH 22. |
| 15 | The anakim may cast Force Scream once per day. Casting requires no chant, ingredient, or ritual. |
| 16 | The anakim suffers 1d10 LP of damage on contact with holy water. |
| 17 | The anakim has black eyes with no whites, decreasing Facial Charisma by 2d10, since this feature is obviously inhuman. It is impossible to observe the face of this anakim and be sure where they are looking. |
| 18 | The anakim has a 10% chance to attack any character who insults them per perceived insult. |
| 19 | The anakim may cast Detect Magic once per day. Casting requires no chant, ingredient, or ritual. |
| 20 | The anakim is accompanied by an odor of feces that extends 1d6 feet from their body. |
| 21 | The anakim has very pale skin, decreasing Facial Charisma by 1d10 because of their likeness to a corpse. The anakim prefers to avoid sunlight. No matter how much time the anakim spends in the sun, their skin will not tan. |
| 22 | The anakim has a 2% chance of waking with bloodthirst. If so, then the anakim must murder a creature and drink its blood within 24 hours. If the anakim fails to fulfill its bloodthirst, then all characters within 1d100 feet will dream that night that the anakim dismembers and eats them. |
| 23 | The anakim may cast Determine Magic once per day. Casting requires no chant, ingredient, or ritual. |
| 24 | The anakim causes humans within 1 foot to desire anal sex according to their sexuality. |
| 25 | The anakim has blood for sexual fluid, causing a penalty of 1d10 to the Sexual Adeptness Skill. If male, then the anakim ejaculates blood. If female, then blood is the lubricating vaginal fluid all month long. |
| 26 | The anakim is angered easily. Any attempt to intimidate this anakim will result in the anakim attacking with intent to kill unless they pass a Drive check at TH 22. |
| 27 | The anakim may cast Call Fog once per day. Casting requires no chant, ingredient, or ritual. |
| 28 | The anakim is accompanied by whispering voices that may be heard 1d10 feet away. |
| 29 | The anakim has white eyes, apparently with no pupil or iris, decreasing Facial Charisma by 2d10, since this trait is clearly inhuman. It is impossible to observe this anakim and determine exactly where they are looking at any given moment. |

| Roll | Anakim Trait |
|---|---|
| 30 | The anakim has abnormal hatred for males. Whenever within 1d100 feet of one, the anakim must pass a Drive sub-ability check at TH 17 or attack with intent to kill. |
| 31 | The anakim may cast Frosty Touch once per day. Casting requires no chant, ingredient, or ritual. |
| 32 | The anakim causes grass to die where they walk. Dead grass is yellow. |
| 33 | The anakim has abnormally recessed eyes, decreasing Facial Charisma by 1d10, since they look more immoral, dead, and less innocent. |
| 34 | The anakim has abnormal hatred for females. Whenever within 1d100 feet of one, the anakim must pass a Drive sub-ability check at TH 17 or attack with intent to kill. |
| 35 | The anakim may cast Acidic Touch once per day. Casting requires no chant, ingredient, or ritual. |
| 36 | The anakim is always accompanied by the gathering of 1d10 black birds near and above them. |
| 37 | The anakim has a 3rd eye in the middle of their forehead, decreasing Facial Charisma by 3d10. Having 3 eyes improves Vision by 1d20 points. Since 50 Vision points is perfect Vision, these points are applied in this direction. |
| 38 | The anakim has abnormal hatred for humans. Whenever within 1d100 feet of one, the anakim must pass a Drive sub-ability check at TH 17 or attack with intent to kill. |
| 39 | The anakim may cast Force Slumber once per day. Casting requires no chant, ingredient, or ritual. |
| 40 | The anakim is accompanied by the odor of sex, which extends 1d6 feet. |
| 41 | The anakim is able to cry at will, with tears. |
| 42 | The anakim has abnormal hatred for kobolds. Whenever within 1d100 feet of one, the anakim must pass a Drive sub-ability check at TH 17 or attack with intent to kill. |
| 43 | The anakim may cast Force Missile once per day. Casting requires no chant, ingredient, or ritual. |
| 44 | The anakim is followed by a cold wind. All within 1d10 feet of this anakim will feel a cold chill. |
| 45 | The anakim has an unusually long tongue. Determine the length of the character's tongue as usual (See *Chapter 2: Body*) then add (200 + 1d100)% to the length. |
| 46 | The anakim has abnormal hatred for bugbears. Whenever within 1d100 feet of one, the anakim must pass a Drive sub-ability check at TH 17 or attack with intent to kill. |
| 47 | The anakim may cast Force Rancor once per day. Casting requires no chant, ingredient, or ritual. |
| 48 | The anakim automatically evaporates pure water when touched. Rate of evaporation is 1d10 cubic feet per round. |
| 49 | The anakim has a body that casts no shadow. |
| 50 | The anakim has abnormal hatred for trolls. Whenever within 1d100 feet of one, the anakim must pass a Drive sub-ability check at TH 17 or attack with intent to kill. |
| 51 | The anakim may cast Bestow Virus once per day. Casting requires no chant, ingredient, or ritual. |
| 52 | The anakim has a touch that withers flowers. |
| 53 | The anakim has a robust jaw that is able to crush bone. However, it is so robust that the anakim loses 1d10 Facial Charisma if male, 2d10 if female. |
| 54 | The anakim has abnormal hatred for ogres. Whenever within 1d100 feet of one, the anakim must pass a Drive sub-ability check at TH 17 or attack with intent to kill. |
| 55 | The anakim may cast Seal Orifice once per day. Casting requires no chant, ingredient, or ritual. |
| 56 | The anakim has no reflection in a mirror. |
| 57 | The anakim slowly devours food like a snake. They need to feed once per week, consuming at least one-third of their body weight to survive. Digestion of food, which is one-third of body weight, takes 1 hour. Bone is digested as well. The anakim has a mouth circumference of (15 + 1d20) inches. The jaw dislodges like a snake so that large food may be swallowed. When the jaw is not dislodged, the lips of this anakim appear abnormally wide. |
| 58 | The anakim has abnormal hatred for other anakim. Whenever within 1d100 feet of one, the anakim must pass a Drive sub-ability check at TH 17 or attack with intent to kill. |
| 59 | The anakim automatically detects moral beings within 1d10 feet. |
| 60 | The anakim causes alarm or fear in animals. |
| 61 | The anakim's eyes can become red at will, temporarily increasing their Intimidation skill check by 3. When red, the anakim's eyes are visible up to 1d100 feet away in darkness. |

| Roll | Anakim Trait |
|---|---|
| 62 | The anakim believes he is, figuratively, silver-tongued. If the anakim's sub-abilities of Rhetorical Charisma, Enunciation, and Language are above 90, then this anakim has increased Persuasion and Trickery skill checks by 1d10. If not, then this anakim receives a penalty of 1d10 to said skills. |
| 63 | The anakim can read the thoughts of any animal in visual range. The anakim receives + 3 points invested into the skills of Animal Handling and Animal Conditioning. |
| 64 | The anakim may emit an odor of rotting flesh from his pores at a 1-foot radius 3 times per day. Due to the horrid stench, any foe in that area has a 10% chance of vomiting. Vomiting lasts for 1 round, and for this round they are slowed by 50%, CA is halved, and may not attack. |
| 65 | The anakim has fangs that are 1d3 inches in length. Each fang causes 1LP of damage per inch. |
| 66 | The anakim has uncanny anatomical knowledge, increasing the severity of all Graphic Gore rolls by 5. |
| 67 | The anakim has skin that reduces damage due to corrosion (acid or base) by 50%. The skin does not seem abnormal when examined. |
| 68 | The anakim may turn a handful of rocks into an equivalent weight in silver pieces once per week. |
| 69 | The anakim has a scaly tail. Roll 4d12 to determine its length in inches. The anakim tail has 1 BPP for each foot in length, but no LP are added to the anakim. If longer than 1 foot, then it is prehensile. Roll 1d100 to determine the number of Strength sub-ability points the tail possesses. Refer to the dead lift measure of Strength to determine how much weight the tail may move or lift. |
| 70 | The anakim may instill fear into a foe who is smaller in both Weight and Height. The scared foe will automatically sprint in the opposite direction for 1d20 rounds. This works only in 1-on-1 situations. |
| 71 | The anakim has skin that reduces damage due to electricity by 50%. The skin does not seem abnormal when examined. |
| 72 | The anakim may fart as loud as thunder. All creatures within a 10-feet radius of this anakim, except the anakim, automatically take 1d4 sonic damage and are stunned for 1 round, which can be avoided by passing a Drive check at TH 17. This can be utilized only once per week. |
| 73 | The anakim has an abnormally thick skull, decreasing Facial Charisma and each sub-ability of Intelligence by 1d10, as well as adding 1d4 BPP to the head. They receive only 50% of damage from physical head wounds such as hacking, pounding, or stabbing. |
| 74 | The anakim is able to speak backwards at will, increasing their Enunciation sub-ability by 1d100. |
| 75 | The anakim has skin that reduces damage due to cold by 50%. The skin does not seem abnormal when examined. |
| 76 | The anakim is able to bellow as loud as a lion. |
| 77 | The anakim secretes a random acid (See *Chapter: 17 Natural Substances*) from its fingernails. The anakim is also immune to that acid. |
| 78 | The anakim has demonic intellect. Therefore, this anakim gains 1d20 points into each sub-ability of Intelligence, rolled separately. |
| 79 | The anakim has skin that reduces damage due to fire by 50%. The skin does not seem abnormal when examined. |
| 80 | The anakim leaves no footprints when walking barefoot. |
| 81 | The anakim has sharp, pointed bones protruding from its elbows which can be used to attack. Roll 3d8 to determine length in inches. 3-8" causes 1d12 points of stabbing damage, 9-16" causes 1d20 point of stabbing damage, and 17-24" causes 2d12 points of hacking damage. The delivery penalty is inapplicable. The number of bone blade attacks is also the number of Brawling attacks. This anakim has a penalty of 2d10 to Kinetic Charisma. |
| 82 | The anakim has demonic Wisdom. Therefore, this anakim gains 1d20 points into each sub-ability of Wisdom, rolled separately. |
| 83 | The anakim may use any magical device, regardless of requirements. |
| 84 | The anakim is able to refract, instead of reflect, any type of light, magical or natural, bestowing 1d10 points invested to the Hide skill check. Most solid objects reflect light, and is why humans can see them. This anakim is able, upon concentration, to not reflect light. However, the anakim is not invisble while not reflecting light. During this time, the anakim is refracting light. Instead of light being reflected from the surface of the anakim, it passes through the anakim, but its angle is slightly refracted. This does not cause the anakim to appear in rainbow colors, but appears to an observer as though the background beyond the body of the anakim is distorted. |
| 85 | The anakim has kneecaps that protrude through the skin by 2 inches, causing 50% more base Brawling damage when attacking with knees. |




| Roll | Anakim Trait |
|---|---|
| 86 | The anakim is sensitive to others' motives. Therefore, they have a 50% chance of automatic success against Trickery. If the anakim fails this check, then they may still make their normal Trickery skill check. |
| 87 | The anakim may, once per week, temporarily imbue a normal weapon with magical powers, giving the weapon + 1d10 to attack rolls for 1d10 rounds. The anakim may not imbue bodily weapons such as knees or fists. |
| 88 | The anakim has unusually hard and thick skin, increasing its CA by 1d10. |
| 89 | The anakim has 1-inch spikes of bone protruding from its knuckles, causing 50% more base Brawling damage when punching. |
| 90 | The anakim knows how to speak Demonic, increasing their Language sub-ability by 1d100. |
| 91 | The anakim may "swallow the souls" of other anakim corpses. For each "soul swallowed," the anakim has the power to cure 1, randomly determined mental illness inflicting himself or another character touched at the time of "soul-swallowing." |
| 92 | The anakim heals BPP and LP at twice the daily rate (see Natural Healing in *Chapter 10: Combat*). |
| 93 | The anakim is amazingly agile, increasing their sub-ability score for Agility by 1d20. |
| 94 | The anakim knows how to speak Underworld, increasing their Language sub-ability by 1d100. |
| 95 | Non-magical weapons cannot harm the anakim. Consult with the Aedile. |
| 96 | The anakim has supernatural eyes. The anakim can see equally well in darkness as in bright light; brightness does not affect this anakim. This anakim cannot distinguish day from night. |
| 97 | The anakim has a wingspan of 2d8 feet. The weight of the wings is already part of the weight of the character; anakim wings weigh a number of pounds equal to (Wingspan in feet)$^2$. Anakim wings have 1 BPP for each foot of wingspan, but do not affect the LP of the anakim. They are able to fly if the wingspan exceeds 10 feet. Consult Aerial Warfare (See *Chapter 18: Warfare*) for flight information. |
| 98 | The anakim has telekinetic power. Using this power; this anakim is able to move an object weighing up to 1d10 pounds as far as 1d100 feet away from them and at a rate of up to 1d10 feet per round. While using this power, the anakim must concentrate and is therefore unable to take any other action. |
| 99 | The anakim has 1% immunity to magic per occupational level. |
| 100 | The anakim has flame-breath. This anakim may breathe a stream of flames that is 1 inch in diameter and extends 1d4 feet in distance for up to 3 rounds. During this time the anakim may not take any other action. The flames cause 2d6 fire damage per round. |

## **Bugbear** (sing.), **Bugbears** (pl.)

Also known as a bugbeare, a bugbear is a malevolent humanoid creature resembling a large, hairy beast. Above all, bugbears enjoy devouring naughty human children; adults contain more gristle and do not taste as well. Naughty light elven children are also a delicacy to bugbears. When unavailable, bugbears prefer salmon and other fish, berry preserves, and honey. Their favorite drink is mead.

The most renowned characteristic of bugbears is that they annoy all other races, but not each other. Bugbears have annoying behavioral habits, speech patterns, societal customs, and talk endlessly about dominating the world in the future and their superiority to other races. A bugbear is 20% likely to have either (01-10) Obsessive-Compulsive Disorder (see *Chapter 5: Mind*) or (11-20) Obsessive-Compulsive Personality Disorder.

Since the pale humanlike skin of bugbears is covered with dark fur, the hide of a bugbear is valued by other races. Of course, a bugbear will not wear the hide of another bugbear. However, if a bugbear discovers that any character is wearing such a hide, then violence is likely to occur. Due to fur, bugbears pant instead of sweat.



Bugbears prefer melee weapons and medium armor. The favorite weapons of bugbears are spiked bludgeoning melee weapons, such as military flails and morgensterns, though axes and polearms are also utilized. Although full-scale warfare is rare, when it occurs bugbear military is organized into massed formations, in which soldiers with polearms rush the foes first. Bugbear soldiers of lower rank are the first to fight. When raiding, bugbears wear spangenhelms and chainmail.

The most seagoing of the available races, bugbears are skilled shipwrights and sailors. Bugbear communities are either coastal or near rivers. Their favorite vessel is the longship, which they use to plunder coastal human communities at night.

If bugbears raid a human community, then the vessel is beached in or near the harbor. Next, small groups of 2-3 bugbears enter nearby cottages, immediately seeking and killing the father or adult males. Victorious bugbears will often rape human women before devouring the children. Bugbear males fear that their Manhood will be bitten during fellatio, and prefer to receive gum-jobs to prepare them for pupoofing (see Buggeric in *Ch. 6: Sociality*). Human women who are raped by bugbears may become pregnant, though the fetus aborts prior to birth. In fact, 50% of human women who are ravished by a bugbear die due to ripped uteral lining.

After the raiding bugbears have had their fun, they collect the women and children who are still alive, board their vessel, and go home to brag about their exploits. When bugbears lose the element of surprise, they abandon their raid and return to the north. Raiding expeditions serve many purposes, including a ritual passage into adulthood for males.

Throughout the spring, summer, and fall, bugbears plunder coastal human communities for food, slaves, and supplies. During the winter, bugbears do not venture away from their communities, but remain inactive and indoors. While it is cold, bugbears eat, sleep, and mate.

Slaves brought back from raided communities are placed in what the bugbears call subjecting facilities. There, slaves perform labor until they die or are used for experimentation. Most bugbear children dissect humans as part of their education. Many males study the anatomy of their foes, constantly looking for weaknesses.

Experiments are usually cruel, and often performed on living subjects. Bugbears calculate subject pain tolerance and torture humans for information. Currently, they are attempting to accumulate enough population to be able to exterminate light elves and humans, and dominate the surface world.

**Sub-Ability Modifiers:** Strength + 50, Bodily Attractiveness - 20, Facial - 15, Rhetorical - 10, Hand-Eye Coordination + 5, Agility - 5, Enunciation - 10, Language - 10, Math + 10, Analytic - 10, Spatial + 5, and Drive + 10.

**Base Current Armor:** 12.

**Base Life Points:** 25.

**Physical Description:** A bugbear male averages 7' in height, while a female averages 6' 6". Bugbears have fur that is dark brown, though it is thin. A bugbear male has a hairless Manhood, except for the glans or head, which has hair that is 1" long and grows away from the spout-hole. This hair protects the Manhood from biting and disease. A bugbear female has a hairy vagina.

**Disposition Modifiers:** Ethicality + 25 and Morality - 50.

**Temperament Modifiers:** Sanguine - 25, Choleric + 25, and Melancholic + 25.

**Sociality:** Bugbears live in communities ranging from a hamlet to a capital city of their kind. Bugbears rarely live alone.

**Language:** Kobold. The bugbear dialect is known as Buggeric, but is not a distinct language.

**Occupation:** Any. Bugbears begins work at age 12.

**Skills:** Brawling + 3, Delousing + 5, Divination (Anthropomancy) + 3, Divination (Dririmancy) + 3, Law + 3, Sailing + 3, Search + 3, Shipwright + 3, Surgery + 3, Tracking + 3, 1 Weapon (Specific), and Wrestling + 3.

**Religion:** Bugbears worship their own immoral gods.

**Names:** Common male first names include Lljotbjaltr and Radketill. Common female first names include Ismaer and Sigrheidr. Common last names for a bugbear include Arnlidi and Botgeirr.

## **Dwarf** (sing.), **Dwarves** (pl.)

A dwarf is a humanoid creature who is short and stocky, compared to a human. The origin of this race is the most recent compared to other humanoids. Dwarves prefer to live underground in palaces and near water. Their favorite place to dwell is deep within a mountain. If a dwarf is exposed to direct sunlight, then they turn to stone and die immediately. Dwarves value precious stones, metals, and craftsmanship. Most dwarves are skilled jewelers, smiths, and craftsmen. 3 races of dwarves exist, named according to the color of their garments: black, brown, and white.

Dwarves are neither mortal nor immortal. Although dwarves may be killed just as mortals, they do not die naturally. In fact, they do not suffer penalties due to aging. Since dwarves are above mortality, they have closer associations with their gods.

All dwarves have the ability to shape-shift. However, dwarves may only shape-shift into the following creatures: butterfly, chipmunk, and owl. Each dwarf may choose from those creatures each time they shape-shift. Age affects duration (see Lifespan in *Chapter 2: Body*).

| Age Category | Duration |
|---|---|
| Infant | - |
| Children | 1d10 seconds |
| Puberty | 1d10 minutes |
| Young Adulthood | 1d10 hours |
| Middle Age | 1d10 days |
| Old Age | 1d10 weeks |
| Venerable | 1d10 months |

This is the longest that each dwarf may have shape-shifted per day or period of 24 hours. Each dwarf is different. Once the duration is determined above, a dwarf retains that duration as long as they remain in the age category. For each unit (seconds, minutes, etc.) of duration that is maintained, the dwarf temporarily loses 1d10 Strength. The cumulative loss of Strength remains in effect for 1d4 times the duration during which the dwarf had shape-shifted. Strength will return slowly and evenly during the period of recovery. If Strength is ever reduced to 0, then the dwarf dies.

All dwarves have Low-Light Vision (see Vision in *Chap. 2: Body*).




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## Dwarf, Black

Black dwarves thwart humans. For example, it is common for them to lure ships with lights at night onto rocks so that the crew may be murdered or enslaved and the ship plundered. Black dwarves usually attack humans on sight. It is rumored that their race was born as a result of the sorcerous combination of humans and maggots; instead, others maintain that black dwarves are related to kobolds.

By thwarting humans for so many generations, black dwarves have become renowned as experts in road-traps. Most underground palaces of black dwarves tend to be near human roads that are well-traveled. The sun turns dwarves to stone.

Most black dwarves wear black lambskin coats, black moleskin breeches and shoes, and a green moss hat. Black dwarves who are experienced smiths may make silver weapons that are both magical and dangerous. One characteristic of such magical weapons is that if taken by force, then the weapon will bring misfortune upon the new owner. Black dwarven sorcerers are famous for making magical cloaks of invisibility.

The preferred weapons of black dwarves are axes and hammers. Dwarves love armor of all kinds, as long as it is made from metal.




When elder black dwarves are on the surface, they prefer to travel after shape-shifting into a screech owl, and fly through the night. Other names for black dwarves are duergar, dvergar, and svart alfar.

**Sub-Ability Points:** Physical Fitness - 10, Bodily Attractiveness - 15, Health + 10, Facial - 15, Hand-Eye Coordination + 5, Agility - 5, Analytic + 5, Spatial + 10, Drive + 10, and Common Sense + 10.

**Base Current Armor:** 10.

**Base Life Points:** 20.

**Physical Description:** Black dwarves average 4' tall for males, 3' 11" for females. By appearance, they usually have dark skin, green reflective eyes, long gray beards, and powerful bodies. Oddly, their feet resemble the feet of crows.

**Disposition Modifiers:** Morality - 25.

**Temperament Modifiers:** Sanguine - 25 and Choleric + 25.

**Sociality:** Black dwarves live in underground palaces of treasure, and use treasure to lure and then murder or enslave humans.

**Language:** Dwarven.

**Occupation:** It is possible for a black dwarf to be any occupation, but the most common include: Appraiser, Armorer, Assassin, Bandit, Blacksmith, Bladesmith, Brazier, Brickmaker, Coppersmith, Dockwalloper, Gemcutter, Gilder, Goldsmith, Hewer, Ironmonger, Jeweler, Locksmith, Marbler, Mason, Mercenary, Miner, Minter, Money-Lender, Mountaineer, Pewterer, Pick Pocket, Silversmith, Slave-Trader, Sorcerer, Spy, and Weaponsmith. Dwarves begin work at age 24.

**Skills:** Appraise + 3, Architecture + 3, Armorsmithing + 3, Blacksmithing + 8, Brasssmithing + 3, Climb + 8, Coppersmithing + 3, Direction Sense + 3, Divination (Axinomancy) + 3, Divination (Cleromancy) + 3, Gambling + 3, Gemcutting + 3, Goldsmithing + 3, Mining + 3, Mountaineering + 3, Pewtersmithing + 3, Silversmithing + 3, Stonemasonry + 3, Trickery + 3, and Weaponsmithing + 3.

**Religion:** Black dwarves worship their own gods.

**Names:** Common male names include Gunterus and Heidolfus. Common female names include Alberadis and Constantia.

## Dwarf, Brown

Brown dwarves are solitary creatures; brown dwarven communities do not exist. Instead, each brown dwarf leaves their mother when they reach young adulthood, seeking a human family of peasants or serfs. The brown dwarf will hide and sleep during the day, and emerge at night. During the night, brown dwarves perform tasks for their human family. Brown dwarves are well-known for stealing human babies, as well as playing tricks on their human family. Brown dwarves dance during moonlight. If a brown dwarf likes their human family, then the brown dwarf will leave presents and protect them. However, if a brown dwarf dislikes their human family, then the brown dwarf will cause trouble and bad dreams. It is rumored that their race was born as a result of a sorcerous experiment with humans. For this reason, brown dwarves have an obsessive love/hate relationship with human families. The sun turns dwarves to stone.

The preferred weapons of brown dwarves are axes and hammers. Dwarves love armor of all kinds, as long as it is made from metal.

**Sub-Ability Points:** Physical Fitness - 10, Bodily Attractiveness - 10, Health + 10, Facial - 5, Hand-Eye Coordination + 5, Agility - 5, Analytic + 5, Spatial + 10, Drive + 10, and Common Sense + 10.

**Base Current Armor:** 10.

**Base Life Points:** 20.

**Physical Description:** Brown dwarves average 4' tall for males, 3' 11" for females. By appearance, they usually have tan skin, brown reflective eyes, long gray beards, and powerful bodies.

**Disposition Modifiers:** None.

**Temperament Modifiers:** None.

**Sociality:** None. See human.

**Language:** Dwarven and Sapien.

**Occupation:** It is possible for a brown dwarf to be any occupation, but the most common include: Appraiser, Armorer, Blacksmith, Bladesmith, Brazier, Brickmaker, Chambermaid, Coppersmith, Dockwalloper, Gemcutter, Gilder, Goldsmith, Hewer, Ironmonger, Jeweler, Laundress, Locksmith, Marbler, Mason, Miner, Minter, Mountaineer, Pewterer, Silversmith, Sorcerer, and Weaponsmith. Dwarves begin work at age 24.

**Skills:** Appraise + 3, Architecture + 3, Armorsmithing + 3, Blacksmithing + 8, Brasssmithing + 3, Cleaning + 8, Climb + 8, Coppersmithing + 3, Dance + 3, Direction Sense + 3, Divination (Axinomancy) + 3, Gemcutting + 3, Goldsmithing + 3, Mining + 3, Mountaineering + 3, Pewtersmithing + 3, Silversmithing + 3, Stonemasonry + 3, and Weaponsmithing + 3.

**Religion:** Brown dwarves worship human gods.

**Names:** Common male names include Godscalcus and Deigenhardus. Common female names include Ditwinus and Evfemia.



## Dwarf, White

White dwarves are jolly. During summer, elders come to the surface at night, shape-shifting into butterflies and owls, and dancing freely under the moon. The sun turns dwarves to stone. During winter, smiths craft fine artistic works of silver and gold in their underground forges.

The preferred weapons of white dwarves are axes and hammers. Dwarves love armor of all kinds, as long as it is made from metal.

**Sub-Ability Points:** Physical Fitness - 10, Bodily Attractiveness - 10, Health + 10, Facial - 5, Hand-Eye Coordination + 5, Agility - 5, Analytic + 5, Spatial + 10, Drive + 10, and Common Sense + 10.

**Base Current Armor:** 10.

**Base Life Points:** 20.

**Physical Description:** White dwarves average 4' tall for males, 3' 11" for females. By appearance, they usually have pale skin, brown eyes, long gray beards, and powerful bodies. White dwarves are cleanly and have a pleasant appearance.

**Disposition Modifiers:** Ethicality + 25 and Morality + 25.

**Temperament Modifiers:** Sanguine + 25, Choleric - 25, and Melancholic - 25.

**Sociality:** White dwarves live in underground palaces of treasure. On rare occasions, white dwarves may reward a human with treasure.

**Language:** Dwarven.

**Occupation:** It is possible for a white dwarf to be any occupation, but the most common include: Appraiser, Armorer, Blacksmith, Bladesmith, Brazier, Brickmaker, Coppersmith, Dancer, Dockwalloper, Gemcutter, Gilder, Goldsmith, Hewer, Ironmonger, Jeweler, Locksmith, Marbler, Mason, Miner, Minter, Mountaineer, Pewterer, Silversmith, and Weaponsmith. Dwarves begin work at age 24.

**Skills:** Appraise + 3, Architecture + 3, Armorsmithing + 3, Blacksmithing + 8, Brasssmithing + 3, Climb + 8, Coppersmithing + 3, Dance + 3, Direction Sense + 3, Divination (Axinomancy) + 3, Gemcutting + 3, Goldsmithing + 3, Mining + 3, Mountaineering + 3, Pewtersmithing + 3, Silversmithing + 3, Stonemasonry + 3, and Weaponsmithing + 3.

**Religion:** White dwarves worship their own gods.

**Names:** Common male names include Gerlacus and Godscalcus. Common female names include Berta and Binhildis.



## **Elf** (sing.), **Elves** (pl.)

An elf is a tiny, humanoid creature connected with a forest. Each forest inhabited by elves has an elven kingdom, which is hidden from others. Elves do not allow other races to see their kingdom, so it is magically hidden.

All elves are either dark or light, immoral or moral respectively. Dark or light, all elves seek to protect and preserve their forest, including the wild animals. Dark elves protect their forest using immoral means, while light elves protect their forest using moral means. Unlike dwarves, it is possible to distinguish between races of elves by observing their skin color; dark elves have dark skin, while light elves have light skin.

Since elves protect wildlife, they do not eat them. In fact, elves refuse to eat meat, and prefer fruits and vegetables instead. Because their diet consists of fruits and vegetables, elves fart 3d10 times per day. Elves have been known to advise humans that they will be healthier and live longer if they avoid eating meat.

All elves enjoy music and are skilled with an instrument, usually the voice. Music is such a large part of the lives of elves that it is a sufficient punishment to restrict an elf from making music after committing a crime. Elves, however, rarely commit crimes in their forested communities.

The Lifespan of an elf is determined by the size of their forest (see Lifespan in *Chapter 2: Body*). If their forest is destroyed, then its elves die and their bodies wither, decay, and disappear like leaves from a tree. If a forest shrinks in size, such as due to a forest fire or humans felling trees, then the local elves are physically unaffected, though they will be angry. The larger the forest in miles squared, the longer the lifespan of its elves.

| Roll (1d8) | Forest Size | Lifespan |
|---|---|---|
| 1 | < 1 | 250 years |
| 2 | 1-10 | 500 years |
| 3 | 11-50 | 750 years |
| 4 | 51-100 | 1,000 years |
| 5 | 101-200 | 1,500 years |
| 6 | 201-300 | 2,000 years |
| 7 | 301-400 | 2,500 years |
| 8 | > 400 | 3,000 years |

Due to their lengthy lifespan, elves are considered to be wise. Elves are often sought by others for their advice. However, it is difficult to find an elf unless they want to be found. A forest does not contain both dark and light elves.

Most elves do not venture far from their forest. For each mile that an elf is removed from their forest, their Strength and Health sub-ability scores decrease by 1. If either sub-ability reaches 0, then the elf dies.

All elves have the special ability to shape-shift. Elves may only shape-shift into the following creatures: cat, dog, fox, and rabbit. Each elf may choose from those creatures each time they shape-shift. Age affects duration.

| Age Category | Duration |
|---|---|
| Infant | - |
| Children | 1d10 seconds |
| Puberty | 1d10 minutes |
| Young Adulthood | 1d10 hours |
| Middle Age | 1d10 days |
| Old Age | 1d10 weeks |
| Venerable | 1d10 months |

This is the longest that each elf may have shape-shifted per day or period of 24 hours. Each elf is different. Once the duration is determined above, an elf retains that duration as long as they remain in the age category. For each unit (seconds, minutes, etc.) of duration that is maintained, the elf temporarily loses 1d10 Strength. The cumulative loss of Strength remains in effect for 1d4 times the duration during which the elf had shape-shifted. Strength will return slowly and evenly during the period of recovery. If Strength is ever reduced to 0, then the elf dies.

Other names for an elf are alp, aelf, alfar, alfe, alve, elve, and ylf.

## Elf, Dark

Dark elves are immoral and ugly. Nonetheless, they are incredibly fertile and are always trying to mate. Few children are born. Due to the sexual nature of dark elves, humans have been known to form cults to worship or summon them.

Because dark elves are naturally unattractive and lecherous, they desire to magically enhance their beauty in order to seduce those who would ordinarily reject them.

If any character enters a forest that is inhabited by dark elves, then their life may be in danger. Dark elves use the hides of trespassers for leather, some body-parts for ingredients, and usually feed the local forest animals with the meat.

Dark elves enjoy tricking their victims, even more than being vicious. For example, a female enjoys enticing a lone human deeper into the woods, seducing him until he is most vulnerable, and then depriving him of life.

The preferred weapons of dark elves are shortbows and short swords. Dark elves avoid armor made from metal, and prefer soft leather armor that is crafted from the skin of trespassers.

It is wise for humans never to underestimate dark elves, since they are sinister and powerful. Dark elves are famous for crafting magical swords.

Other names for a dark elf are dockalfar, docalfar, dark alfar, swartalfar, svartalfar, and black alfs.

**Sub-Ability Points:** Physical Fitness + 5, Strength - 60, Bodily Attractiveness - 10, Health + 10, Facial - 10, Vocal + 10, Kinetic + 10, Hand-Eye Coordination + 10, Agility + 5, Enunciation + 5, Drive + 5, Intuition + 10, Common Sense + 10, and Reflection + 5.

**Base Current Armor:** 10.

**Base Life Points:** 15.

**Physical Description:** Dark elves tend to be ugly and have black skin. Dark elves do not have pubic hair. Dark elves average 4' tall.

**Disposition Modifiers:** Morality - 25.

**Temperament Modifiers:** Sanguine - 25, Choleric + 25, Melancholic + 25, and Phlegmatic - 25.

**Sociality:** Dark elves live in forest kingdoms. The kingdoms are usually hidden underneath their forest, which they consider their property.

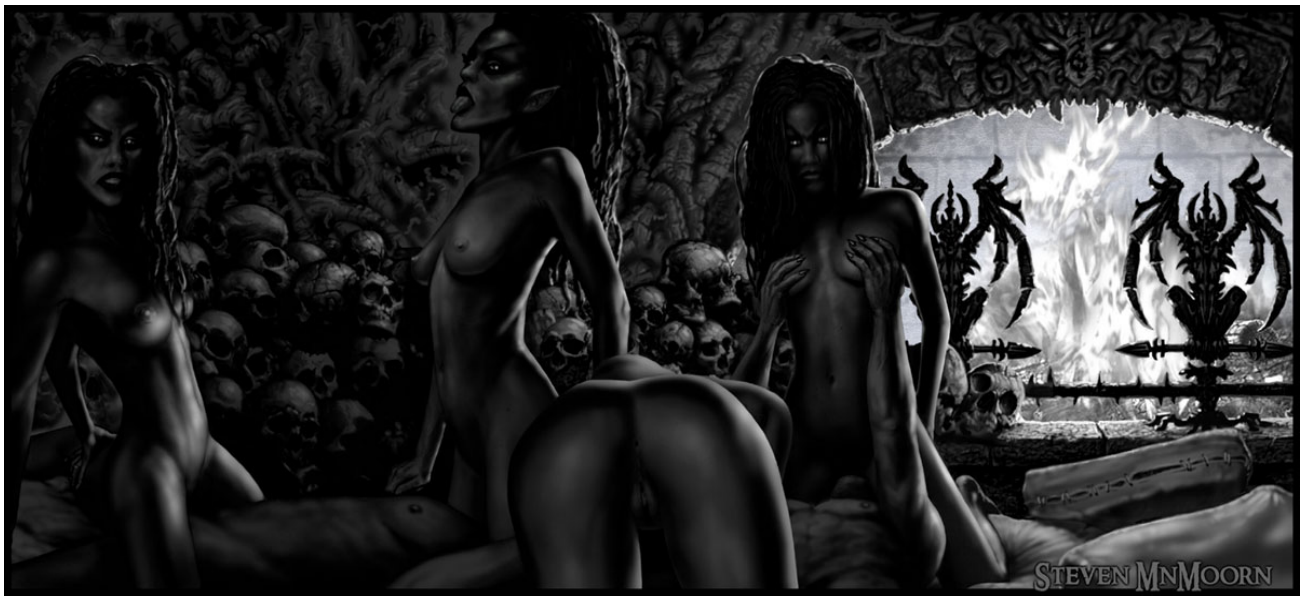
**Language:** Elven.

**Occupation:** Any. Common occupations for dark elves include Acrobat, Bard, Dancer, Druid, Gardener, Herbalist, Musician, Ranger, Sage, Sorcerer, and Stabler. Elves begin work in puberty.

**Skills:** Contortion + 3, Dance + 3, Etiquette + 3, Herbalism + 3, Musical Instrument (Singing) + 3, Nature (Plants) + 3, Nature (Trees) + 3, Smell + 3, Tracking + 3, Trickery + 5, and Tumbling + 3.

**Religion:** Dark elves worship their own gods.

**Names:** Common male names include Sighard and Tondberct. Common female names include Aedelberga and Uuffa.



## Elf, Light

Also known as elves of light, light elves are moral and attractive. Even though they are beautiful, few children are born.

If any character enters a forest inhabited by light elves, and if a light elf detects them, then they may be either befriended, ignored, or influenced to leave. If any character harms a forest or its inhabitants, and if a light elf is aware, then the light elf will play mischievous tricks on the character. For example, their possessions may be stolen.

Above all, light elves enjoy playing harmless pranks on others. For instance, shoelaces may be untied. If a light elf is not on bad terms with a character, then a prank will never ruin their property. Just the same, some characters become angry when they are the object of a prank.

Because light elven maidens are usually beautiful, relationships or marriages may rarely develop between a light elven female and a human male. Sometimes, humans kidnap beautiful light elven maidens and attempt to force marriage. If the female perceives herself to be slighted in any way, then she will punish him harshly by playing mischievous tricks. It is impossible for such relationships to produce children.

The preferred weapons of light elves are shortbows and short swords. Light elves avoid armor made from leather or metal, and prefer gambesons if necessary, or none at all. Most light elves dress as lightly as possible and decent.

Light elves enjoy making music and dancing in large rings in the mists or under moonlight. Other names for light elves are ellen, elfvor, and light alfs.

**Sub-Ability Points:** Physical Fitness + 5, Strength - 60, Bodily Attractiveness + 10, Health + 10, Facial + 10, Vocal + 10, Kinetic + 10, Hand-Eye Coordination + 10, Agility + 5, Enunciation + 5, Drive + 5, Intuition + 10, Common Sense + 10, and Reflection + 5.

**Base Current Armor:** 10.

**Base Life Points:** 15.

**Physical Description:** Light elves tend to be attractive; however, this race has no pubic hair. The appearance of light elves is whiter than the sun. Their hair ranges from white to golden or blonde. Light elves prefer to wear green clothes. Light elves average 4' tall.

**Disposition Modifiers:** Morality + 25.

**Temperament Modifiers:** Sanguine + 25 and Melancholic - 25.

**Sociality:** Light elves live in forest kingdoms. There, elves often live in the hollows of huge tree trunks, and are hidden from others.

**Language:** Elven.

**Occupation:** Any. Common occupations for light elves include Acrobat, Bard, Dancer, Druid, Gardener, Herbalist, Musician, Ranger, Sage, Sorcerer, and Stabler. Elves begin work in puberty.

**Skills:** Climb + 3, Contortion + 3, Dance + 3, Etiquette + 3, Herbalism + 3, Musical Instrument (Singing) + 3, Nature (Plants) + 3, Nature (Trees) + 3, Smell + 3, Tracking + 3, and Tumbling + 3.

**Religion:** Light elves worship their own gods.

**Names:** Common male names include Aedilfrid and Earconberct. Common female names include Cynwise and Quoenburg.



## **Human** (sing.), **Humans** (pl.)

In almost every respect, humans are the most neutral and the norm of the humanoid races. Other races consider humans to be corrupt, greedy, and power-hungry. As a race, humans are more insecure, but are also more adaptable than other races. Many humans consider the human race to be superior to all others, and most human cultures seek to expand.

Although humans have the most diverse diet, most human peasants survive merely on bread and ale. Humans from southern climates have more diverse diets than those from the north.

**Sub-Ability Modifiers:** None.

**Base Current Armor:** 10.

**Base Life Points:** 20.

**Physical Description:** Humans, including males and females, average 5' 7" and 130 pounds, and have a life expectancy of 73 years. Males average 5' 10" in height, while females average 5' 4".

**Disposition Modifiers:** No modifiers.

**Temperament Modifiers:** No modifiers.

**Sociality:** Humans, by and large, are uneducated peasants working in the service of a lord, though this varies depending on urbanity. Like kobolds, humans reproduce frequently, and often consider large families desirable, whether the parents can afford to feed them or not.

**Language:** Sapien.

**Occupation:** Any. Humans begin work at age 10.

**Skills:** None.

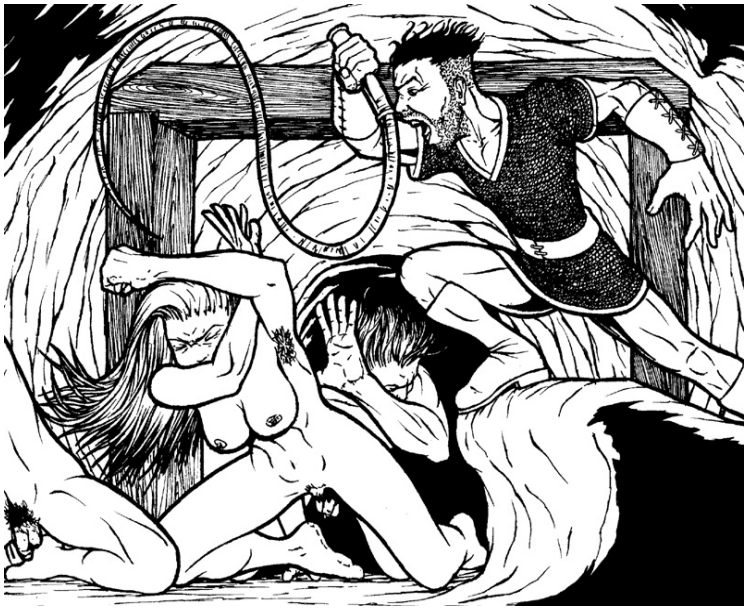
**Religion:** Humans range from devoutly religious to irreligious. Of all the races, humans have the widest selection of gods, though they also differ sharply from culture to culture.

**Names:** Common male first names include John and Thomas. Common female first names include Helen and Sarah. Common last names include Hall and Smith.



## **Kobold** (sing.), **Kobolds** (pl.)

Also known as a kobolt, cobolt, kobalos, or dasik, kobolds have a silvery-white skin color, though sometimes tinted slightly blue or green. Their skin is rough and cracked, and even withstands high temperatures. As a result, kobolds suffer only half-damage from non-magical fire. All kobolds live underground. As such, this race is skilled at metalworking and Mining (see *Chap. 8: Skills*), and each kobold has Low-Light Vision (see Vision in *Chap. 2: Body*). Their favorite metal is silver, since it reminds them of their own skin. Kobolds steal silver whenever possible. Their love of silver is the reason that kobolds dig mines.



Kobolds enslave every species or race possible. Children slaves are used to dig narrow mine shafts. Adult slaves are used for heavy labor, which kobolds avoid at all costs. Slave-trading is the only enjoyment of kobolds that rivals their greed for silver. The preferred slave of a kobold is a human. Kobolds instruct their human slaves never to stand on their feet, under penalty of death, unless commanded specifically. For example, human slaves in a mineshaft may be allowed to pick while on their knees, but slaves who transport objects must crawl on their hands and knees, with the object on their back. This practice allows kobolds to remain taller than humans, and maintains the dominance of the kobold master.

Perhaps kobolds are most famous for their ingenious and cruel traps. In their underground environment, kobolds fashion mechanical traps to ensnare or kill characters who invade and trespass. Although black dwarves use similar traps, the origin of malicious traps is with kobolds.

As their name implies, kobolds are bold. Their behavior is aggressive and open. Regarding combat, kobolds prefer light armor so that their movement is not too impaired. The favorite weapons of kobolds include a footman's war hammer and javelin or spear.

It is known that kobolds value beer, milk, and porridge (flour and/or oats boiled in milk). If offered as gifts and trickery is not suspected, then a kobold's temper may be appeased. Kobolds are cruel, feeding just enough gruel to slaves for them to survive. Gruel is a thin porridge, boiled in water instead of milk.

**Sub-Ability Points:** Strength - 40, Bodily Attractiveness - 15, Facial - 15, Vocal - 15, Kinetic + 15, Rhetorical - 10, Hand-Eye Coordination + 15, Agility + 15, Reaction Speed + 15, Enunciation + 15, Language - 10, Analytic - 10, Spatial + 15, and Drive - 15.

**Base Current Armor:** 10.

**Base Life Points:** 15.

**Physical Description:** Kobolds have skin that is silvery white and rough. Most have brown, reflective eyes. The average height of a kobold male is 4' 6", while a female averages 4' 3".

**Disposition Modifiers:** Morality - 50.

**Temperament Modifiers:** Sanguine - 25, Choleric + 25, and Phlegmatic + 25.

**Sociality:** Kobolds live in underground mining communities that are organized loosely. Every community has its own king.

**Language:** Kobold.

**Occupation:** Any. Kobolds begin work at age 6.

**Skills:** Direction Sense + 3, Mining + 3, Trickery + 3, and 1 Weapon (Specific).

**Religion:** Kobolds worship their own immoral gods.

**Names:** Common male names are Kraeng and Muda. Common female names are Darlicia and Rachmatilla.

## Ogre (sing.), Ogres (pl.)

An ogre is a large humanoid of low Intelligence, strong bulk, and carnivorous appetite. Easily outwitted by a clever human, ogres are gross and bloodthirsty. A female ogre is known as an ogress, and an ancient term for an ogre is eotena. There are 4 ogre races: base ogre, cliff ogre, gruagach ogre, and kinder-fresser.



### Ogre, Base

This race of ogre, often referred to as a 'base ogre' to distinguish it from the others, is hairier than most humans, but nowhere near as hairy as a gruagach ogre. All base ogres have a hump in their backs. They tend to use stone or wooden tools and wear animal hides when cold.

**Sub-Ability Points:** Physical Fitness - 18, Strength + 240, Bodily Attractiveness - 20, Facial - 20, Kinetic - 40, Rhetorical - 15, Hand-Eye Coordination - 5, Agility - 20, Reaction Speed - 25, Enunciation - 50, Language - 50, Math - 50, Analytic - 50, Spatial - 10, Drive - 15, Intuition - 20, and Common Sense - 30.

**Base Current Armor:** 13.

**Base Life Points:** 30.

**Physical Description:** Base ogres are hairy, have tan skin, and brown eyes. The tallest race that a player may select is an ogre. Male base ogres average 9' in height, while females average 8'.

**Disposition Modifiers:** Ethicality - 50 and Morality - 50.

**Temperament Modifiers:** Sanguine - 25, Choleric + 25, and Phlegmatic + 25.

**Sociality:** A clan consists of 12-30 base ogres. Each clan lives in a different cave, which is their ideal home. Base ogres hunt forest animals and gather berries, covering a range of (3d10 x 2) square miles.

**Language:** None, or Cigan if gifted.

**Occupation:** Roll 1d100: (01-16) Bandit, (17-32) Berserker, (33) Chieftain, (34-50) Gladiator, (51-66) Mercenary, (67-82) Ruffian, and (83-100) Slave. Ogres begin work at age 18.

**Skills:** Brawling + 5, Mangling + 5, and Wrestling + 3.

**Religion:** Ogres have never considered the existence of gods.

**Names:** Ogres do not name their offspring. However, most who have contact with more intelligent creatures acquire a nickname, such as Face-Pounder.

## Ogre, Cliff

Physically the smallest ogre, a cliff ogre lives to force unwary travelers over cliffs to feed their children below. Each victim is either hurled or kicked over the edge. Each parental cliff ogre hopes to cause the victim to hit only hard ground, especially jagged rocks. The offspring of the cliff ogre eagerly await each victim at the base of the cliff.

The greatest enjoyment among cliff ogres is competing with each other regarding the accuracy of hurling victims. The favorite type of contest requires 4 victims, dead or alive. The rules to this contest are that the first cliff ogre hurls a victim where desired. The competing cliff ogre must then hurl a victim where desired. Finally, each cliff ogre attempts to Hurl a victim as close to the previous victim of the other as possible. The cliff ogre wins who throws the second victim closest to the other's victim. In the case of a tie, a re-throw must be made. Frustration is never felt between competing cliff ogres; it is pure enjoyment.

**Sub-Ability Points:** Strength + 200, Bodily Attractiveness - 20, Facial - 20, Kinetic - 20, Rhetorical - 15, Hand-Eye Coordination - 5, Agility - 15, Reaction Speed - 25, Enunciation - 50, Language - 50, Math - 10, Analytic - 25, Drive - 15, Intuition - 20, and Common Sense - 30.

**Base Current Armor:** 13.

**Base Life Points:** 27.

**Physical Description:** The tallest race that a player may select is an ogre. Male ogres average 9' in height, while females average 8'.

**Disposition Modifiers:** Ethicality - 50 and Morality - 50.

**Temperament Modifiers:** Sanguine - 25, Choleric + 25, Melancholic + 25, and Phlegmatic - 25.

**Sociality:** At most, cliff ogres may be organized into groups of 3 cooperative families. Leadership is unnecessary, and cliff ogres have some loyalty to their family. However, when the parents are deemed too old, they are eaten by their children.

**Language:** None, or Cigan if gifted.

**Occupation:** Roll 1d100: (01-16) Bandit, (17-32) Berserker, (33) Chieftain, (34-50) Gladiator, (51-66) Mercenary, (67-82) Ruffian, and (83-100) Slave. Ogres begin work at age 18.

**Skills:** Brawling + 5, Climb + 8, Hurl + 5, Mangling + 5, and Wrestling + 3.

**Religion:** Ogres have never considered the existence of gods.

**Names:** Cliff ogres do not name their offspring. However, most who have contact with more intelligent creatures acquire a nickname, such as Body-Tosser.



## Ogre, Gruagach

As a race, gruagach ogres are called the "Hairy-Ones". In fact, the origin of the word 'gruagach' means 'hairy'. The blubbery form of a gruagach ogre confuses some foes, who misjudge this race of ogre to be fat and weak. A gruagach ogre moves slowly due to its low Physical Fitness, though when considering Strength, it is the strongest ogre. Laziness and ineptitude define a gruagach ogre.

**Sub-Ability Points:** Physical Fitness - 22, Strength + 275, Bodily Attractiveness - 30, Health - 5, Facial - 35, Kinetic - 75, Rhetorical - 30, Hand-Eye Coordination - 10, Agility - 30, Reaction Speed - 35, Enunciation - 50, Language - 60, Math - 60, Analytic - 60, Spatial - 15, Drive - 30, Intuition - 20, and Common Sense - 60.

**Base Current Armor:** 13.

**Base Life Points:** 35.

**Physical Description:** A gruagach ogre is the tallest, strongest, and heaviest race a player may select. Their hairy skin is dark brown, and they have long, golden hair. Although their hair is naturally black, they are obsessed with dying it blonde. The face of a gruagach ogre is prognathous, and the forehead is sloping. The head of a gruagach ogre is larger than other races of ogres. Male gruagach ogres average 9' in height, while females average 8'.

**Disposition Modifiers:** Ethicality - 50 and Morality - 50.

**Temperament Modifiers:** Melancholic - 25 and Phlegmatic + 25.

**Sociality:** Although gruagach ogre parents produce numerous offspring, most die between birth and infancy. Overall, gruagach ogres live in tribal hamlets among their kind. In gruagach society, the strong dominate the weak, and 1 leader and his entourage dominates the tribe. Gruagach ogres have minimal loyalty to others, and their hamlets are always located in a glade of a forest. They are too lazy to expand their clearings.

**Language:** None, or Gruagan if gifted.

**Occupation:** Roll 1d100: (01-16) Bandit, (17-32) Berserker, (33) Chieftain, (34-50) Gladiator, (51-66) Mercenary, (67-82) Ruffian, and (83-100) Slave. Ogres begin work at age 18.

**Skills:** Brawling + 5, Mangling + 5, Smell - 5, and Wrestling + 3.




**Religion:** Ogres have never considered the existence of gods, but gruagach ogres are curiously fearful of magic.

**Names:** Gruagach ogres do not name their offspring. However, most who have contact with more intelligent creatures acquire a nickname, such as Lazy-Ass.

## Ogre, Kinder-Fresser

Also known as a kinderschrecker or child-guzzler, a kinder-fresser is an ogre who feeds on human children. Although a kinder-fresser will eat any human child, their favorite is a moral child. The voice of a kinder-fresser attracts human children who are prepubescent and virginal. If a prepubescent, virginal human child hears the voice of a kinder-fresser, then the child must pass a Drive sub-ability check at TH 25 or believe that the voice heard is their parents, and obey any commands given.

Strangely, the voice of a kinder-fresser does not attract others. Since a kinder-fresser survives by eating human children, this creature attempts to reside nearby a significant human population. The favorite residence of a kinder-fresser is a cave close to a long, well-traveled road. Since a kinder-fresser has higher Facial and Vocal Charisma compared to other ogres, victims and foes are sometimes fooled into thinking the kinder-fresser is a gentle giant.

The unfortunate child is fooled, lured, strangled, and swallowed – usually without evidence. Human children smaller than 30 pounds are eaten whole; shoes are regurgitated 10% of the time, if applicable. In extreme cases, a kinder-fresser has eaten all the young humans of a village.

**Sub-Ability Points:** Strength + 240, Bodily Attractiveness - 10, Facial - 12, Kinetic - 20, Rhetorical + 15, Hand-Eye Coordination - 5, Agility - 20, Reaction Speed - 25, Enunciation - 10, Language - 10, Math - 50, Analytic - 50, Spatial - 10, Drive - 15, and Common Sense - 30.

**Base Current Armor:** 13.

**Base Life Points:** 30.

**Physical Description:** The tallest race that a player may select is an ogre. Male ogres average 9' in height, while females average 8'.

**Disposition Modifiers:** Ethicality - 50 and Morality - 50.

**Temperament Modifiers:** Sanguine - 25, Choleric + 25, and Phlegmatic + 25. Kinder-fressers often act sanguine to lure children to their doom. In fact, kinder-fressers receive a bonus of 50 to their Sanguine score only while attempting to feed.

**Sociality:** A kinder-fresser does not participate in society, except by waiting outside of a human town for traveling, bipedal food. Each kinder-fresser lives alone. Kinder-fresser offspring are abandoned by their parents, so they prefer to live alone. A kinder-fresser is loyal only to their own survival.

**Language:** Sapien.

**Occupation:** Roll 1d100: (01-25) Bandit, (26-50) Berserker, (51-75) Gladiator, and (76-100) Slave. Ogres begin work at age 18.

**Skills:** Hide + 5, Mangling + 3, Persuasion + 8, Silence + 5, Trickery + 5.

**Religion:** Ogres have never considered the existence of gods.

**Names:** Kinder-fresser ogres do not name their offspring. However, most who have contact with more intelligent creatures acquire a nickname, such as Baby-Taker.



## **Troll** (sing.), **Trolls** (pl.)

Also known as trold and trolld, a troll is an immoral creature who is ugly and hairy. Trolls were the first humanoid creature. Trollish females are known as trollops. 3 races of trolls exist: borbytingarna, hill, and subterranean.

### Troll, Borbytingarna

The borbytingarna race inhabits caverns and roams the forests and mountains. They will attempt to kill and eat any creature met, including another troll, unless the troll is the opposite gender. This race is not petrified by sunlight, unlike the subterranean troll.

A borbytingarna troll does not have huge, sharp claws like a hill troll. The hands of these trolls are unusually long and slender. Borbytingarna consider armor and weapons to be useless. If this type of troll fears for its life in combat, then it will attack by Brawling and Wrestling. If a borbytingarna does not fear for its life, then it will play with its prey. In this case, a borbytingarna prefers to overbear and fish-hook (see Wrestling in *Chap. 8: Skills*) its foes. When the foe is close to unconsciousness, a borbytingarna enjoys slamming the foe into hard objects until they lose consciousness.

Once a victim is unconscious or dead, and the troll is not threatened by other creatures, this type of troll delights in thrashing around the body of the fallen foe. These trolls thrash meat to tenderize it. A borbytingarna troll may do this for 1d100 minutes before it decides to feed.

Due to the extreme hatred of borbytingarna for others, they cooperate with no one, even if subjected to clearly superior force. A borbytingarna troll will always rebel violently.

**Sub-Ability Points:** Physical Fitness + 20, Strength + 100, Bodily Attractiveness - 50, Facial - 40, Kinetic - 40, Hand-Eye Coordination + 10, Agility + 30, Reaction Speed - 20, Language - 90, Math - 60, Analytic - 60, and Spatial - 10.

**Base Current Armor:** 14.

**Base Life Points:** 27.

**Physical Description:** The average height of a borbytingarna troll is 8' tall. It is nearly impossible to distinguish between males and females, unless you are a troll. All look exceptionally thin. Trolls have greenish skin and brown hair.

**Disposition Modifiers:** Ethicality - 50 and Morality - 50.

**Temperament Modifiers:** Sanguine - 25 and Choleric + 25.

**Sociality:** These trolls inhabit caverns and roam the forests and mountains. Borbytingarna do not have Social Class, since they would die before submitting to another.

**Language:** None.

**Occupation:** Roll 1d100: (01-25) Bandit, (26-50) Berserker, (51-75) Gladiator, and (76-100) Slave. Trolls begin work at age 13.

**Skills:** Blindfighting + 5, Brawling + 5, Direction Sense + 5, Disarm + 3, Mangling + 5, and Wrestling + 5.

**Religion:** Trolls have never considered the existence of gods.

**Names:** Borbytingarna trolls do not name their offspring. However, most who have contact with more intelligent creatures acquire a nickname, such as Life-Eater.



## Troll, Hill

A hill troll has a large, hairless belly that drags along the ground, and black claws on both hands and feet. Their claws are sharp as knives, causing substantial slashing damage per successful Brawling attack (see Brawling in *Chap. 8: Skills*). Always black, these claws resemble obsidian, even when broken. Whenever a claw is broken from a hill troll, the edges are always sharp. For this reason, ancient humans sought the claws of hill trolls for arrowheads. The claws of a hill troll significantly aid it in climbing.

Hill trolls either roam the hills or lurk in a hiding spot, waiting to attack their favorite victim – humans. When a hill troll gets ahold of a human, it rips the flesh from the human's body. This type of troll is not petrified by sunlight, unlike the subterranean troll. It will attempt to kill and eat any creature it meets, including another troll, unless the troll is the opposite gender.

Hill trolls consider armor and weapons useless, unless trained as a gladiator. Hill trolls prefer to brawl, wrestle, and claw their victims until they are a bloody pulp. Most enjoy removing all flesh from the victim, then eating the internal organs. They are very selective, and will leave all muscle untouched, but eat the internal organs instead. Almost always, hill trolls save the brain for last, which they consider a delicacy; it takes as long as an hour to eat.

Although hill trolls crave the cortex and the surrounding cerebrospinal fluid, they savor the taste of the limbic system, most specifically the amygdala, basal ganglia, and hippocampus. Oddly, they always reject the thalamus, but devour the hypothalamus. While tasting the limbic system, hill trolls will become erect or wet with sexual excitement as well.

**Sub-Ability Points:** Physical Fitness - 25, Strength + 100, Bodily Attractiveness - 70, Facial - 40, Kinetic - 40, Hand-Eye Coordination + 5, Agility - 25, Reaction Speed - 20, Language - 90, Math - 60, Analytic - 60, and Spatial - 10.

**Base Current Armor:** 14.

**Base Life Points:** 27.

**Physical Description:** The average height of a hill troll is 8' tall. It is nearly impossible to distinguish between males and females, unless you are a troll. The belly is the distinguishing feature, because hill trolls look skinny elsewhere, yet fat in the middle. The belly of a hill troll is shaped like a gigantic, drooping breast. Trolls have greenish skin and brown hair.

**Disposition Modifiers:** Ethicality - 50 and Morality - 50.

**Temperament Modifiers:** Sanguine - 25 and Choleric + 25.

**Sociality:** These trolls are solitary and inhabit hills. Hill trolls do not have Social Class, since they would rather die before submitting to another.

**Language:** None.

**Occupation:** Roll 1d100: (01-25) Bandit, (26-50) Berserker, (51-75) Gladiator, and (76-100) Slave. Trolls begin work at age 13.

**Skills:** Blindfighting + 5, Brawling + 5, Climb + 5, Direction Sense + 3, Mangling + 5, Taste + 3, Weapon (Specific – Claws) + 5, and Wrestling + 3.

**Religion:** Trolls have never considered the existence of gods.

**Names:** Hill trolls do not name their offspring. However, most who have contact with more intelligent creatures acquire a nickname, such as Head-Slasher.



## Troll, Subterranean

In ancient times, all trolls were one race. When ogres appeared, trolls and ogres battled to exterminate each other. One group of trolls was loyal to the king god of trolls, and for their loyalty he bestowed greater Intelligence. A lesser troll god became angry, and cursed them, so that sunlight would turn them to stone. Most died, but enough escaped below to survive. Today, these are known as subterranean trolls.

All subterranean trolls have Low-Light Vision (see Vision in *Chap. 2: Body*). Although subterranean trolls are few in number, their race is ancient and powerful. If they wanted to dominate the surface world, some speculate that they could. But they do not. Subterranean trolls want to live quietly away from other races, and all of them hate noise nearly as much as the sun.

Subterranean trolls worship the moon, and most venture to the surface on the night of a full moon to offer praise and show their devotion. When not worshipping the moon and out of their home and community, subterranean trolls act hatefully toward everything, including trees. Although they avoid other sentient species, subterranean trolls have been known to steal women, children, and property. However, if a human is encountered, it is possible, no matter how rare, for a subterranean troll to like them and grant riches. Nonetheless, humans use a branch of mistletoe to protect them from being taken by a subterranean troll against their will.

Ssubterranean trollish males tend to be unsightly and malicious, while females are beautiful but exceedingly vile. These trollish females hate elven and human females who have higher Bodily Attractiveness or Facial Charisma. Whenever 1 is seen, the trollish female must pass a Drive subability check at TH 24 to refrain from attempting to maim her. When tales are told by humans, these trollish females are often called harlot-hunters.

Subterranean trollish females are willing to experiment sexually with large anakim or human males. These trolls know from experience and history that interracial offspring never occurs as a result. Their willingness to experiment is due to the ugliness of male trolls. For this reason, female subterranean trolls are also called trollops.

Subterranean trolls are expert metalsmiths, herbal healers, and sorcerers. They craft superb plate armor and weapons. Platemail is crafted so that it is as quiet as possible. Subterranean trolls prefer polearms, and usually attack the neck or lungs of their foe so that they will die quietly.

This race survives on spores and water from underground springs, but they are cannibalistic and consider a baby subterranean troll who is slightly flawed to be the finest meal.

**Sub-Ability Points:** Physical Fitness + 5, Strength + 100, Bodily Attractiveness - 50 for males, Facial - 40 for males, Kinetic - 40, Hand-Eye Coordination - 5, Agility - 10, Reaction Speed - 20, Language + 10, Math + 10, Analytic + 10, and Spatial + 10.

**Base Current Armor:** 14.

**Base Life Points:** 27.

**Physical Description:** The average height of a subterranean troll is 8' tall. Males tend to be ugly, while females are beautiful; both have greenish skin. Females usually have long, red hair, and most males have brown hair.

**Disposition Modifiers:** Ethicality - 50 and Morality - 50.

**Temperament Modifiers:** Sanguine - 25 and Choleric + 25.

**Sociality:** Subterranean trolls live in communities underneath hills. Their homes are crafted to the amazement of all others, including dwarves, though rarely seen. The home of a subterranean troll is a palace full of treasure.

**Language:** Troll.

**Occupation:** Appraiser, Armorer, Bandit, Berserker, Blacksmith, Bladesmith, Brass-smith, Cook, Coppersmith, Gemcutter, Gladiator, Goldsmith, Herbalist, Hierophant, Ironmonger, Jeweler, Mason, Miner, Pewtersmith, Silversmith, Slavetrader, Sorcerer, Weaponsmith, and Whore. Trolls begin work at age 13.

**Skills:** Blindfighting + 5, Brawling + 5, Direction Sense + 3, Mangling + 5, Sound + 3, Trickery + 3, and Wrestling + 5.

**Religion:** All worship the moon, their god.

**Names:** Common male names include Aktorion and Kephisophon. Common female names include Amaxerete and Thrinacia.


Steven MnMoorn

# Racial Hatred

Different races usually regard each other differently, based on observed, imagined, or feared dissimilarities. Most characters prefer to associate with those who are deemed similar. Further, most characters avoid, dislike, belittle, or condemn those who are deemed dissimilar. Racial opinions and attitudes vary with each character. However, trends in opinions emerge among masses of characters.

At the present time, the degree of racial hatred among the races allowed as characters for players may be observed in the table below:

| Racial Hatred | Ana. | Bug. | Dwa., Black | Dwa., Bro. | Dwa., White | Elf, Dark | Elf, Light | Hu. | Kob. | Ogre | Ogre, Cliff | Ogre, Gru. | Ogre, Kin. | Troll, Borb. | Troll, Hill | Troll, Sub. |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Anakim | 1 | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 5 | 4 | 4 | 4 | 4 | 5 | 5 | 5 |
| Bugbear | 5 | 1 | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| Dwarf, Black | 5 | 5 | 1 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 5 | 5 | 5 | 5 | 5 |
| Dwarf, Brown | 5 | 5 | 5 | 1 | 3 | 5 | 3 | 2 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| Dwarf. White | 5 | 5 | 5 | 3 | 1 | 5 | 4 | 3 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| Elf, Dark | 5 | 5 | 5 | 5 | 5 | 1 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| Elf, Light | 5 | 5 | 5 | 3 | 4 | 5 | 1 | 2 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| Human | 4 | 5 | 5 | 2 | 3 | 5 | 2 | 1 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| Kobold | 5 | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 1 | 4 | 5 | 4 | 5 | 5 | 5 | 5 |
| Ogre | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 1 | 4 | 4 | 4 | 5 | 5 | 5 |
| Ogre, Cliff | 4 | 5 | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 1 | 4 | 4 | 5 | 5 | 5 |
| Ogre, Gru. | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 1 | 4 | 5 | 5 | 5 |
| Ogre, Kin. | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 1 | 5 | 5 | 5 |
| Troll, Borb. | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 5 | 5 |
| Troll, Hill | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 5 |
| Troll, Sub. | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 1 |

| Individual Racial Hatred | | | | | |
|---|---|---|---|---|---|
| Racial Hatred From Table Above | Individual Racial Hatred | | | | |
| | 1 | 2 | 3 | 4 | 5 |
| 1 | 3-21 | 22-26 | 27-28 | 29 | 30 |
| 2 | 3-11 | 12-21 | 22-25 | 26-28 | 29-30 |
| 3 | 3-4 | 5-11 | 12-21 | 22-28 | 29-30 |
| 4 | 3-4 | 5-7 | 8-11 | 12-21 | 22-30 |
| 5 | 3 | 4 | 5-6 | 7-11 | 12-30 |

1 = Preference: A preference exists for the indicated race. Note that, as a general rule, characters prefer their own kind.

2 = Acceptance: While these races may not prefer each other's company above their own kind, they are generally on good terms with each other and will tend to be accepting and tolerant.

3 = Indifference: These races have no strong attitudes in favor of, or opposition to, each other.

4 = Dislike: Negative attitudes exist between these races. They are usually not hostile openly toward each other and opt to avoid members of this race, but perceived insults may incite violence.

5 = Hatred: Between these races, insults usually occur frequently, and violence is common, if not declared openly on sight. Generally, these races hate each other.

Although general attitudes exist between races, individual attitudes may differ from general attitudes. To determine a particular character's degree of racial hatred for another race, consult the accompanying table – Individual Racial Hatred. A character's degree of hatred for each race may be determined during character creation, or upon each introduction to a race never seen. Consult the Aedile. To determine an Individual Racial Hatred, roll 3d10 and consult the table.

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perpetual enemies

## Racial Slurs

A racial slur is a derogatory term for a race, usually used comically, to belittle, or to incite violence. A stockpile of racial slurs has accumulated through the centuries, though most have been forgotten, lost due to the passage of time. The following are derogatory terms for races, which are translated into other languages:

**Anakim**

Human men call females Hourglasses.
Human men call males Raptors.
Human women call females Demon-whores.
Human women call males Skinloaf or Stovepiper (due to their Manhood)

**Bugbear**

Dwarves, elves, and kobolds call them Rugs.
Humans call them Buggers.
Ogres and Trolls call them Bugs.

**Dwarf**

Elves call them Gemmers.
Humans call them Alkies.
Kobolds call them Fatties.

**Elf**

Stick, Twig

**Human**

Bugbears call them Poople, not people.
Dwarves and elves call them Corruptians.
Kobolds call them Slavs (slaves).
Ogres call them Ribbers (human ribs taste so good).

**Kobold**

Spear-chucker, Holer, Shiner

**Ogre**

Oaf

**Ogre, Gruagach**

Hairy-One

**Troll**

Knuckle-dragger

# Gender

Now that you know the race of your character and have recorded it on your character sheet, consider your character's gender: male or female. Gender is a correlative factor with many things, from abilities, to height and weight. For example, on average it is obvious that males tend to be physically stronger, taller, and weigh more than females.

Most importantly, consult with the Aedile to see if gender is determined randomly or may be chosen by the player. Random determination is more realistic, since no one gets to choose their gender in reality. However, the random determination of gender is problematic if a group of players are involved because random genders may be inappropriate. Therefore, the Aedile must choose whether gender is determined randomly or chosen by the player.

If the Aedile declares that gender is determined randomly, which is rare, then consult Offspring Gender in *Chapter 6: Sociality*. Otherwise, a player should choose their gender based on the following information or personal preference. Record the gender of your character on your character sheet.

According to a prominent philosopher,[1] males tend to be more spirited, savage, simple, and less cunning. Females, on the other hand, tend to be more compassionate than males, more easily moved to tears, at the same time are more jealous, more querulous, and are more apt to scold and to strike. Females are, furthermore, more prone to despondency and less hopeful than males, more void of shame and self-respect, more false of speech, and more deceptive. Females are also more wakeful, shrinking, and difficult to rouse to action. The philosopher notes that males are more courageous, sympathetic, and stand by to help. Even in the case of mollusks, when the cuttlefish is struck with a trident, the male stands by to help the female; but when the male is struck, the female runs away.

The philosopher's observations presented above are generalizations and do not hold true for all characters, though the generalizations apply across the available races. Certainly, it is possible to find a surpassingly shameless male, or a female who is less susceptible to depression than males, but these instances are the exception to the observed rule.

Consult the following table of Gender Modifiers to adjust the sub-abilities and Temperament of a character:

**Gender Modifiers[2]**

| To be Modified | Male | Female |
|---|---|---|
| **ABILITIES** | | |
| Physique: Physical Fitness | + 5% | - 5% |
| Physique: Strength | + 30% | - 30% |
| Physique: Bodily Attractiveness | - 3% | + 3% |
| Charisma: Facial | - 3% | + 3% |
| Intelligence: Language | - 2% | + 2% |
| Intelligence: Math | + 3% | - 3% |
| Intelligence: Spatial | + 3% | - 3% |
| Wisdom Drive | + 2% | - 2% |
| Wisdom: Intuition | - 5% | + 5% |
| Wisdom: Reflection | - 4% | + 4% |
| **TEMPERAMENT** | | |
| Sanguine | - 2 | + 2 |
| Choleric | + 2 | - 2 |

According to the adjustments above, it may seem as though males are superior, though it is important to understand that there are other instances, such as nurturing, that are unapparent in the adjustments and may become evident and valuable during role-playing. The function of altering gender according to the table above is to shift the averages of the sexes to more closely resemble reality[3].

Do not apply the gender modifiers until after the sub-abilities or temperaments have been generated. Following is some information about gender and culture.

1. In Book IX of "Historia Animalium," Aristotle refers to gender differences and compares animals as well as humans. His comments are deemed relevant to the setting of F.A.T.A.L. due to the prevalence of his opinion throughout the Middle Ages.
2. All Gender Modifiers are based upon scholarly literature. Hand-Eye Coordination receives no Gender Modifier. Males have faster Movement Times, but finger size is a better predictor than gender. For more information, see studies concerning dexterity in the References section at the end of this book.

Most cultures are patriarchal and the prevalent belief regarding gender is that females are inferior to males physically, intellectually, morally, and emotionally. For example, menstruation may be understood as punishment by the gods. Further, the natural role of women regarding childbirth, and subsequently motherhood, has impacted the societal role of women, such that they are deemed better suited to stay at home, cook, clean, and care for their husband and children. Prior to marriage, maidens are expected to be chaste, though few fulfill this expectation. Once married, a wife is expected to be submissive to her husband, who owns her.

Conversely, in most patriarchal cultures, males are considered superior to females physically, intellectually, morally, and emotionally. For example, since emotions are often understood as the antithesis of reason, and since females seem more influenced by their emotions, males value the ability to suppress emotions. The role of a husband is to work outside the home and thereby provide for his wife and children. Within a family structure, the husband is considered dominant and the final arbiter, though some males are passive or soft-spoken. In most patriarchal societies, a husband owns his wife and children and may sell them into slavery if necessary to pay a debt.

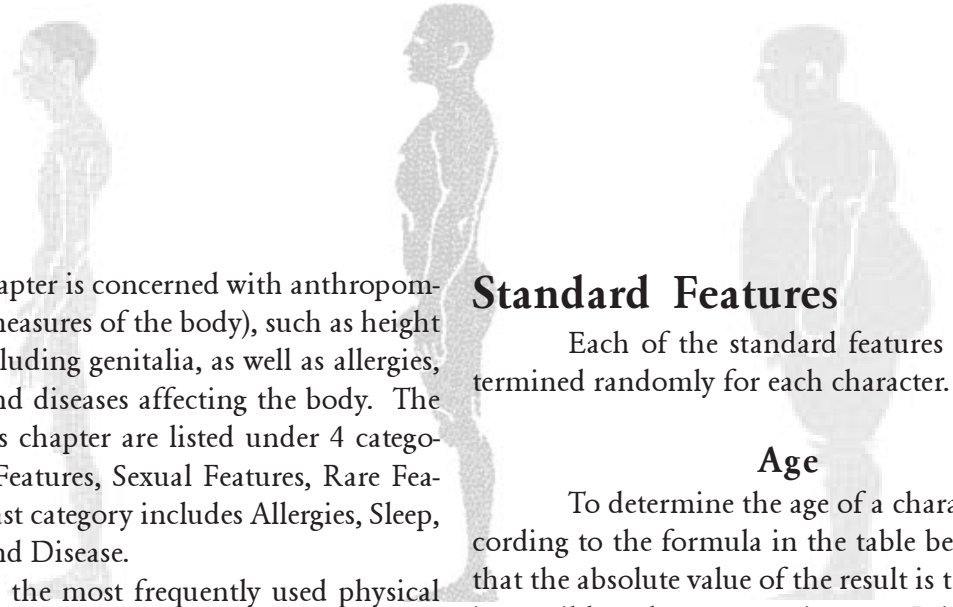
It is unwise to violate cultural norms. The more that males or females deviate from the cultural norms of their gender, the more disapprobation, and possibly punishment, they receive.

Despite the presence of gender norms, it is unwise to consider either gender, overall, to be superior to the other. Males and females are different, and merely better suited for different things. Males are clearly better suited for violence. Since violence is the primary cause of shifts in power, and because males are larger than females, it is not surprising, in fact to be expected, that males have emerged as the dominant gender across the available races. Females are better suited for interpersonal and familial relationships, where their Bodily Attractiveness, Language, Intuition, and Reflection are most influential, and dominant over that of males. Males and females are far from equal.




3. The shift in range represents masses of characters better than extreme instances. For instance, the highest measured intelligence is that of a female, though by large numbers females tend to score slightly lower than males in overall intelligence. Shifting the range lower for females prevents the possibility of a female possessing the highest Intelligence, except when considering Persistent Exercise (see *Chapter 3: Abilities*). As a contrast, males have lower Intuition than females, in which case Persistent Exercise cannot help. A gender difference exists in distributions, such that males have a lower central tendency than females, and hence have wider distributions; the most intuitive male should exceed the most intuitive female. Therefore, if the gender modifiers are accurate for this game, then they are more biased against males than females.

# Chapter 2: Body



This chapter is concerned with anthropometry (physical measures of the body), such as height and weight, including genitalia, as well as allergies, intoxication, and diseases affecting the body. The contents of this chapter are listed under 4 categories: Standard Features, Sexual Features, Rare Features, and the last category includes Allergies, Sleep, Intoxication, and Disease.

Perhaps the most frequently used physical measure is Life Points (LP) and Body Part Points (BPP), which are numeric representations of consciousness, energy, and life, as well as the ability to withstand or sustain damage. LP were first introduced regarding races in *Chapter 1: Race and Gender*. LP will also be adjusted by Strength, Health, and Drive in *Chapter 3: Abilities*. LP and BPP are more appropriately covered in detail in *Chapter 10: Combat*.

If generating a new character, then progress through this chapter topic by topic to determine and record information concerning the body of a character. Information including and beyond Rare Features may be relevant to a character's body in a gaming session, but not character creation.

## Standard Features

Each of the standard features must be determined randomly for each character.

### Age

To determine the age of a character, roll according to the formula in the table below. Notice that the absolute value of the result is taken, so it is impossible to have a negative age. It is possible to role-play an infant or venerable character, as well as young adult. The Aedile may allow a player to choose the age of their character, but random is recommended. Consider the race of the character and consult the table below:

| Race | Starting Age |
|---|---|
| Anakim | \|((4d100 / 2.5) - 50)\| |
| Bugbear | \|((4d100 / 3) - 40)\| |
| Dwarf | 1d1000 |
| Elf* | Young Adulthood |
| Human | \|((4d100 / 4) - 30)\| |
| Kobold | \|((4d100 / 5) - 25)\| |
| Ogre | \|((4d100 / 2) - 55)\| |
| Troll | \|((4d100 / 3) - 40)\| |

## Lifespan

| Race | Infant | Child | Puberty | Young Adult | Middle Age | Old Age | Venerable |
|---|---|---|---|---|---|---|---|
| Anakim | 0-4 | 5-14 | 15-21 | 22-45 | 46-70 | 71-100 | 101-150 |
| Bugbear | 0-4 | 5-13 | 14-20 | 21-35 | 36-50 | 51-70 | 71-125 |
| Dwarf | 0-6 | 7-25 | 26-50 | 51-100 | 101-150 | 151-200 | > 200 |
| Elf* | (0-5%) | (6-15%) | (16-25%) | (26-40%) | (41-55%) | (56-75%) | (76-100%) |
| Human | 0-3 | 4-11 | 12-15 | 16-30 | 31-40 | 41-50 | 51-110 |
| Kobold | 0-2 | 3-7 | 8-12 | 13-20 | 21-30 | 31-40 | 41-80 |
| Ogre | 0-5 | 6-20 | 21-40 | 41-70 | 71-100 | 101-130 | 131-200 |
| Troll | 0-4 | 5-14 | 15-25 | 26-40 | 41-60 | 61-80 | 81-150 |

Note: Females live (1d10)% longer than males, regardless of race. If female, then roll and apply.
*The Lifespan of an elf is also determined in *Chapter 1: Race and Gender*.



The age category of a character affects their height and weight, which are determined on the following pages. However, the modifier should not be applied until after height and weight are determined, yet before BMI is calculated. After calculating height and weight, consult the table below:

| Lifespan Modifiers | | | | | | | |
|---|---|---|---|---|---|---|---|
| Affects | Age 0 | Infant | Child | Puberty | Middle Age | Old Age | Venerable |
| Height | 20% | 40% | 80% | 90% | 99% | 98% | 97% |
| Weight | 5% | 40% | 60% | 80% | 110% | 110% | 110% |
| Hair Color | - | - | - | - | w/some Gray | Gray | White |
| Hair Length | - 90 | - 70 | - 50 | - | - | - | - |
| Foot Size | 20% | 40% | 80% | - | - | - | - |
| Head Circ. | 55% | 70% | 85% | - | - | - | - |

Bodily features are calculated initially for the Lifespan category of Young Adult and then modified for the category of the character.

## Height

The height[1] of a character is determined according to the following table:

| Height in Inches | | | | |
|---|---|---|---|---|
| **Race** | **Male** | **Avg. Male** | **Female** | **Avg. Female** |
| Anakim | (2d20) + 76 | 8' | (4d10) + 68 | 7' 6" |
| Bugbear | (6d8) + 57 | 7' | (8d6) + 50 | 6' 6" |
| Dwarf | (6d6) + 27 | 4' | (8d4) + 27 | 3' 11" |
| Elf | (6d4) + 33 | 4' | (6d4) + 33 | 4' |
| Human | (6d6) + 49 | 5' 10" | (8d4) + 44 | 5' 4" |
| Kobold | (6d6) + 33 | 4' 6" | (6d4) + 36 | 4' 3" |
| Ogre | (6d8) + 81 | 9' | (8d6) + 68 | 8' |
| Troll | (6d8) + 69 | 8' | (8d6) + 68 | 8' |

Height also affects weight, Strength, and Bodily Attractiveness (see *Chapter 3: Abilities*) for males, or weight and Strength for females. Therefore, taller males tend to be stronger, better looking, and weigh more.

| Height Modifiers | | | | |
|---|---|---|---|---|
| **Race** | **Male** | | **Female** | |
| | **For Each Inch Taller** | **For Each Inch Shorter** | **For Each Inch Taller** | **For Each Inch Shorter** |
| Anakim | + 15 lbs. Weight<br>+ 15 Strength<br>+ 1 Bodily Attract. | - 6 lbs. Weight<br>- 4 Strength<br>- 1 Bodily Attract. | + 10 lbs. Weight<br>+ 5 Strength | - 10 lbs. Weight<br>- 10 Strength |
| Bugbear | + 12 lbs. Weight<br>+ 12 Strength<br>+ 2 Bodily Attract. | - 5 lbs. Weight<br>- 4 Strength<br>- 2 Bodily Attract. | + 7 lbs. Weight<br>+ 4 Strength | - 5 lbs. Weight<br>- 5 Strength |
| Dwarf | + 10 lbs. Weight<br>+ 10 Strength<br>+ 3 Bodily Attract. | - 4 lbs. Weight<br>- 3 Strength<br>- 3 Bodily Attract. | + 5 lb. Weight<br>+ 3 Strength | - 1 lb. Weight<br>- 1 Strength |
| Elf | + 4 lbs. Weight<br>+ 4 Strength<br>+ 3 Bodily Attract. | - 1 lb. Weight<br>- 1 Strength<br>- 3 Bodily Attract. | + 2 lb. Weight<br>+ 1 Strength | - 1 lb. Weight<br>- 1 Strength |
| Human | + 10 lbs.. Weight<br>+ 10 Strength<br>+ 2 Bodily. Attract. | - 4 lbs. Weight<br>- 3 Strength<br>- 2 Bodily Attract. | + 5 lbs. Weight<br>+ 3 Strength | - 1 lb. Weight<br>- 1 Strength |
| Kobold | + 7 lbs. Weight<br>+ 7 Strength<br>+ 3 Bodily Attract. | - 2 lbs. Weight<br>- 2 Strength<br>- 3 Bodily Attract. | + 3 lbs. Weight<br>+ 2 Strength | - 1 lb. Weight<br>- 1 Strength |
| Ogre | + 20 lbs. Weight<br>+ 20 Strength<br>+ 1 Bodily Attract. | - 7 lbs. Weight<br>- 6 Strength<br>- 1 Bodily Attract. | + 15 lbs. Weight<br>+ 8 Strength | - 12 lbs. Weight<br>- 12 Strength |
| Troll | + 16 lbs. Weight<br>+ 16 Strength<br>+ 1 Bodily Attract. | - 6 lbs. Weight<br>- 5 Strength<br>- 1 Bodily Attract. | + 15 lbs. Weight<br>+ 8 Strength | - 6 lbs. Weight<br>- 6 Strength |

1. Estimates of height vary in medieval times with the source cited. Multiple sources indicate average females were 5' 4", just as today. Average Viking males have been claimed to be 5' 10", English longbowmen 5' 2", and average Saxon males 5' 7". For more information, see the References section at the end of this book.

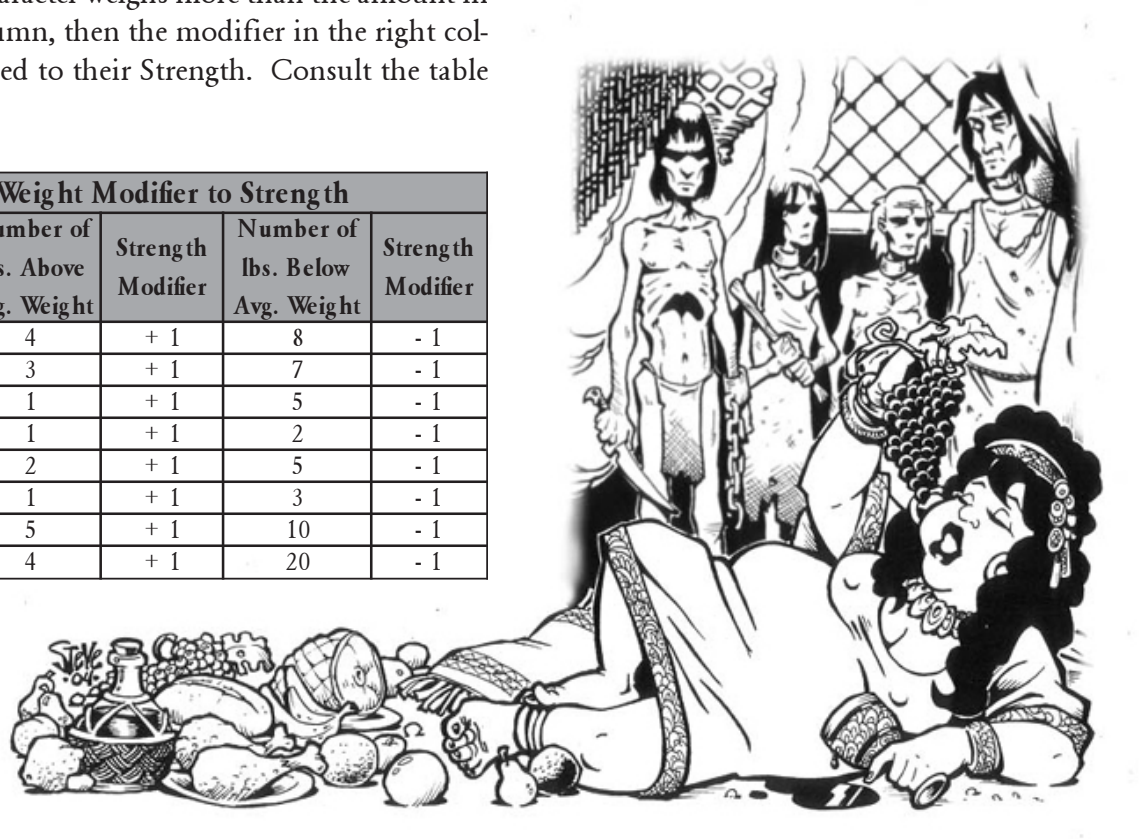
## Weight

The weight of a character is determined by race, gender, chance, and height. First, roll on the table below to determine the Base Weight in Pounds of a character by gender and race:

| Base Weight in Pounds | | | | |
|---|---|---|---|---|
| Race | Male | Avg. Male | Female | Avg. Female |
| Anakim | (3d100) + 249 | 400 | (2d100) + 99 | 200 |
| Bugbear | (2d100) + 199 | 300 | (1d100) + 200 | 250 |
| Dwarf | (4d10) + 78 | 100 | (6d6) + 69 | 90 |
| Elf | (2d6) + 53 | 60 | (2d4) + 50 | 55 |
| Human | (6d20) + 87 | 150 | (6d12) + 76 | 115 |
| Kobold | (3d6) + 70 | 80 | (2d6) + 63 | 70 |
| Ogre and Hill Troll | (3d100) + 499 | 650 | (2d100) + 399 | 500 |
| Troll, Borb. and Sub. | (6d20) + 187 | 250 | (6d12) + 211 | 250 |

Weight affects Strength (see *Chap. 3: Abilities*). If a character weighs more than the amount in the left column, then the modifier in the right column is added to their Strength. Consult the table below:

| Weight Modifier to Strength | | | | |
|---|---|---|---|---|
| Race | Number of lbs. Above Avg. Weight | Strength Modifier | Number of lbs. Below Avg. Weight | Strength Modifier |
| Anakim | 4 | + 1 | 8 | - 1 |
| Bugbear | 3 | + 1 | 7 | - 1 |
| Dwarf | 1 | + 1 | 5 | - 1 |
| Elf | 1 | + 1 | 2 | - 1 |
| Human | 2 | + 1 | 5 | - 1 |
| Kobold | 1 | + 1 | 3 | - 1 |
| Ogre | 5 | + 1 | 10 | - 1 |
| Troll | 4 | + 1 | 20 | - 1 |



1. Height and Weight of various fantasy races have been computed by consulting biology, physiology, and zoology textbooks that refer to the Cube-Square Law, and the proportions to larger and smaller creatures. For example, as a creature increases proportionately in size, its surface area increases by a ratio of the difference in Height squared, but the Weight increases by the ratio of the difference cubed. When a muscle is increased twofold in all 3 dimensions, its volume and weight are cubed, but the muscular power is only multiplied by 4, since cross-sectional distance determines muscular strength, not volume and Weight. The fact that the percentage of bone weight to body weight increases with creature size has been considered, as well as the fact that more muscle is necessary at larger creature sizes in order to do less when compared to body weight. The interesting implications of the Cube-Square Law on larger and smaller creatures is that smaller creatures will be strong for their size (such as an ant being able to put 40 times its body weight over its head), and larger creatures will be weak for their size. For more information, see the References section at the end of this book.

## Body Mass Index

Body Mass Index[1] (BMI) is a method of estimating the appropriateness of an adult character's weight compared to their height. The higher the BMI, the more a character weighs compared to their height. A character with a low BMI is underweight, while a character with a high BMI is overweight. Overweight characters, however, are not necessarily unhealthy. An overweight character may be exceptionally strong and physically fit. Usually, an overweight character is obese, not fit.

Characters have never heard of BMI, and will never discuss it with each other. BMI is provided in this book to provide the Aedile and player a better understanding of the relationships between Physique, height, and weight.

To determine if a character is under- or overweight, simply divide their weight by the square of their height, and multiply the result by 705.

Due to poor nutrition and living conditions, many characters will be underweight[2]. If a male character has a BMI of at least 30, then he will be unable to see his Manhood while standing without using a mirror.

| BMI (lbs./inches² x 705) | | | |
|---|---|---|---|
| Race | Gender | Underw. | Overw. |
| Anakim | M | 27 | 33 |
| Anakim | F | 16 | 19 |
| Bugbear + Dwarf | M | 28 | 32 |
| Bugbear + Dwarf | F | 27 | 30 |
| Elf | M | 17 | 20 |
| Elf | F | 16 | 19 |
| Human | M | 20 | 25 |
| Human | F | 18 | 22 |
| Kobold | M | 18 | 21 |
| Kobold | F | 17 | 20 |
| Ogre + Hill Troll | M | 36 | 43 |
| Ogre + Hill Troll | F | 35 | 41 |
| Troll, B. + S. | Either | 17 | 21 |

BMI also affects Bodily Attractiveness. For each unit below underweight or above overweight, a modifier is usually applied to Bodily Attractiveness. For example, for each 0.1 BMI below underweight (18) for a human female, Bodily Attractiveness increases by 5. So, a human female with a BMI of 17.7 has a bonus of + 15 to Bodily Attractiveness. Consult the following table:

| BMI Modifiers | | | | |
|---|---|---|---|---|
| Race | Male | | Female | |
| | Unit Underweight/ Modifier to Bod. Att. | Unit Overweight/ Modifier to Bod. Att. | Unit Underweight/ Modifier to Bod. Att. | Unit Overweight/ Modifier to Bod. Att. |
| Anakim | 0.1 / -1 | 0.1 / -1 | 0.1 / + 10 | 0.1 / -1 |
| Bugbear | 0.1 / -1 | 0.1 / -1 | 0.1 / +1 | 0.1 / -1 |
| Dwarf | 0.1 / -1 | 0.1 / -1 | 0.1 / +2 | 0.1 / -1 |
| Elf | 0.1 / -5 | 0.1 / -1 | 0.1 / + 10 | 0.1 / -1 |
| Human | 0.1 / -1 | 0.1 / -1 | 0.1 / +5 | 0.1 / -1 |
| Kobold | 0.1 / -3 | 0.1 / -1 | 0.1 / +3 | 0.1 / -1 |
| Ogre | - | 0.5 / -1 | - | 0.5 / -1 |
| Troll | 0.1 / -1 | 0.5 / -1 | 0.1 / -1 | 0.5 / -1 |

1. According to the National Heart, Lung, and Blood Institute (http://nhlbi.com), an adult human should have a BMI between 18.5 and 25. Regarding BMI, the NHLBI does not distinguish between males and females. For more information on the sources, see the References section at the end of this book.

2. In reality, BMI varies by country and social class. According to an article by David Kelleher entitled "54% of 10-year-old girls in Malta are Obese," from the Malta Independent, Issue No. 414, 24% of Americans are obese. Since the convenience of the American lifestyle is influencing Europeans, obesity is increasing in Europe. Between 15-20% of European adults are obese, and 50% of European adults are projected to be obese by the year 2030. According to personal observation, the modern upper class has a lower BMI than the lower class. This observation seems reasonable because healthy food is more expensive than unhealthy food, and is therefore more easily accessible for the upper classes. The upper classes are able to spend more money to improve their looks, such as with corrective surgery, and to pay for health club memberships. The relationship between social class and BMI was probably the opposite for Medieval people. The peasant probably had a lower BMI than nobility.

## Body Part Proportion

Different races have different proportions of body parts, relative to other body parts. For example, ogres have proportionally thicker arms than trolls. The information in the table below is unnecessary at the moment if creating a character and progressing through the book page by page. However, after Life Points (LP) are determined, Body Part Points (BPP) will be determined based on this table. After calculating BPP from the LP and the proportions below, BPP are entered on a character sheet next to an image of a body. Body Part Proportions are arranged in a 1d100 format, so that during an attack the particular body part may be determined, and there is also a percentage of the body part's area compared to the body. For now, observe the Body Part Proportion of the appropriate race and progress forward for character creation.

**Body Part Proportions**

| Body Part | Anakim, Bugbear, Elf, Human, Kobold | | Dwarf, Ogre | | Troll, Borbytingarna + Subterranean | | Troll, Hill | |
|---|---|---|---|---|---|---|---|---|
| | 1d100 | Proportion | 1d100 | Proportion | 1d100 | Proportion | 1d100 | Proportion |
| Foot, Left | 1 | .01 | 1 | .01 | 1 | .01 | 1 | .01 |
| Foot, Right | 2 | .01 | 2 | .01 | 2 | .01 | 2 | .01 |
| Leg, Lower, Left | 3-7 | .05 | 3-6 | .04 | 3-12 | .10 | 3-9 | .07 |
| Leg, Lower, Right | 8-12 | .05 | 7-10 | .04 | 13-22 | .10 | 10-16 | .07 |
| Leg, Upper, Left | 13-22 | .10 | 11-18 | .08 | 23-32 | .10 | 17-23 | .07 |
| Leg, Upper, Right | 23-32 | .10 | 19-26 | .08 | 33-42 | .10 | 24-30 | .07 |
| Groin | 33 | .01 | 27 | .01 | 43 | .01 | 31 | .01 |
| Torso, Lower | 34-47 | .19 | 28-48 | .21 | 44-56 | .13 | 32-64 | .33 |
| Torso, Upper | 48-76 | .29 | 49-70 | .22 | 57-70 | .14 | 65-74 | .10 |
| Hand, Left | 77 | .01 | 71 | .01 | 71 | .01 | 75 | .01 |
| Hand, Right | 78 | .01 | 72 | .01 | 72 | .01 | 76 | .01 |
| Arm, Lower, Left | 79-81 | .03 | 73-76 | .04 | 73-77 | .05 | 77-80 | .04 |
| Arm, Lower, Right | 82-84 | .03 | 77-80 | .04 | 78-82 | .05 | 81-84 | .04 |
| Arm, Upper, Left | 85-88 | .04 | 81-86 | .06 | 83-87 | .05 | 85-88 | .04 |
| Arm, Upper, Right | 89-92 | .04 | 87-92 | .06 | 88-92 | .05 | 89-92 | .04 |
| Face | 93-94 | .02 | 93-94 | .02 | 93-94 | .02 | 93-94 | .02 |
| Head | 95-100 | .06 | 95-100 | .06 | 95-100 | .06 | 95-100 | .06 |

Body Part Proportions have been based on an average character for each race. If a character has bodily features that differ significantly from the proportion listed above, then the player may consult the Aedile about altering the proportions listed. For example, a character may have a BMI that indicates obesity, in which case their lower torso should have a higher proportion and other parts of their body should have a lower proportion. Conversely, a female may have D-cup breasts and a low BMI, indicating that the upper torso should have a higher proportion while the lower torso should have a lower proportion. Alterations to Body Part Proportions occur solely at the discretion of the Aedile. Features that may affect Body Part Proportion include: Anakim tail or wings, BMI, Cup Size, Head Circumference, Fist Circumference, Foot Size, Manhood Length or Circumference, and Strength.

## Most Attractive/Repulsive Feature

Roll 1d100 twice, first for the most attractive feature of your character, then for the most repulsive feature. If the most repulsive feature is identical to the most attractive feature, then reroll. Otherwise, the player and Aedile must consult each other in contradictory cases, such as when a character has a high Facial Charisma, yet their face is their most repulsive feature.

| Roll | Feature | Modifiers |
|---|---|---|
| 01-15 | Hair | +/- 1d10 Facial Charisma |
| 16-25 | Eyes | +/- 1d10 Facial Charisma |
| 26-30 | Lips | +/- 1d10 Facial Charisma |
| 31-35 | Voice | +/- 1d10 Vocal Charisma |
| 36-50 | Face | +/- 1d10 Facial Charisma |
| 51-55 | Crotch | +/- 1d10 Bodily Attractiveness<br>Males: +/- (1d10)% Manhood |
| 56-65 | Chest | +/- 1d10 Bodily Attractiveness<br>Females: +/- 1d10 Cup Size |
| 66-75 | Waist | +/- 1d10 Bodily Attractiveness |
| 76-85 | Rump | +/- 1d10 Bodily Attractiveness |
| 86-90 | Legs | +/- 1d10 Bodily Attractiveness |
| 91-95 | Hands/Feet | +/- 1d10 Bodily Attractiveness |
| 96-100 | Mannerisms | +/- 1d10 Kinetic Charisma |

## Skin Color

The color of a character's skin may range from deathly pale to black. Certain races have modifiers. Consider the following racial modifiers:

| Race | Modifier |
|---|---|
| Anakim | - 20 |
| Bugbear | fur |
| Dwarf, Black | black |
| Dwarf, White | - 50 |
| Elf, Dark | black |
| Elf, Light | - 80 |
| Kobold | silvery white |
| Ogre | + 30 |
| Ogre, Gruagach | dark brown |
| Troll | greenish |

Now, roll 1d100 and determine skin color:

| Roll | Skin Color |
|---|---|
| < 06 | Deathly Pale (many think they are undead) |
| 06-15 | Pale (obviously, they rarely go outdoors) |
| 16-35 | Light or fair |
| 36-60 | Medium |
| > 60 | Tan (the skin of a laborer) |

## Hair Color

Roll 1d100 and consult the table below for the appropriate race:

| Hair Color for Anakim, Humans, Kobolds, and Ogres* | |
|---|---|
| Roll | Hair Color |
| 01-05 | Albino Blonde |
| 06-15 | Blonde |
| 16-25 | Dirty Blonde |
| 26-30 | Red |
| 31-40 | Auburn |
| 41-65 | Light Brown |
| 66-85 | Brunette |
| 86-100 | Black |

* Gruagach ogres color their hair blonde.

| Hair Color for Bugbears, Dwarves, Dark Elves, and Trolls | |
|---|---|
| Roll | Hair Color |
| 01-05 | Red |
| 06-15 | Auburn |
| 16-40 | Light Brown |
| 41-85 | Brunette |
| 86-100 | Black |

| Hair Color for Light Elves | |
|---|---|
| Roll | Hair Color |
| 01-05 | Dirty Blonde |
| 06-15 | Blonde |
| 16-40 | Golden-blonde |
| 41-85 | Golden |
| 86-100 | White |

## Hair Length

Roll 1d100 and consult the following table:

| Roll | Hair Length* |
|---|---|
| 01-10 | < 4" or neck length |
| 11-29 | 4-8" or shoulder length |
| 30-50 | 9-16" or upper back |
| 51-80 | 17-22" or middle of the back |
| 81-97 | 23-30" or lower back |
| 98-99 | 31-38" or rump-length |
| 100 | 39-50" or thigh length |

*Bugbears roll 1d6 to determine the length of their fur, considering it in inches.

## Hair, Thickness and Type

To determine hair thickness and type, roll 1d100, consider possible gender and racial modifiers, and consult the following table:

| Roll | Hair Thickness and Type | Facial Charisma Modifier | Other Modifiers | |
|---|---|---|---|---|
| 01-02 | Thin, balding, and frizzy | - 4d20 | **Gender** | **Modifier** |
| 03-04 | Thin, balding, and curly | - 3d20 | Male | - |
| 05-06 | Thin, balding, and straight | - 2d20 | Female | + 8 |
| 07-08 | Thin, balding, and wavy | - 1d20 | **Race** | **Modifier** |
| 09-11 | Thin and frizzy | - 1d12 | Anakim | - |
| 12-14 | Thin and curly | - 1d10 | Bugbear | + 10 |
| 15-22 | Thin and straight | - 1d8 | Dwarf | + 10 |
| 23-26 | Thin and wavy | - 1d6 | Elf | - |
| 27-32 | Thick, kinky, and oily | - 2d10 | Human | - |
| 33-35 | Thick and kinky | - 1d10 | Kobold | + 10 |
| 36-42 | Thick, curly, and oily | - 1d8 | Ogre | + 10 |
| 43-50 | Thick, wavy, and oily | - 1d6 | Troll | + 30 |
| 51-55 | Thick, straight, and oily | - 1d4 | **Age** | **Modifier** |
| 56-60 | Medium thickness, curly, and oily | + 1d6 | Infant | - 74 |
| 61-65 | Medium thickness, wavy, and oily | + 1d8 | | |
| 66-70 | Medium thickness, straight, and oily | + 1d10 | | |
| 71-75 | Thick and curly | + 1d8 | | |
| 76-80 | Thick and straight | + 1d10 | | |
| 81-85 | Thick and wavy | + 1d12 | | |
| 86-90 | Medium thickness and curly | + 1d10 | | |
| 91-95 | Medium thickness and straight | + 1d12 | | |
| 96-100 | Medium thickness and wavy | + 1d20 | | |

## Eye Color

| Roll | Anakim | Bugbear | Dwarf | Elf (D/L) | Human | Kobold | Ogre | Troll |
|---|---|---|---|---|---|---|---|---|
| 01-05 | Black | Brown | Gray | Black/Blue | Black | Brown | Dk. Brown | Black |
| 06-70 | Brown | Brown | Gray | Blk./Blue | Brown | Brown | Brown | Brown |
| 71-80 | Reddish-brown | Dk. Brown | Lt. Brown | Blk./Blue | Blue-gray | Gray | Dk. Gray | Bloody-brown |
| 81-99 | Gray | Dk. Brown | Lt. Brown | Blk./Blu-Gn. | Blue | Blue-gray | Gray | Human blood |
| 100 | Blue-gray | Black | Dk. Brown | Blk./Green | Green | Blue | Black | Bright red |

## Breadth

Breadth is a measure of reach. Though races vary, human arm-span usually equals height. Different from arm-span, Breadth is the length of 1 arm and half the width of an upper torso of a character. Breadth affects reach with weapon Size (see *Chap. 9: Equipment*) and Initiative (see *Chap. 10: Combat*).

| Breadth | |
|---|---|
| **Race** | **Breadth** |
| All others | 50% of height in inches |
| Dwarf | 60% of height in inches |
| Ogre | 45% of height in inches |
| Troll, Borbytingarna | 60% of height in inches |

## Vision

Vision is a character's sense of seeing. Of the 5 senses, Vision is the only humanoid sense that cannot be improved with practice; although a character may become more skillful with their sight (see *Chap. 8: Skills*), their Vision does not improve. Of the 5 senses, all humanoids depend on Vision.

The table below describes the accuracy of a character's Vision. Undesirable Vision is either near-sightedness or far-sightedness. Near-sightedness means that a character can see normally when objects are near, though distant objects are blurry. Far-sightedness means that a character can see normally when objects are distant, but has headaches when objects are near and focused upon for any duration. Spectacles exist, though only ones that correct far-sightedness. Regarding near-sightedness, a character's Vision is determined by the distance that they can distinguish between similar heraldic coats of arms. Near-sighted characters suffer penalties regarding 5 skills: Aim, Hurl, Mounted Archery, Search, and Sight (see *Chap. 8: Skills*). Far-sightedness is the distance that a character no longer receives headaches. Characters who are far-sighted or have perfect natural Vision do not include Vision when calculating skill checks. Roll 1d100 and consult the following table to determine the state of a character's Vision:

| Vision | | | |
|---|---|---|---|
| **Roll** | **Skill Modifier to Aim, Hurl, Mounted Archery, Search, and Sight** | **Condition** | **Impairment** |
| 01 | - 27 | Near-sightedness | Distinguish similar heraldic coats of arms at 5 feet |
| 02 | - 24 | Near-sightedness | Distinguish similar heraldic coats of arms at 50 feet |
| 03-04 | - 21 | Near-sightedness | Distinguish similar heraldic coats of arms at 100 feet |
| 05-06 | - 18 | Near-sightedness | Distinguish similar heraldic coats of arms at 200 feet |
| 07-09 | - 15 | Near-sightedness | Distinguish similar heraldic coats of arms at 300 feet |
| 10-12 | - 12 | Near-sightedness | Distinguish similar heraldic coats of arms at 400 feet |
| 13-16 | - 9 | Near-sightedness | Distinguish similar heraldic coats of arms at 500 feet |
| 17-20 | - 6 | Near-sightedness | Distinguish similar heraldic coats of arms at 600 feet |
| 21-25 | - 3 | Near-sightedness | Distinguish similar heraldic coats of arms at 700 feet |
| 26-75 | - | Perfect natural Vision | Distinguish similar heraldic coats of arms at 750 feet |
| 76-80 | - | Far-sightedness | Headache for focusing on an object within 1 foot |
| 81-84 | - | Far-sightedness | Headache for focusing on an object within 3 feet |
| 85-88 | - | Far-sightedness | Headache for focusing on an object within 5 feet |
| 89-91 | - | Far-sightedness | Headache for focusing on an object within 10 feet |
| 92-94 | - | Far-sightedness | Headache for focusing on an object within 15 feet |
| 95-96 | - | Far-sightedness | Headache for focusing on an object within 20 feet |
| 97-98 | - | Far-sightedness | Headache for focusing on an object within 25 feet |
| 99 | - | Far-sightedness | Headache for focusing on an object within 50 feet |
| 100 | - | Far-sightedness | Headache for focusing on an object within 100 feet |

With perfect natural Vision and daylight, masses of troops can be recognized at 5,100 feet, infantry can be distinguished from cavalry at 3,900 feet, individual humans may be seen at 3,000 feet, heads and crossbelts can be distinguished at 2,100 feet, uniforms and reflections from weapons may be seen at 1,500 feet, and uniforms may be recognized at 750 feet. This visual range diminishes proportionately with less light. For example, if the Aedile declares that current conditions offer 50% daylight, then a character named Brice may recognize uniforms at 375, not 750, feet. The modifier for light is considered separately from the quality of Vision. For instance, Brice is near-sighted, and can distinguish coats of arms at 400 feet instead of 750. For Brice, 50% daylight does not diminish his range of recognizing uniforms, which is still at 375 feet, not 200 feet (50% of 400).

All dwarves, kobolds, and subterranean trolls are colorblind, have reflective eyes, and Low-Light Vision (LLV). Their visual range is 100% in light equal to a full-moon, 75% in starlight without moonlight or during twilight, 25% in darkness, and is 0% (fully blinded) during daylight.

## Facial Features

Physiognomy is a methodical attempt to correlate facial features with presumed characteristics. The first formal treatise on physiognomy originated with humans, though most other humanoids enjoy it as well. Many characters believe that a character's outward form, especially a facial feature, is indicative of their inner form, such as Intelligence (see *Chap. 3: Abilities*), Disposition (see *Chap. 4: Disposition*), or Temperament (see *Chap. 5: Temperament*). While the correlations vary with the physiognomist as well as race and culture, the following table provides popular observations. Roll 1d100 and consult the following table. Reroll nonsensical results:

| Roll | Facial Feature | Presumed Characteristic / Modifier |
|---|---|---|
| 01-02 | Ears, big | Dumb / - 1d4 Facial Charisma |
| 03-04 | Ears, high or above eyebrow | High mental capacity / + 1d4 Facial Charisma |
| 05-06 | Ears, low or below eye-level | Low mental capacity / - 1d4 Facial Charisma |
| 07 | Eyebrows, blade | Brave, righteous, a magnet for attacks |
| 08 | Eyebrows, weighing down the eyes | Prone to manipulation, easily controlled |
| 09 | Eyebrows, dense with curled up tail | Changeable, does not know limits, brave |
| 10 | Eyebrows, distinct + prominent arch | Emotionally indecisive, gutsy, smart |
| 11 | Eyebrows, downward sloping | Opportunistic, selfish, debauched |
| 12-13 | Eyebrows, feather or upward sloping | Opportunistic, shifty, ill-intentioned |
| 14 | Eyebrows, hemispherical | Overly emotional, extravagant, kind-hearted |
| 15 | Eyebrows, short and blunt | Opportunistic, impatient, heartless / - 1d4 Facial Char. |
| 16-18 | Eyebrows, they run together | Dumb and animalistic / - 1d4 Facial Charisma |
| 19-20 | Eyelashes, long | Proud, vainglorious, audacious / + 1d4 Facial Charisma |
| 21 | Eye, lazy | Stupid and annoying / - 1d10 Facial Charisma |
| 22 | Eyes, deep set with well-defined irises | Diplomatic, understanding, and orderly |
| 23 | Eyes, downward sloping | Irresponsible, phlanderers |
| 24 | Eyes, hooded and downnsloping lid | Harshly realistic, not one to return favors |
| 25-26 | Eyes, large (frog-eyes) | Unstable, luxurious / - 1d4 Facial Charisma |
| 27-29 | Eyes, recessed or deep | Crafty |
| 30-31 | Eyes, small | Lacks discipline, needs to win, active, good observer / - 1d4 Facial Charisma |
| 32 | Eyes, small irises surrounded by white | Ruthless, crafty, cold, highly strung, a plotter / - 1d4 Facial Charisma |
| 33 | Eyes, surrounded by bags and rings | Target for bullying, weak character / - 1d4 Facial Charisma |
| 34-35 | Eyes, tired | Sloppy, illogical, dominated / - 1d4 Facial Charisma |
| 36-37 | Forehead, large | Irascible, cruel / - 1d4 Facial Charisma |
| 38-40 | Hair, facial, excessive | Brutal and overbearing / - 1d4 Facial Charisma if female |
| 41-42 | Jawbone, accentuated | Masculinity / + 1d4 Facial Charisma if male, - 1d4 Facial Charisma if female |
| 43-44 | Jawbone, diminished | Feminitiy / - 1d4 Facial Charisma if male, + 1d4 Facial Charisma if male |
| 45-46 | Mole, above mouth | Financially stable |
| 47 | Mole, brow | Big heart, tolerant, pleasant |
| 48-51 | Mole, cheekbones | Likely to end up victims (dumpees) of love triangles |
| 52 | Mole, ear | Noble, one who repays favors, good friend |
| 53 | Mole, lip | Intestinal problems |
| 54-55 | Mole, nasal | Prone to financial losses, chronic medication reliance |
| 56-58 | Mole, off the side of the eye | Prone to love triangles |
| 59 | Mole, sole of foot | Potential leadership |
| 60-62 | Mole, throat | Prone to intestinal problems |
| 63-65 | Mouth, big lips | Daring, reckless, lewd, and untruthful, - 1d4 Facial Char. |
| 66-67 | Mouth, crooked, uneven lips | Hard to please, tantrum-thrower, irrational / - 1d4 Facial Charisma |
| 68-69 | Mouth, downward sloping | Unreasonable, blamers, scorekeepers |

| Roll | Facial Feature | Presumed Characteristic |
|---|---|---|
| 70-71 | Mouth, full lips | Healthy, good family fortune, and charismatic / + 1d4 Facial Charisma |
| 72-74 | Mouth, protruding upper lip | Egotistic, shows greater concern for self / - 1d4 Facial Charisma |
| 75-77 | Mouth, protruding lower lip | Altruistic, shows greater concern for others / - 1d4 Facial Charisma |
| 78 | Mouth, rectangular lips | Wealthy, of upper class stock, aristocratic |
| 79-80 | Mouth, thin upper lip | Selfish, inconsiderate of others' feelings / - 1d4 Facial Charisma |
| 81-82 | Mouth, upward sloping | Strong-willed, tendency to rise in society |
| 83-85 | Nose, big | Weak and curious / - 1d4 Facial Charisma |
| 86-88 | Nose, big nostrils | Waster of money, generous |
| 88-90 | Nose, bony | Low intelligence, good health |
| 91-92 | Nose, broad | Attracts trouble, covetous, brave, gutsy / - 1d4 Facial Charisma |
| 93 | Nose, bulbous end | Insensitive, swinish / - 1d4 Facial Charisma |
| 94 | Nose, large and rounded | Magnanimous / - 1d4 Facial Charisma |
| 95 | Nose, slender and hooked | Eagle-like / - 1d4 Facial Charisma |
| 96 | Nose, small nostrils | Stingy scorekeepers, good savers |
| 97 | Nose, sharp-tipped | Irascible, those easily provoked / - 1d4 Facial Charisma |
| 98-100 | Teeth, yellowed or unkempt | Cruel / - 1d4 Facial Charisma |

## Freak of Nature

Roll 1d1000000 (6 dice that are 10-sided) to see if something about a character is a freak of nature. If the results equal 000001, then the character is a freak of nature who has survived; most freaks of nature are killed when their deformity is discovered at birth. Any character who is a freak may be killed if others discover their deformity, depending on the culture. Most consider a deformity to be punishment by the gods, and fear that letting a freak live will bring vengeance of the gods. Others, such as bugbears and kobolds, consider deformity to be weakness and bad for their race, so all freaks must die. The player of a freak must roll 1d100, and consult the table below:

| Freak of Nature | | |
|---|---|---|
| **Roll** | **Name** | **Modifier** |
| 01-20 | Funnel Chest (Pectus Excavatum) | - (1d10)% Strength, - 1d10 Bodily Attractiveness |
| 21-40 | Hermaphrodite | No Gender Modifiers, - 1d10 Bodily Attractiveness |
| 41-60 | Pigeon Chest (Pectus Carinatum) | - (1d10)% Strength |
| 61-80 | Polydactyly | + 1d10 Hand-Eye Coordination for finger only |
| 81-100 | Supernumerary Nipple | - 1d10 Bodily Attractiveness |

**Funnel Chest:** The character has a large depression in their chest, which is caused by excessive rib growth that forces the sternum back. It looks as though the character is heartless.

**Hermaphrodite:** The character has both male and female genitalia.

**Pigeon Chest:** The character has a chest that is bowed due to excessive rib growth that forces the sternum forward.

**Polydactyly:** Roll 1d100. The character has either an extra finger (01-50) or toe (51-100). Roll 1d100 to determine whether the left (01-50) or right (51-100) appendage. This extra digit is smaller than the normal digits. Consult the Aedile to determine where it grows from exactly. Hand-Eye Coordination is only enhanced if it is an extra finger.

**Supernumerary Nipple:** The character has an extra nipple that does not function. This nipple is smaller than the normal nipples.

# Sexual Features

Below are optional measures of the body. These are provided so that the sexual dimension of role-playing may be included at the Aedile's discretion.

## Areola Diameter

The areola, the skin immediately surrounding the nipple, may vary in diameter and according to race, gender, and age. A roll of 86-95 causes - 1d4 Bodily Attractiveness, while 96-100 causes - 1d6. Roll below to determine the diameter of the character's areolae, - 15 if male, - 30 if Infant or Child:

| Roll | Anakim | Bugbear | Dwarf | Elf | Human | Kobold | Ogre | Troll |
|---|---|---|---|---|---|---|---|---|
| < 26 | 2" | 1" | ½" | ½" | 1" | ½" | 4" | 2" |
| 26-65 | 3" | 2" | 1" | 1" | 1 ½" | 1" | 5" | 3" |
| 66-85 | 4" | 3" | 1" | 1" | 2" | 1 ½" | 6" | 4" |
| 86-95 | 6" | 4" | 1 ½" | 1 ½" | 3" | 2" | 7" | 5" |
| 96-100 | 8" | 5" | 2" | 2" | 4" | 3" | 8" | 6" |

## Areola Hue

| Roll | Hue | Bodily Attractiveness Modifier (Female Only) |
|---|---|---|
| 01-10 | Difficult to identify | - 1d6 |
| 11-50 | Light | - |
| 51-85 | Medium | + 1d4 |
| 86-100 | Dark | - 1d4 |

## Cup Size

Though cup sizes[1] are human expressions, the Cup Size herein is considered relative to each race.

| Cup Size Modifiers | |
|---|---|
| Age, Infant or Child | - 75 |
| Age, Puberty | - 5 |
| Fat | + 25 |
| Pregnant | + 25 |
| Skinny | - 25 |

| Roll | Cup Size | Bodily Attractiveness Modifier |
|---|---|---|
| < 11 | AA | - 2d10 |
| 11-25 | A | - 1d10 |
| 26-70 | B | - |
| 71-92 | C | + 1d10 |
| 93-99 | D | + 2d10 |
| 100 | > D | - |

1. A scholarly study on human female bust size indicates that both males and females prefer a female with a medium bust size (Kleine & Staneski, 1980). For more information, see the References section at the end of this book.

## Nipple Length

A nipple that is flaccid may have no length whatsoever, and may be inverted. First, roll 1d100 to see if a character's nipples are inverted. If the result exceeds 01, then both nipples are normal. If the result is 01, then roll 1d100 again, to see if both nipples are inverted: (01-80 - both, 81-90 left only, 91-100 right only). The following table yields the maximum erect nipple length. Roll 1d100, and - 15 if male, - 50 if Infant or Child. A Bodily Attractiveness modifier applies only to female characters.

| Roll | Anakim | Bugbear | Dwarf | Elf | Human | Kobold | Ogre | Troll | B.A. Mod. |
|---|---|---|---|---|---|---|---|---|---|
| 01-65 | ½" | ½" | ¼" | ¼" | ¼" | ¼" | 1" | ½" | - 1d4 |
| 66-80 | 1" | ¾" | ¼" | ¼" | ½" | ½" | 2" | 1" | - |
| 81-97 | 1 ½" | 1" | ½" | ½" | ¾" | ¾" | 3" | 1 ½" | + 1d4 |
| 98-99 | 2" | 1 ½" | ½" | ½" | 1" | 1" | 4" | 2" | - 1d6 |
| 100 | 3" | 2" | ¾" | ¾" | 1 ¼" | 1 ¼" | 5" | 3" | - 1d6 |

## Vaginal Circumference Potential

Should any vagina be stretched beyond the limit as determined by the table below, which differs from woman to woman, the orifice will rip to accommodate the incoming object. First, consider all relevant modifiers, then roll 1d100 and proceed to the following tables:

| Modifiers for Vaginal Circumference Potential | |
|---|---|
| Age, Infant | - 95 |
| Age, Child | - 85 |
| Age, Puberty | - 25 |
| Age, Middle Age | + 10 |
| Age, Old Age | + 5 |
| Age, Venerable | + 5 |
| Mother | + 6 to + 26 (1d20 + 5) |
| Nymphomaniac | + 11 to + 30 (1d20 + 10) |
| Slut | + 1 to + 20 (1d20 if unsure) |

| Roll | Equivalent from Same Species | Anakim, Bugbear, and Troll (Inches Circumference) | Dwarf, Elf, Human, and Kobold (Inches Circumference) | Ogre (Inches Circumference) |
|---|---|---|---|---|
| < 06 | 2 fingers | 5-6" | 3-4" | 6-7" |
| 06-15 | 3 fingers | 6-7" | 4-5" | 7-9" |
| 17-50 | normal manhood | 7-9" | 5-6" | 9-12" |
| 51-85 | thick manhood | 9-12" | 6-8" | 12-15" |
| 86-95 | woman's fist | 12-15" | 8-10" | 15-20" |
| > 95 | man's fist | 15-20" | 10-15" | 21-30" |

## Vaginal Depth Potential

No object may be fully inserted into a vagina if it is longer than the female's Vaginal Depth Potential. In such extreme situations, internal damage may occur, though this is best left to the Aedile. A female's Vaginal Depth Potential equals her height in feet converted to inches (such as a female of 5' 6" becoming equivalent to 5 1/2"), and then (2d20)% is added.

## Tongue Size

Instead of measuring the length of the entire tongue, this feature lists only the length of the tongue[1] that may be extended outside the mouth of a character. Roll 1d100 and consult the following table, but include - 80 for Infant or - 60 for Child:

| Roll | Example | Anakim, Bugbear, and Troll (Inches Length) | Dwarf, Elf, Human, and Kobold (Inches Length) | Ogre (Inches Length) |
|---|---|---|---|---|
| 01-10 | Tiny tongue | 1" | 1/2" | 3" |
| 11-20 | Small tongue | 2" | 1" | 4" |
| 21-60 | Normal size tongue | 3" | 2" | 5" |
| 61-90 | Tip may touch tip of nose | 4" | 2 1/2" | 6" |
| 91-98 | Tip may touch chin | 5" | 3" | 7" |
| 99-100 | Tip reaches top of nose | 6" | 4" | 8" |

## Anal Circumference Potential

Should any anus be stretched beyond the limit as determined by the table below, which differs from anus to anus, the orifice will rip to accommodate the incoming object. First, consider all relevant modifiers, then roll 1d100 and proceed to the following tables:

| Modifiers for Anal Circumference Potential | |
|---|---|
| Age, Infant | - 90 |
| Age, Child | - 80 |
| Age, Puberty | - 25 |
| Age, Middle Age | + 10 |
| Age, Old Age | + 5 |
| Age, Venerable | + 5 |
| Male | + 5 |
| Nymphomaniac/Satyromaniac | + 11 to + 30 (1d20 + 10) |
| Accustomed to anal sex | + 1 to + 20 (1d20 if unsure) |

| Roll | Equivalent from Same Species | Anakim, Bugbear, and Troll (Inches Circumference) | Dwarf, Elf, Human, and Kobold (Inches Circumference) | Ogre (Inches Circumference) |
|---|---|---|---|---|
| < 11 | 2 fingers | 5-6" | 3-4" | 6-7" |
| 11-20 | 3 fingers | 6-7" | 4-5" | 7-9" |
| 21-60 | normal manhood | 7-9" | 5-6" | 9-12" |
| 61-90 | thick manhood | 9-12" | 6-8" | 12-15" |
| 91-98 | woman's fist | 12-15" | 8-10" | 15-20" |
| > 98 | man's fist | 15-20" | 10-15" | 21-30" |

## Anal Depth Potential

No object may be fully inserted into an anus if it is longer than the character's Anal Depth Potential. In such extreme situations, internal damage may occur, though this is best left to the Aedile. A character's Anal Depth Potential equals their height in feet converted to inches (such as a female of 5' 6" becoming equivalent to 5 1/2"), and then (3d20)% is added.

1. According to the Guiness Book of World Records, Stephen Taylor has the longest tongue, which measured 3.7 inches outside of his mouth on May 29, 2002. For more information, see the References section at the end of this book.

## Ripped Orifice

Should a vagina or anus stretch to accommodate the entry of an object that exceeds the Vaginal or Anal Circumference Potential, damage may result to the individual due to a Ripped Orifice. A vagina or anus that is stretched to twice its limit results in the necessity of a Health check at TH 20. If this check fails, then death occurs. If successful for a female character, then the skin between the vagina and anus rips and the 2 orifices effectively become 1. If successful for a male character, then the skin rips into the scrotum. Damage is a percent of LP equal to the extent of ripping.

## Hymen Resistance

A hymen is a membrane that, when broken, is used to indicate that a woman is no longer a virgin. Each player of a female character may, at their option, determine the Hymen Resistance of the character by rolling 5d20. A 100 means she was born without a hymen. Every time a male inserts his Manhood into a female with an intact hymen, he must roll 1d100 to see if it breaks, and it may only break once. He must divide Manhood Circumference by Vaginal Circumference Potential and multiply the quotient by 100. Apply this modifier to the roll. If the result exceeds her Hymen Resistance, then it was broken. If it breaks, then blood seeps from her vagina. Common folk consider an unbroken hymen indicative of virginity, though she may either have a high Hymen Resistance or never have accommodated sufficient Manhood.

## Pregnancy Likelihood

At best, a fertile woman has less than a 1% chance of becoming pregnant by a fertile man with a high sperm count per completed intercourse[1]. First, the male must make a Sperm Count (or load size) check by rolling 1d100. Average loads contain 200 million sperm. If he rolls 20 or less (80 million sperm or less), then his Sperm Count was insufficient for impregnation. Every ejaculation within a 24-hour period incurs cumulative penalties of - 30 to Sperm Count checks. Next, if he had a sufficient Sperm Count, she must roll 1d100. Results greater than 1% indicate that she was not impregnated.

## Menstruation

Menstruation is periodic vaginal discharge and occurs in all races available to players, as well as most mammals. Menstruation accompanies a woman's childbearing years, usually beginning in puberty and most often ceasing during middle age. A common belief regarding menstruation is that it is punishment from the gods for being female. If pregnancy does not occur, smelly blood may flow from the lining of the uterus, seeping out of the vagina. The (1d6 + 2) days that menstruation lasts is called the menstrual period, though colloquially it is known as the rag, since women secure rags on their crotch to catch the blood and prevent it from running down their legs. In most women, the menstrual cycle is about 28 days, but it can vary considerably, even from 1 month to another. A missed period is often the first indication of pregnancy.

Many (50%) women experience premenstrual discomfort, namely tender breasts and a tendency to retain fluid known as bloating (1d8 - 1) days prior to menstruation. Some (40%) women experience 1d6 of the following symptoms: 1) headaches, 2) irritability, 3) nervousness, 4) fatigue, 5) crying spells, and 6) depression with no apparent cause. A few women (10%) also experience menstrual cramps during the first day or 2 of the period. If they experience irritability, then the choleric part of their temperament may increase by 1d100 during menstruation. If they experience depression, then the melancholic part of their temperament may increase by 1d100 during menstruation.

## Infant Mortality Rate

An infant mortality rate is the probability of death in the first year of life.

| Race | Odds of Death per Infant |
|---|---|
| Anakim | 25% |
| Bugbear | 5% |
| Dwarf | 2% |
| Elf | 1% |
| Human | 10% |
| Kobold | 15% |
| Ogre | 1% |
| Troll | 2% |

1. This statistic concerning fertility has been referenced from Microsoft Encarta Encyclopedia 99.

## Manhood

The Manhood of a male character is his penis. Most males consider their Manhood to be their most treasured possession. Some races value their Manhoods more than others. Anakim, bugbears, dark elves, humans, and kobolds consider their Manhoods more important than other races. Manhood is important for sexual intercourse, because usually, size matters. 2 measures may be useful: length and circumference.

Different females prefer different sizes and shapes of Manhoods. A Manhood with a larger circumference than its length is known as a chode. Most females prefer a Manhood that is thick so she feels it, but not thick enough to hurt, and long, but not long enough to hit the end of her vagina. Some females prefer veins, others do not want to see them. Some females prefer that the head, or glans, is large and puffy, while others do not care. A phallophiliac, for example, prefers the largest Manhood available. Below a player may determine the length and circumference of a Manhood. Other details are left to the Aedile.

| Manhood Roll | Size Modifier[1] |
|---|---|
| 1-6 | - 70% |
| 7-12 | - 68% |
| 13-18 | - 66% |
| 19-24 | - 64% |
| 25-30 | - 62% |
| 31-36 | - 59% |
| 37-42 | - 56% |
| 43-48 | - 52% |
| 49-54 | - 48% |
| 55-60 | - 43% |
| 61-66 | - 38% |
| 67-72 | - 33% |
| 73-78 | - 27% |
| 79-84 | - 21% |
| 85-90 | - 14% |
| 91-96 | - 7% |
| 97-102 | - |
| 103-108 | + 7% |
| 109-114 | + 16% |
| 115-120 | + 24% |
| 121-126 | + 33% |
| 127-132 | + 43% |
| 133-138 | + 53% |
| 139-144 | + 63% |
| 145-150 | + 74% |
| 151-156 | + 85% |
| 157-162 | + 97% |
| 163-168 | + 109% |
| 169-174 | + 121% |
| 175-180 | + 134% |
| 181-186 | + 147% |
| 187-192 | + 160% |
| 193-199 | + 175% |

**Length:** The height (or length) of the character (or creature) in feet is converted directly to inches (6' = 6"; 5' 10" = 5.83"). This is the Base Length of his Manhood.

Then roll 10d100, divide the sum by 5, and subtract 1 from the total [(10d100 / 5) - 1]. Consult the table provided.

The resultant percentage is applied to the Base Length of the character's Manhood, determining the actual length. For instance, a Manhood roll of 115 indicates a Size Modifier of + 28%. If the character were 6' tall, then the length of his Manhood would now be 7.68 inches (28% of 6 = 1.68; so, 6 + 1.68).

Note that this is the shortest measurable length, taken from the top or belly-button side, not the bottom or testicular side, and constitutes all that a female may take from a missionary position. However, if the female were to mount the Manhood from above while facing her partner and leaning back, she would actually take 1.15 times the Base Length, accounting for the remainder. For instance, with a Base Length of 6 inches, with experimentation, it is possible for the female to enjoy 6.9 inches, depending on the angle.

**Circumference:** The Base Length of the Manhood is now multiplied by 0.85. This is the Base Circumference of the Manhood in question.

Finally, roll [(10d100 / 5) - 1], observe the Size Modifier on the table above, and apply this modifier to the Base Circumference to determine the actual circumference.

1. The Manhood Size Modifier was solved with a polynomial using quadratic regression based on what Fatal Games believes is the smallest to largest possible Manhood relative to height. In the following equation, 'x' represents the category of roll (1-6 = 1, 7-12 = 2, etc.), and 'y' = Size Modifier. Here is the equation: $y = 0.205078125x^2 + 0.68359375x - 70.888671875$.

# Rare Features

These features are not usually determined during character creation, unless the player so desires. These features rarely become necessary components of the game, but are detailed here for the sake of comprehensiveness.



## Foot Size

To determine the length in inches of a character's foot, first consider the height of the character. Consult the height table in the beginning of this chapter. For each inch a character is taller than the average height for a character of the appropriate gender and race, add 10 to the roll for Foot Size. For each inch shorter, subtract 10. Roll 1d100 and consult the table below:

| Roll | Anakim, Bugbear, and Troll (Male/Female) | Dwarf and Elf (Male/Female) | Human and Kobold (Male/Female) | Ogre (Male/Female) |
|---|---|---|---|---|
| < 11 | 10-11"/9-10" | 6-7"/6-7" | 8-9"/7-8" | 12-13"/11-12" |
| 11-20 | 11-12"/10-11" | 6-7"/6-7" | 8-9"/7-8" | 13-14"/12-13" |
| 21-60 | 12-13"/11-12" | 7-8"/6-7" | 9-10"/8-9" | 14-15"/13-14" |
| 61-90 | 13-14"/12-13" | 7-8"/6-7" | 11-12"/9-10" | 15-16"/14-15" |
| 91-98 | 14-15"/13-14" | 8-9"/7-8" | 12-13"/10-11" | 16-17"/15-16" |
| > 98 | 15-16"/14-15" | 9-10"/8-9" | 13-14"/11-12" | 17-18"/16-17" |

## Fist Circumference

The circumference of a character's clenched fist is a number of inches equal to the length of the character's foot in inches. Foot Size is determined above.

## Handedness

To determine whether a character is right- or left-handed, roll 1d100. Ambidexterity is not determined here, but may be acquired as a skill (see *Chap. 8: Skills*). Handedness[1] refers to which hand the character uses predominantly. Results are as follows: 01-10 = Left-handed, 11-100 = Right-handed.

1. The odds of being right- or left-handed have been referenced from "Handedness and Eye Dominance: A Meta-Analysis of Their Relationship," by Bourassa, McManus, and Bryden. For more information, see the References section at the end of this book.

## Head Circumference

The circumference of the head of a character may be relevant when a character finds a helmet or hat and desires to wear it. Head Circumference is listed in inches. It is impossible for a character to wear a hat or helmet that is smaller than the character's Head Circumference. The hat or helmet is comfortable if it is not larger than 101% of the character's Head Circumference. It is possible to wear a hat or helmet if it is between 102% and 103% of the character's Head Circumference, though the loose fit will be annoying. If the hat or helmet is larger than this, then it is impractical to wear it.

To determine the Base Head Circumference of an adult, roll 1d100 and consult the following table:

| Base Head Circumference | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Roll** | **Anakim** | **Bugbear** | **Dwarf** | **Elf** | **Human** | **Kobold** | **Ogre** | **Troll** |
| 01-02 | 24.00 | 22.00 | 19.20 | 19.12 | 19.20 | 19.12 | 26.00 | 25.00 |
| 03-05 | 26.00 | 23.00 | 20.40 | 20.12 | 20.40 | 20.12 | 28.50 | 27.00 |
| 06-31 | 28.00 | 24.50 | 21.60 | 21.12 | 21.60 | 21.12 | 31.00 | 29.00 |
| 32-68 | 30.00 | 26.00 | 22.80 | 22.12 | 22.80 | 22.12 | 33.50 | 31.00 |
| 69-94 | 32.00 | 27.50 | 23.90 | 23.12 | 23.90 | 23.12 | 36.00 | 33.00 |
| 95-98 | 34.00 | 28.50 | 25.00 | 24.12 | 25.00 | 24.12 | 38.50 | 35.00 |
| 99-100 | 36.00 | 30.00 | 26.10 | 25.12 | 26.10 | 25.12 | 41.00 | 37.00 |

The table above produces male Base Head Circumference. If female, multiply the result by 0.97. Finally, the base must be modified randomly. Roll 1d100. If 01-50, then the Base Head Circumference will be decreased. If 51-100, then the Base Head Circumference will be increased. Roll 1d100, and add or subtract the result as hundredths of an inch.




1. Head circumference and intelligence are uncorrelated, although intelligence is correlated with brain size. The relationship between intelligence and brain size occurs in at least 3 studies appearing in scholarly journals. See the References section at the end of this book for: a) Lynn, R., b) Rushton, J., c) Willerman, L, Schultz, R., Rutledge, J., & Bigler, E.

## Pregnancy

Pregnancy[1] occurs when a sperm of a male fertilizes an egg of a female. Should a pregnancy be determined (see earlier in this chapter), then the body of the female character will experience change. The pregnant woman will gain 2d4 of the following symptoms: (1) breast tenderness and swelling, (2) fatigue, (3) nausea, (4) sensitivity to smell, (5) increased frequency of urination, (6) mood swings, (7) weight gain [(2d20)% of weight], and (8) cravings for unusual substances. These symptoms last for 1d20 weeks.

The outcome of a pregnancy is that the female produces offspring. There is a 15% chance for each pregnancy to result in miscarriage. If this is determined, then miscarriage occurs in the (3 + 1d8)th week of pregnancy. In this case, the baby is born dead.

After 12 weeks of pregnancy, other symptoms emerge. Now, the pregnant woman experiences another 2 of 3 symptoms: (1) breasts increase 1d4 cup sizes, (2) nipples darken, and (3) weight gain [(2d20)% weight].

If the pregnant woman is middle-aged, then there is a 30% chance of producing an offspring who is less than ideal. If a complication occurs, then roll 1d100 and consult below:

| Roll | Complication Result |
|---|---|
| 01-15 | Egg is fertilized in the fallopian tube, mother dies upon childbirth |
| 16-30 | Offspring loses 1d100 Health |
| 31-45 | Offspring loses 1d100 Intelligence |
| 46-60 | Offspring loses 1d100 Wisdom |
| 61-75 | Offspring loses 1d100 Dexterity |
| 76-90 | 2 Random Mental Illnesses |
| 91-100 | 1 Random Mental Illness |

The duration of the pregnancy depends on the race. Roll 1d100 and consult below:

| Race | Gestation Duration |
|---|---|
| Anakim | 60 weeks |
| Bugbear | 50 weeks |
| Dwarf | 80 weeks |
| Elf | 90 weeks |
| Human | 40 weeks |
| Kobold | 30 weeks |
| Ogre | 70 weeks |
| Troll | 60 weeks |




| Roll | Result |
|---|---|
| < 02 | Premature birth by 2d10 weeks, dead offspring |
| 03-08 | Premature birth by 1d6 weeks |
| > 08 | Normal birth duration |

Labor may take up to 14 hours. Features of the offspring may be determined in *Chapter 6: Sociality*.

Pregnant females experience a decrease in Bodily Attractiveness equal to 1d20. This decrease is in full effect immediately before childbirth, and the effect increases from 0 to the full effect proportionate to the length of the pregnancy. Although in some sense a pregnant female is 'beautiful', her Bodily Attractiveness is affected negatively.

# Allergies, Sleep, Intoxication, and Disease

## Allergies

If a character's Health sub-ability is not high enough, then the character has at least 1 allergy (see *Chap. 3: Abilities*). Allergies are exaggerated and sometimes harmful reactions to external substances. Allergic symptoms may include itching, sneezing, a stuffy nose, watery eyes, inflammation of the airways in the lungs and wheezing, and even allergic shock and death in rare situations. At any given time, roughly 20% of the population is susceptible to at least 1 allergy. To randomly determine an allergy, roll 1d8:

**1. Asthma:** For no apparent reason, characters with this allergy will periodically experience difficulty breathing. During an asthma attack, a character suffers - 50% to their Strength sub-ability.

**2. Bee stings:** Some characters break-out in hives or welts on the skin, itching all over the body when stung by a bee.

**3. Mammals:** Characters allergic to mammals sneeze vehemently within 1d20 feet of them due to dander. However, 90% of characters who are allergic to mammals are allergic only to 1 species of animal. The player and Aedile must determine this together; a list of creatures is available in Neveria.

**4. Dust:** Characters allergic to house dust sneeze vehemently in the presence of it, usually preferring to be outdoors.

**5. Eggs:** When eaten, eggs make a character with this allergy extremely sick to their stomach. This allergy is discovered usually in childhood and is 75% likely to disappear by puberty.

**6. Hay fever:** This is a reaction to pollen, characterized by violent sneezing, a release of watery fluids, and itching. When pollen affects the eyes, they become red, itchy, and watery.

**7. Milk:** When consumed, milk makes a character with this allergy extremely sick to their stomach. This allergy is discovered usually in childhood and is 75% likely to disappear by puberty.

**8. Wasp stings:** Some characters break-out in hives or welts on the skin, itching all over the body when stung by a wasp.



## Wakefulness

To determine whether or not a character stays awake, the character must pass a Wakefulness check. First, determine the state of the character:

| Condition | Y |
|---|---|
| Active (exercising, etc.) and avoiding sleep | 7 |
| Active (exercising, etc.) and not avoiding sleep | 14 |
| Normal activity (walking, etc.) and avoiding sleep | 14 |
| Normal activity (walking ,etc.) and not avoiding sleep | 21 |
| Inactive (sitting, etc.) and avoiding sleep | 21 |
| Inactive (sitting, etc.) and not avoiding sleep | 28 |

Next, consider the number of hours that the character has been awake. Divide the Hours Awake (HA) by 3d10, and multiply the result by Y, as determined above. This is the TH for the Wakefulness check. Here is the formula:

$$TH = (HA / 3d10 \times Y)$$

Finally, if a character is avoiding sleep, then the character applies the skill modifier from their Drive sub-ability to their roll; penalties do not apply. A Wakefulness check may be made every hour that the character is awake, subject to the discretion of the Aedile. If a character passes a Wakefulness check, then they stay awake. If a character fails their Wakefulness check, then they fall asleep for (3d10 / 2) hours. The duration of sleep may be modified by the Aedile as deemed appropriate.

## Sleep Deprivation

The functions of the brain and body of a character are impaired when deprived of sleep. After being awake for a variable number of hours, a character suffers impairments for continuing to avoid sleep, and the impairments increase the longer the character deprives their brain and body of sleep.

Impairments due to sleep deprivation affect the skill modifiers of sub-abilities, though not the scores of the sub-abilities. The impairments are negated after (3d10 / 2) hours of uninterrupted sleep, and halved for interrupted sleep.

Impairments apply as penalties to all sub-ability modifiers, except for Physical Fitness and Bodily Attractiveness. All skill modifiers for other sub-abilities suffer a penalty of - 1 for every 4 hours awake after the first 15 hours.

If a character is in combat, terrified, or fleeing for their life, then adrenaline is released in their body and the impairments due to sleep deprivation are temporarily halved.

To determine how many days a character can stay awake before dying, consider their Illness Immunity (see Health in *Chap. 3: Abilities*) as a raw number, not a percent. For example, a character with Health 100 can stay awake for 57 days before dying. A character should not be able to stay awake this long on their own, but bugbear torturers experiment with humans and elves in their subjecting facilities to see how long they can survive.



# Intoxication

Below are 3 main forms of intoxication and their effects on the body. Finally, diseases are presented.

## Intoxication by Alcohol

When a character is drinking, consider the character's weight and consult the table below:

| Weight | Beer | | | Ale | | | Wine | | | Mead | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | B | I | V | B | I | V | B | I | V | B | I | V |
| 41-50 | - | 1 | 2 | - | - | 1 | - | - | 1 | - | - | 1 |
| 51-60 | - | 1 | 2 | - | 1 | 2 | - | - | 1 | - | - | 1 |
| 61-70 | - | 1 | 2 | - | 1 | 2 | - | - | 1 | - | - | 1 |
| 71-80 | 1 | 2 | 3 | - | 1 | 2 | - | 1 | 2 | - | - | 1 |
| 81-90 | 1 | 2 | 3 | - | 1 | 2 | - | 1 | 2 | - | - | 1 |
| 91-100 | 1 | 3 | 4 | 1 | 2 | 3 | - | 1 | 2 | - | 1 | 2 |
| 101-110 | 2 | 3 | 4 | 1 | 2 | 3 | - | 1 | 2 | - | 1 | 2 |
| 111-120 | 2 | 4 | 5 | 1 | 2 | 3 | 1 | 2 | 3 | - | 1 | 2 |
| 121-130 | 2 | 4 | 5 | 2 | 3 | 4 | 1 | 2 | 3 | - | 1 | 2 |
| 131-140 | 2 | 4 | 6 | 2 | 3 | 4 | 1 | 2 | 3 | 1 | 2 | 3 |
| 141-150 | 2 | 5 | 6 | 2 | 4 | 5 | 2 | 3 | 4 | 1 | 2 | 3 |
| 151-160 | 3 | 5 | 7 | 2 | 4 | 6 | 2 | 3 | 4 | 1 | 2 | 3 |
| 161-170 | 3 | 5 | 7 | 3 | 5 | 6 | 2 | 4 | 5 | 2 | 3 | 4 |
| 171-180 | 3 | 5 | 7 | 3 | 5 | 6 | 2 | 4 | 6 | 2 | 3 | 4 |
| 181-190 | 4 | 6 | 8 | 3 | 5 | 7 | 3 | 5 | 6 | 2 | 4 | 5 |
| 191-200 | 4 | 6 | 8 | 3 | 5 | 7 | 3 | 5 | 6 | 2 | 4 | 6 |
| 201-210 | 4 | 6 | 8 | 4 | 5 | 8 | 3 | 5 | 7 | 3 | 5 | 6 |
| 211-220 | 4 | 7 | 10 | 4 | 6 | 8 | 3 | 5 | 7 | 3 | 5 | 6 |
| 221-230 | 5 | 7 | 10 | 4 | 6 | 9 | 4 | 5 | 8 | 3 | 5 | 7 |
| 231-240 | 5 | 7 | 10 | 4 | 7 | 9 | 4 | 6 | 8 | 3 | 5 | 7 |
| 241-250 | 5 | 8 | 12 | 5 | 7 | 9 | 4 | 6 | 9 | 4 | 5 | 8 |
| 251-260 | 5 | 8 | 12 | 5 | 7 | 10 | 4 | 7 | 9 | 4 | 6 | 8 |
| 261-270 | 6 | 8 | 12 | 5 | 7 | 10 | 5 | 7 | 9 | 4 | 6 | 9 |
| 271-280 | 6 | 8 | 12 | 5 | 8 | 10 | 5 | 7 | 10 | 4 | 7 | 9 |
| 281-290 | 6 | 9 | 14 | 6 | 8 | 10 | 5 | 7 | 10 | 5 | 7 | 9 |
| 291-300 | 6 | 9 | 14 | 6 | 8 | 11 | 5 | 8 | 10 | 5 | 7 | 10 |
| 301-350 | 7 | 10 | 16 | 6 | 9 | 12 | 6 | 8 | 10 | 5 | 7 | 10 |
| 351-400 | 8 | 12 | 16 | 6 | 9 | 12 | 6 | 8 | 11 | 5 | 8 | 10 |
| 401-450 | 9 | 14 | 18 | 7 | 11 | 14 | 6 | 9 | 12 | 6 | 8 | 10 |
| 500-600 | 10 | 16 | 20 | 8 | 12 | 16 | 6 | 9 | 12 | 6 | 8 | 11 |
| 601-700 | 12 | 18 | 24 | 10 | 15 | 20 | 7 | 11 | 14 | 6 | 9 | 12 |
| 701-800 | 24 | 36 | 48 | 12 | 18 | 24 | 8 | 12 | 16 | 6 | 9 | 12 |
| 801-900 | 36 | 48 | 72 | 24 | 36 | 48 | 10 | 15 | 20 | 7 | 11 | 14 |
| > 900 | 48 | 72 | 96 | 36 | 48 | 72 | 12 | 18 | 24 | 8 | 12 | 16 |

NUNC·EST·BIBENDUM

Now we must drink.

**Beer:** Beer is made from distilled wheat and is lowest in alcohol content. Soon after the initial discovery of mead as alcohol, beer was discovered. Since beer could be made faster (mead takes a year to distill), it quickly became very popular.

**Ale:** Ale is made from distilled barley and is the daily staple of most peasants.

**Wine:** The most expensive alcohol, wine is produced from distilled grapes and is preferred by the upper classes of humans.

**Mead:** The first form of alcohol discovered and drank, mead is made from distilled honey and water. Mead is potent alcohol and tastes sweet. Unfortunately, it is slow to produce, since it must distill for a year. Therefore, it is expensive.

**Buzzing:** If a character is buzzing from drinking alcohol, then they feel less inhibited, warmer, and are more sociable. Buzzing characters suffer a reduction to 95% of Agility, 90% Reaction Speed, 95% Enunciation, 90% Intuition, and 90% Common Sense.

**Intoxication:** If a character is intoxicated from drinking alcohol, then they feel uninhibited, dizzy, and are prone to depression. Others within 1d10 feet smell alcohol from the intoxicated character. Intoxicated characters suffer a reduction to 80% Hand-Eye Coordination, 80% Agility, 75% Reaction Speed, 75% Enunciation, 75% Intuition, and 80% Common Sense.

**Vomiting:** If a character is vomiting from drinking alcohol, then they are noticeably impaired and smelly. Vomiting characters suffer a reduction to 70% of Hand-Eye Coordination, 70% Agility, 60% Reaction Speed, 60% Enunciation, 50% Intuition, and 75% Common Sense.

Quantities are considered relevant to each type of alcohol, such as a tankard of either beer or ale and a glass of either wine or mead. The numbers in this table reflect the popularity and resultant tolerance of alcohol; cloudy ale and rye bread is the staple of most peasants, so someone who does not drink and have tolerance to alcohol must half these numbers. This table also reflects a ratio of drinks per hour. For instance, a character may drink 1 beer per hour for twelve hours, totaling twelve beers. Due to the slow pace, however, the character effectively has only 1 beer in their system at all times, and is unlikely even to get a buzz.

Regardless, a character must get buzzed before intoxicated, and intoxicated before vomiting. A check must be made on the table below with 3d10 every time a character drinks as much per hour as indicated by the table on the previous page, though the modifier from the sub-ability Health for Intoxication is applied to the TH obtained below. Note that the highest the TH may be adjusted is 24 and the lowest is 11. If the check is passed, then the character avoids the effects of alcohol, but with every drink increased per hour, they must make another check on the table below. Eventually, the drinking character will become buzzed, intoxicated, and vomit if they drink enough. Just the same, if the character exceeds 4 times the number of drinks that may make them vomit for their weight as indicated above, they must roll on the table below, modified for shock from the sub-ability Health, or die from alcohol poisoning. If they pass, then they only pass out for 2d12 hours and remain alive.

| Race | Male | Female |
|---|---|---|
| Anakim | 17 | 20 |
| Bugbear | 16 | 18 |
| Dwarf | 16 | 18 |
| Elf | 18 | 21 |
| Human | 17 | 20 |
| Kobold | 18 | 21 |
| Ogre | 13 | 14 |
| Troll | 14 | 16 |

So, if a character named Ornereus weighs 155 lbs. and drinks 3 beers in an hour, Ornereus must consult the table for a TH (threshold). If Ornereus rolls higher than the TH, then he did not get a buzz. However, upon drinking the 4th beer in an hour, Ornereus must check again. If he passes his check and avoids the effects of alcohol again, then upon drinking the 5th beer within an hour, he must pass another check, or he will suddenly feel buzzed. If he drinks another drink within an hour, he must pass a check or be intoxicated.

## Intoxication by Marijuana

Marijuana is a plant that grows up to 6 feet in height and may be smoked or eaten for its hallucinogenic and pleasuring effects. The psychoactive ingredient is concentrated in the flowering tops. While the plant grows throughout temperate regions, the more potent varieties grow in dry, hot uplands. Marijuana has no physical dependence or withdrawal symptoms, though psychological dependence may develop with prolonged use.

Of all the humanoid races available to a player, only humans ingest or smoke marijuana. Even with humans, marijuana is unpopular because few are familiar with its effects. Of all the occupations, priests use marijuana the most, usually as part of a religious ceremony.

After 1-2 minutes, initial stimulation and euphoria occur, which depending on the amount used, may last as long as 2 hours. Afterward, tranquility and sedation occur. For many users, the euphoria increases the desire to eat. By large numbers, females tend to become more sexually aroused, while males may desire sex less. During euphoria, bodily fluids dry up, especially in the mouth and other orifices, which may make sex more difficult for a female. The stage of euphoria may be characterized by mood changes and altered perceptions of time, space, and one's bodily dimensions. Cognitive processes become disrupted by fragmentary ideas and memories. In addition, sensory awareness and pleasure are often increased during euphoria.

Negative effects, however, may include confusion, acute panic reactions, anxiety attacks, fear, a sense of helplessness, and loss of self-control. Chronic users may develop an amotivational attitude, characterized by passivity and decreased motivation.

Like alcohol intoxication, marijuana intoxication impairs judgment, comprehension, memory, speech, problem-solving ability, and reaction time (see below). Unlike alcohol, however, there is no correlation between intoxication and weight; a character who uses marijuana will not become more or less intoxicated depending on their weight. However, a character who uses marijuana is likely to weigh more if food is available, because appetite is usually increased during intoxication.

Regarding the table for euphoria below, each inhalation increases the degree of euphoria. Even if inhalation does not occur, euphoria may occur due to breathing in secondhand smoke. Assuming this occurs in an enclosure of some sort such as a room, 10 inhalations by others translates to the equivalent of 1 inhalation by the character absorbing it secondhand. Refer to the table below to determine the Euphoria Factor (EF).

Regarding the table below, the EF needs to be modified according to the quality of the marijuana. The quality ranges from putrid crap that will only give you a headache (Q = 0.1) to normal (Q = 1.0) , to incredible quality (Q = 2.0). Incredible quality is also incredibly rare. Below are the effects of marijuana intoxication:

| Time Elapsed Since Last Euphoria | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| Inhalations Per Hour | First Time | 1 Hour | 6 Hours | 12 Hours | 1 Day | 1 Week | 1 Month | 1 Year |
| 1 | - | ¼ | 1 | 2 | 5 | 6 | 7 | 8 |
| 2 | ¼ | ½ | 2 | 4 | 10 | 12 | 14 | 16 |
| 4 | ½ | 1 | 4 | 6 | 15 | 18 | 21 | 24 |
| 8 | 1 | 2 | 6 | 8 | 20 | 24 | 28 | 32 |
| 16 | 2 | 4 | 8 | 10 | 23 | 26 | 30 | 34 |
| 32 | 4 | 6 | 10 | 12 | 25 | 29 | 32 | 36 |
| 64 | 6 | 8 | 12 | 14 | 28 | 31 | 34 | 38 |
| 128 | 8 | 10 | 14 | 16 | 30 | 33 | 35 | 40 |

- Physical Fitness (due to smoking) is temporarily reduced by ¼ the EF
- Strength is temporarily reduced by ¼ the EF
- Health is reduced by ¼ of an Ability point for 2 weeks
- Rhetorical Charisma is temporarily reduced by ½ the EF
- Reaction Speed is temporarily reduced by the EF
- Enunciation is temporarily reduced by the EF
- Language is temporarily reduced by the ½ the EF
- Math is temporarily reduced by the EF
- Analytic Intelligence is temporarily reduced by the EF
- Drive is temporarily reduced by twice the EF
- Intuition is temporarily increased by the EF
- Common Sense is temporarily reduced by ½ the EF
- Reflection is temporarily reduced by twice the EF



## Psychedelic Mushrooms

This mushroom, when eaten, produces psychedelic effects. 2 parts may be eaten, the caps and the stems. Caps, by far, are the more potent portion. Ingesting caps and stems of this mushroom evokes dreamlike changes in mood and thought and alters the perception of time and space. It can also create a feeling of lack of self-control and extreme terror. Physical effects include drowsiness, dizziness, dilated pupils, numbness and tingling, weakness, tremors, and nausea. Further, it may induce transient abnormal thinking, such as a sense of omnipotence or a state of acute paranoia, and can result in dangerous behavior. Long-term adverse reactions may develop such as persistent Psychosis (see *Chap. 5: Mind*), prolonged Depression, or faulty judgment. While it is not addictive physically, the potent effects may be addictive psychologically.

Rather than recreational drug use, this mushroom is ingested typically for 2 reasons: many religious cults use this drug in attempts to become closer to their god, and berserkers often eat this mushroom before combat to produce berserker rage, which they call berserkerganga and comes from Buggeric (see Languages in *Chap. 6: Sociality*). Although the effects are unpredictable, berserkers expect superior performance in combat due to increased Physical Fitness, Strength, Drive, and LP.

Colloquially, a 'bad trip' means a bad experience while under the effects of this drug. Worse, some characters attempt too many caps and stems and never return from their 'trip'. To determine whether or not bad effects occur, each time mushrooms are used, the number of caps and stems that were ingested must be considered. Consider 1 Trip Point (TP) to equal 1 stem, while 1 cap equals 3 TP. Now, sum the TP's and make a Health sub-ability check. If the result rolled is equal to or less than the number of TP's, then a bad trip occurs. However, if the number rolled is less than the TP's by at least 25, then the character never returns to sobriety, feeling the effects of psychedelic mushrooms for the remainder of their lifespan.

If a bad trip occurs, then roll on the table below to determine the bad effects. Continue to roll until directed to stop or a duplicate event occurs:

| Roll | Bad Trip Effects |
|---|---|
| 01-11 | Lack of self-control, now roll again |
| 12-22 | Extreme terror, now roll again |
| 23-33 | Drowsiness, now roll again |
| 34-44 | Dizziness, now roll again |
| 45-55 | Weakness, now roll again |
| 56-66 | Tremors, now roll again |
| 67-77 | Nausea, now roll again |
| 78-88 | Acute Paranoia, now roll again |
| 89-100 | If at least 1 bad effect occurs, then stop rolling |

Whether the trip is good or bad, trips last for an hour per TP and the following effects occur:

- Physical Fitness is temporarily increased by half the number of TP
- Strength is temporarily increased by half the number of TP
- Bodily Attractiveness is permanently reduced by ¼ of an Ability point
- Health is permanently reduced by half of an Ability point
- Rhetorical Charisma is temporarily reduced by half the number of TP
- Language is temporarily reduced by ¼ the number of TP
- Math is temporarily reduced by the number of TP
- Analytical Intelligence is temporarily reduced by half of the TP
- Spatial Intelligence is temporarily reduced by half of the TP
- Drive is temporarily increased by half the number of TP
- Intuition is temporarily increased by the number of TP
- Common Sense is temporarily decreased by half the number of TP
- Life Points are temporarily increased by a percent equal to TP

Temporary adjustments do not take effect until 30 minutes after ingestion, and endure until the last hour of tripping before sobering. Adjustments remain in effect even while the character is unconscious.

# Disease

Diseases[1] are the introduction of any harmful change that interferes with the appearance, structure, or function of the body or any of its parts. Although opinions differ with race and culture, many characters believe that diseased characters are being punished by the gods.

## Anthrax

This is a contagious disease of warmblooded animals and characters. One of the oldest known diseases, it has reached epidemic proportions in the past. Animals acquire the disease from drinking water that is draining from contaminated soil, in which the infectious bacteria may live for years; from eating infected carcasses and feedstuffs; and from the bites of bloodsucking insects. The disease, sometimes manifested by staggering, bloody discharge, convulsions, and suffocation, may be fatal almost immediately in acute cases and within 3-5 days in subacute cases. In characters, the disease appears in both external and internal forms, with a death rate of about 20%. The external or cutaneous form is contracted through cuts or abrasions in the skin by those who handle infected hides and carcasses and may be self-limiting, but often disseminates into the bloodstream, with fever and prostration. The external form is characterized by malignant pustules on exposed skin areas. The internal type is acquired by inhaling anthrax spores, as from animal hair and wool, which invade the lungs and sometimes the intestinal tract to cause hemorrhage.

## Bubonic Plague

This is an acute, infectious, contagious disease of rodents and humans. It is characterized by the appearance of enlarged and inflamed lymph nodes in the groin (01-33%), on the armpit (34-66%), or the neck (67-100%). It is transmitted by the bite of any of numerous insects, most notably the rat flea. The odds vary of the fatality of the bubonic plague. The likelihood of fatality is [20 + (1d6 x 10)]%.

1. Although Fatal Games made the effort, no evidence of venereal diseases have been found in the Middle Ages.

## Cancer

This is a malignant new growth anywhere in the body of a character or animal. Cancers tend to spread locally and to distant parts of the body. In advanced stages, tumors develop. To determine the random location of cancer, roll 1d10 (1 =left leg, 2 = right leg, 3 = left arm, 4 = right arm, 5-6 = torso, 7-10 = head). The exact location may be determined by rolling 1d100 and consulting the table for Body Part Proportion earlier in this chapter. The Aedile determines the effect of cancer on this specific part of the body.

## Chicken Pox

This is a contagious viral disease that affects mainly children. 95% of humans will acquire chicken pox prior to adulthood. Typically, chicken pox begins with a low fever, headache, rash, and a general feeling of sickness, or malaise. The rash, which usually covers the face, scalp, and trunk of the body, starts as red bumps but quickly develops into small blisters. The rash and blisters are extremely itchy. As the disease progresses, the blisters break open and form scabs, which fall off after about 1-2 weeks. The incubation period – the time between initial infection and the first appearance of symptoms – is approximately 2 weeks. The virus spreads through the air via infected droplets emitted from the nose or mouth while coughing or sneezing. Touching the fluid from a chicken pox blister can also spread the disease. Chicken pox is contagious for approximately 7 days during a human's period of infection. Contagiousness begins about 2 days before symptoms appear and continues until all blisters have formed scabs. This disease is much more debilitating, and 50% of the time fatal, to adults. Contracting chicken pox provides immunity, or lifelong resistance, against the disease. However, after the symptoms disappear, the virus remains in the body and occasionally reactivates later in life, causing a disease known as shingles. Shingles usually occurs in humans over 50, due to an age-related weakening of the immune system, and causes pain, burning, itching, inflammation, and blisters.

## Common Cold

This is an acute infectious disease of the upper respiratory tract. This infection affects the nose and throat, causing symptoms such as nasal congestion and discharge, sore throat, and coughing. Normally, it runs a mild course, without fever, and subsides spontaneously in about 7 days. The common cold is thought by common folk to result from exposure to cold weather. On average, characters contract about two-and-a-half colds per year.

## Diabetes Insipidus

This is a disease that causes excessive urination and intense thirst.

## Encephalitis

This is an infectious disease characterized by inflammation of the brain. The typical symptoms are headache, fever, and extreme lethargy, which lead eventually to coma; double-vision, delirium, deafness, and facial palsy often occur in the acute stage of the disease. Aftereffects of encephalitis may include deafness, epilepsy, and dementia. The disease is transmitted to characters from animals via mosquitoes and ticks.

## Epilepsy

This is a recurrent disorder of the nervous system characterized by seizures of excessive brain activity, which cause mental and physical dysfunction such as convulsions, loss of control of bodily functions, and unconsciousness. During an epileptic seizure, the victim is aware of what is happening around them, but unable to control their actions or stop the seizure. A seizure lasts for 1d100 minutes.

## Gangrene

Gangrene is an infection that develops in wounds, caused by a lack of blood supply. Affected areas require immediate surgery, and limbs are amputated to prevent it from spreading through the bloodstream to vital organs. If it enters the bloodstream, then there is a 25% chance that the character dies. If recognized and treated early, however, approximately 80% of those with gangrene survive, and only 15-20% require any form of amputation.

## Influenza

This is an acute, infectious, and contagious disease of the respiratory tract, especially the trachea. Colloquially, it is called the flu. The symptoms of a simple infection include dry cough, sore throat, nasal obstruction and discharge, and burning of the eyes; more serious infections are characterized by chill, sudden onset of fever, headache, aching of muscles and joints, and occasional gastrointestinal symptoms. In simple infections (90% of all infections), symptoms fade and temperature drops to normal in 1d4 days. Otherwise, symptoms may last for 3d10 days.

## Leprosy

This is a chronic, infectious disease that primarily affects the skin, mucous membranes, and nerves. Many consider leprosy to be a punishment from the gods; hence, the leper is in a state of defilement. About 5% of the population is susceptible to leprosy. The earliest symptom is often a loss of sensation in a patch of skin. Large areas of skin may become infiltrated. The mucous membranes of the nose, mouth, and throat may be invaded by large numbers of the organism. Because of damage to the nerves, muscles may become paralyzed. The loss of sensation that accompanies the destruction of nerves may result in unnoticed injuries. These may result in secondary infections, the replacement of healthy tissue with scar tissue, and the destruction or absorption of bone. The classic disfigurements of leprosy, such as loss of extremities from bone damage or the so-called leonine faces, a lion-like appearance with thick nodulous skin, are signs of advanced disease. Leprosy is perhaps the least infectious of all the contagious diseases. Often, lepers are isolated in leper houses, forbidden to marry, and forced to wear a distinctive cloak or shake a rattle to announce their presence. There are several leper colonies per town. Bugbears, kobolds, and trolls kill lepers on sight. The disease is believed to be transmitted not only by touch but by breath. With all the care taken to isolate lepers, from time to time rumors lead to panic and lynching.

## Measles

This disease is acute, highly contagious, and produces a fever. It is characterized by small red dots appearing on the surface of the skin, irritation of the eyes (especially on exposure to light), coughing, and a runny nose. About 12 days after first exposure, the fever, sneezing, and runny nose appear. Coughing and swelling of the neck glands often follow. 4 days later, red spots appear on the face or neck and then on the trunk and limbs. In 2 or 3 days, the rash subsides and the fever falls. Some peeling of the involved skin areas may take place. Infection of the middle ear may also occur. This is one of the most common childhood diseases. It is rarely fatal (5%), but should the virus spread to the brain, it can cause (1-50%) death or (51-100%) brain damage (suffer - 1d100 Intelligence and Wisdom). The disease usually confers immunity after 1 attack. If a pregnant woman becomes infected, then her fetus will become infected as well.

## Mumps (Epidemic Partotitis)

An acute infectious viral disease, the mumps is characterized by the swelling of the salivary glands. Though it may attack characters of any age, it most frequently affects children between the human ages of 5 and 9. This disease rarely involves the sex glands. It is highly contagious and is spread by droplets sprayed from the respiratory tract of infected characters. The incubation period varies from 15-21 days. Few fatalities result from mumps (5%), and 1 attack usually confers complete immunity, because only 1 antigenic type of virus causes this disease. In children, the first symptoms are usually a mild fever, a feeling of illness and chilliness, loss of appetite, and dryness of the throat. This is followed by soreness and swelling around the ears, and a higher fever. These symptoms are usually gone by 12 days. In adult males, inflammation of the testes occurs in up to 20% of the cases, but resultant sterility is rare (5% of those inflamed). In children, infection of the auditory nerve can cause deafness, but this is also a rare result (5%).

## Muscular Dystrophy

This is a crippling disease characterized by gradual wasting of skeletal muscle. Muscle mass diminishes and weakness increases until they are unable to walk, even with the aid of a walking cane. No one recovers naturally from this hereditary disease.

## Rabies

This is an acute, contagious infection that enters the body through the bite of an animal. All warmblooded animals are susceptible. The incubation takes (20 + 1d100) days, though (1d4 + 2) weeks is most common. Rabies is virtually always fatal (99%). At the end of the incubation period the site of the now healed wound becomes irritated and painful, and the local tissues may become numb. Depression (see *Chap. 5: Mind*) and anxiety are common. This initial stage lasts for about 2 days. In the next stage, the period of excitation, the infected creature becomes irritable and hypersensitive; the general attitude is one of terror, intensified by the onset of difficult breathing and swallowing and a feeling of strangulation, caused by spasmodic contractions of the diaphragm and larynx. The infected creature is extremely thirsty but experiences spasms of the larynx when water is presented or even mentioned. Vomiting and fever are common during this stage. A thick secretion of mucus collects in the mouth and throat, and the individual expectorates frequently or attempts to cough. This stage lasts 3-5 days and usually terminates in death from a convulsive seizure or from cardiac or respiratory failure. When infected animals are in the excitation stage, they usually run amok, biting and snapping at any living thing in their path.

## Smallpox

This is an acute, highly contagious viral disease that is often fatal (90%). This virus is transmitted through droplets discharged from the mouth and nose from an infected character that are inhaled by another character. Onset of the first phase of smallpox infection occurs after a 12-day incubation period following infection. This phase is marked by high fever, prostration, back and muscle pain, and sometimes vomiting. A characteristic rash develops 2-5 days later on the face, palms, and soles of the feet. During the next 6-10 days, the rash develops into pus-filled pimples. In extreme cases, the pimples run together, usually indicating a lethal infection of the virus. The return of fever and other symptoms initiates the second stage of the disease, during which the pimples may or may not become infected. As recovery begins, the pimples become crusted, often leaving scars, and the fever and symptoms subside. Death is caused by infection of the lungs, heart, or brain. Blindness (01-05%) and male infertility (06-10%) are possible side-effects of survivors of smallpox. A character with smallpox is infectious from the 3rd day through the erupting phase. Survivors usually enjoy lifetime immunity to smallpox.

## Tourette's Syndrome

This is a disorder characterized by involuntary muscular movements and obscene vocal expressions. At the Aedile's whim, an individual may be compelled to voice obscenities. The affected character is aware of their outburst, but is unable to prevent it. The outburst is always honest. The more that the outburst is deemed forbidden socially, the higher the likelihood of the outburst occurring.



## Tuberculosis

This is a bacterial infection that primarily attacks the lungs, but may also affect 1d4 other areas, including the kidneys (1), bones (2), lymph nodes (3), and brain (4). Symptoms include coughing, chest pain, shortness of breath, loss of appetite, weight loss, fever, chills, and fatigue. However, symptoms do not appear until usually at least 2 years after exposure. Children are the most susceptible. This disease is fatal for 50% of those who contract it. It is transmitted from character to character (and character to animal) by inhaling air droplets, though only 10% of those who inhale it become infected. If infected, then the disease is only contagious when symptoms are present, which may take a while to develop. Coughing of blood or phlegm may occur.

## Typhoid Fever

This is an acute infectious disease that is transmitted by milk, water, or solid food that is contaminated with the feces of typhoid victims or carriers. The incubation period lasts 1-3 weeks. The bacteria gather in the small intestine, where they enter the bloodstream. This induces the first symptoms, which are chills followed by high fever and prostration. Victims may also experience headache, cough, vomiting, and diarrhea. The disease spontaneously subsides after 3-4 weeks in most instances, but in about 20% of untreated cases the disease progresses to pneumonia (01-33%), intestinal hemorrhage (34-66%), and even death (67-100%). Typhoid fever has a 40% chance of fatality in bugbears.

## Undulant Fever

This disease is transmitted to characters by lower animals such as cattle, swine, and goats. Characters acquire the disease through contact with infected animals or drinking their raw milk. The disease causes abortions in pregnant females, and in males it causes the genitalia to swell (2d10)% in size. The disease is named undulant because the fever is continually rising and falling. The incubation period is 1-3 weeks after exposure. Symptoms include fatigue and depression, and last 6d10 weeks. Undulant fever has a 30% chance of fatality in ogres.



## Random Disease

If it is necessary to determine a disease randomly, roll 1d100 and consult the following table:

| Roll | Random Disease |
|---|---|
| 01-07 | Anthrax |
| 08-17 | Bubonic Plague |
| 18-22 | Cancer |
| 23-24 | Chicken Pox |
| 25-52 | Common Cold |
| 53-55 | Diabetes Insipidus |
| 56 | Encephalitis |
| 57-58 | Epilepsy |
| 59-60 | Gangrene |
| 61-80 | Influenza |
| 81 | Leprosy |
| 82-83 | Measles |
| 84-85 | Mumps |
| 86 | Muscular Dystrophy |
| 87-91 | Rabies |
| 92-93 | Smallpox |
| 94 | Tourette's Syndrome |
| 95-97 | Tuberculosis |
| 98-99 | Typhoid Fever |
| 100 | Undulant Fever |

# Chapter 3: Abilities

Abilities are a character's capacities. With few exceptions, abilities are unchanging. There are 5 core abilities (Physique, Charisma, Dexterity, Intelligence, and Wisdom), each with 4 sub-abilities. To determine a character's abilities, begin by calculating each of the 20 sub-abilities. Sub-abilities must be rolled in order and the order cannot be altered. For each sub-ability, roll 10d100, divide the sum by 5, subtract 1 from the result, and truncate the remainder. This creates a range of 1-199 for all sub-abilities and the average of each sub-ability is 100. It may be easier to look at the formula[1]:

(10d100 / 5) - 1

Then, simply average each group of 4 sub-abilities to determine the core ability. For example, average the sub-ability scores for Physical Fitness, Strength, Bodily Attractiveness, and Health to determine the ability score for Physique.

Modifiers from other chapters may affect your sub-ability scores, such as modifiers from race, gender, and *Chapter 2: Body*. On the following tables, a score of 100 is the average for all humans. For instance, if a male rolls a Strength sub-ability score of 100 and is horrified that the average Bench Press is 113 pounds, as noted above this is also an average for gender. To resolve this example, males receive a bonus for Strength. For now, simply determine your sub-ability scores and record them on your character sheet, which is available in the back of this book in *Appendix 1: Character Sheets*. Finally, sub-abilities may need to be modified depending on age, if a character is not a Young Adult. After the sub-abilities are described and the tables presented, aging effects are presented, which must be considered throughout the character's life. The last part of this chapter details how Physical Fitness, Strength, and Intelligence may be increased by Persistent Exercise. Finally, an alternate rolling method for sub-abilities is presented.

Lastly, these abilities are arranged not in an order of importance (they are all important), but in an order that progresses from concrete (Physique) to abstract (Wisdom). Physique is immediately obvious, while Wisdom is not.

1. The distribution for abilities and sub-abilities attempts to model the bell curve of intelligence. In their book The Bell Curve, Hernstein and Murray note the distribution for intelligence in the standard "IQ metric" has a mean (M) of 100 and standard deviation (SD) of 15. For more information, see the References section at the end of this book. The tables for abilities and sub-abilities presented later in this chapter have highlighted columns to indicate M and SD.

As a test, sub-abilities were determined in the Fatal Character Generator and entered into SPSS. Descriptive statistics were computed on 1,000 sub-abilities (M = 98.79, SD = 18.74). The range was 42-155. The formula [(10d100 / 5) - 1] has less central tendency than the bell curve of intelligence, though it is a close approximation. Since this is a realistic, but time-consuming, method to determine abilities, it is recommended that characters are created in the Fatal Character Generator, available free at fatalgames.com.

## Physique

The most obvious of all abilities, Physique is comprised of Physical Fitness, Strength, Bodily Attractiveness, and Health. High Physique ability scores indicate a body that is trim, strong, well-proportioned, and resilient.

**Physical Fitness:** Often considered endurance or stamina, a character's Physical Fitness is not concerned with the size or strength of the muscle, but its ability for durative exertion. Characters with high Physical Fitness have low body fat and are able to perform exerting activities for long durations, such as sprinting. Physical Fitness may affect another sub-ability of Physique: Bodily Attractiveness. Physical Fitness determines a character's Sprint speed per round according to their height (see *Chap. 2: Body*). The Sprint skill in *Chapter 8: Skills* has more information on sprinting, running, jogging, walking, and forced marches. To determine the distance in terms of miles walked per hour, divide the Sprint speed by 20. This sub-ability may be increased with Persistent Exercise, as detailed at the end of this chapter. Physical Fitness affects skills such as Climb, Contortion, Jump, Mountaineering, Sprint, and Swim.

**Strength:** This refers to the size of the character's muscles and the amount of force that may be generated. Strength may be affected by height and weight. Characters with high Strength are able to exert considerable force and move impressive amounts of weight. Specifically, Strength entails measurements of the Clean and Jerk (amount in pounds that may be lifted and pressed above the head), Bench Press (pressed away from the chest), and Dead Lift (lifted from the ground, but unable to carry it). If the Clean and Jerk is attempted with only 1 hand, then 40% of the weight on the table may be pressed. In *Chapter 9: Equipment*, the amount listed for Dead Lift will determine a character's Encumbrance; 2 other measures are included: Pull and Push. Strength has a Skill Modifier for use with the skills in *Chapter 8: Skills*, such as Blacksmithing, Brasssmithing, Coppersmithing, Hewing, Mountaineering, Silversmithing, Stonemasonry, Swim, and Wrestling. Strength also affects the amount of damage a character inflicts with melee weapons. For instance, a Strength score of 115 causes an additional 9% of normal damage, depending on the weapon. Strength also affects Life Points (see *Chap. 10: Combat*). Finally, Strength is affected by exercise. For information, see Persistent Exercise, which is detailed at the end of this chapter.

**Bodily Attractiveness:** Usually, this portion of a character's Physique represents the attractiveness of their frame and how appropriately muscles and fat are distributed over their skeletal frame. For example, characters with low Bodily Attractiveness[1] may have disproportionately long or short arms, legs, or upper body. Physical Fitness may affect Bodily Attractiveness. Males with high Bodily Attractiveness tend to have high Strength and height (see *Chap. 2: Body*), while females with high Bodily Attractiveness tend to have large Cup Size (see *Chap. 2: Body*) and low weight (see *Chap. 2: Body*). Female reproductive capacity correlates with a sharp contrast between waist and hips. Bodily Attractiveness affects skills (see *Chap. 8: Skills*) such as Seduction and Sexual Adeptness.

**Health:** Healthy characters are not sickly or prone to illness, have fewer allergies, are unaffected by poison ivy, vomit only rarely, have better hearing (see Sound in *Chap. 8: Skills*), have more Life Points (see *Chap. 10: Combat*), and maybe most importantly, respond well to shock and injury. The modifiers for Allergies and Intoxication are explained in *Chapter 2: Body*. Regarding skills, Health is useful with Urinating.

1. The standards for female Bodily Attractiveness have been referenced from Life in a Medieval Castle, by Joseph and Frances Gies. For more information, see the References section at the end of this book. Gies claims that "Nicolette...physically exemplified the medieval feminine ideal...", and quotes the source who describes the following female: "Her breasts so firm that they showed beneath her vesture like two rounded nuts; so frail was she about the girdle that your hands could have spanned her..." A thin waist and large, round breasts are physical standards of female attractiveness, and are historically accurate.

## Charisma

The ability of Charisma is the appeal of a character to others based on 4 sub-abilities: Facial, Vocal, Kinetic, and Rhetorical Charisma. High Charisma is indicative of a beautiful countenance, voice, movement, and style of speech.

**Facial:** Distinct from all other forms of attractiveness, this considers only facial attractiveness[1]. All humanoid races and cultures consider certain features to be attractive. The most attractive male features are large eyes, large eyebrow ridges, low-set eyebrows, high cheekbones, and bigger jaws. The most attractive female features are eyes that are large and wide-set, small noses, narrow facial breadths, small chins and jaws, high eyebrows, high cheekbones, full lips, large smiles, dilated pupils, hair that is well-groomed and full, and skin that is soft, smooth, and unblemished. The symmetry between the left and right face of a character correlates with higher Facial Charisma. Symmetry suggests good reproduction, healthiness, and youth. On average, female characters have higher Facial Charisma than male characters. Characters with low Facial Charisma may seem to have 1 eyebrow instead of 2, severe acne, an ugly birthmark, a large nose or ears, dark rings under the eyes, rotten or missing front teeth, or disfiguring scars to list a few examples. Although Facial Charisma is an ability because it is a capacity for attractiveness determined before birth, it may be enhanced cosmetically or with a hairstyle that complements features (see Barber in *Chap. 7: Occupation* and Hairstyling in *Chap. 8: Skills*). Facial Charisma affects the skill of Sexual Adeptness (see *Chap. 8: Skills*).

**Vocal:** While a character may be speaking or singing in a foreign language not understood by the listener, factors such as tone, pitch, accent, and inflection may influence the listener to perceive them as attractive, or conversely, repulsive. On the table presented later in this chapter, a description of Vocal Charisma at each category of ability offers a reference point for comparisons. Other characters tend to enjoy listening to the voice of a character with high Vocal Charisma. Vocal Charisma affects the skill (see *Chap. 8: Skills*) of Musical Instrument (Singing).

**Kinetic:** Different from the Bodily Attractiveness sub-ability, Kinetic Charisma deals not with the physical shape and appearance of the character in question, but the beauty of their bodily movements, gestures, stride, etc. For example, characters with high Kinetic Charisma tend to stand up straight, instead of slouching. On the table presented later in this chapter, a description of Kinetic Charisma at each category of ability offers a reference point for comparisons. This sub-ability is important particularly in Dance, Massage, and Sexual Adeptness (see *Chap. 8: Skills*).

**Rhetorical:** As rhetoric is the art of persuasion, this sub-ability of Charisma is concerned with the potential to seem credible, to make one's ideas or suggestions seem appealing by soliciting emotions. Rhetoric has been accused as an art of verbal trickery, a tool of political propaganda, and the foe of reasoned and logical arguments. Just the same, it is very influential and often more influential than reasoned argument. Further, rhetoric is important for leadership. Talented rhetoricians know that the most persuasive speech rate is slightly faster than the societal norm, and accordingly speak at such a rate. Average Speech Rate is indicated on the table for Rhetorical Charisma later in this chapter. It is represented in words-per-minute (w.p.m.), and is not to be confused with a character's Maximum Speech Rate, as indicated on the table for the sub-ability of Enunciation. Obviously, a character's Average Speech Rate, as listed for Rhetorical Charisma, may never exceed their Maximum Speech Rate, as listed for Enunciation. This sub-ability is useful in skills (see *Chap. 8: Skills*) such as Haggling.

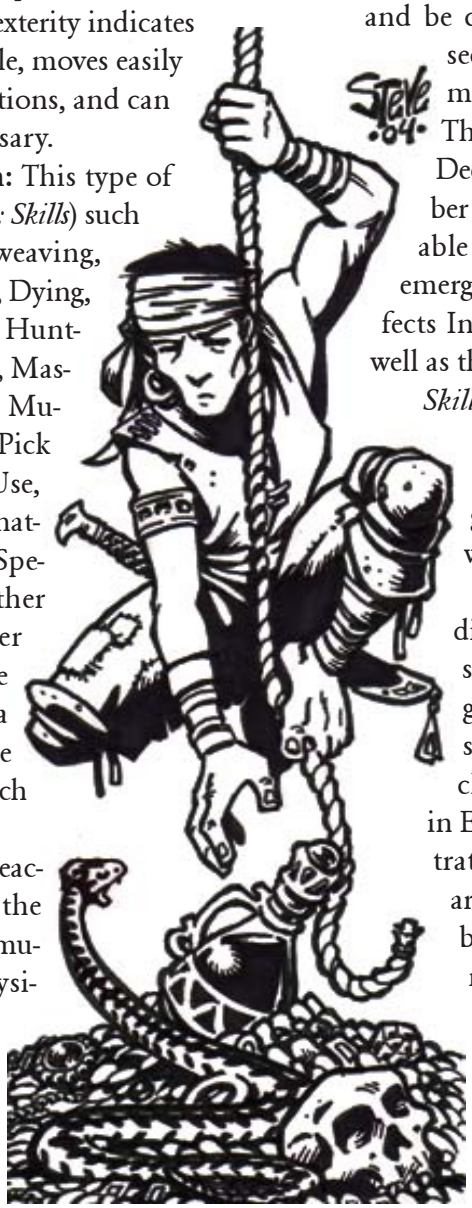
1. In a scholarly journal article by Chen, German, and Zaidel (1997), a gender effect occurred regarding facial attractiveness. On a Likert scale, the mean rating for the attractiveness of a female face (M=2.71) was higher than the mean rating for the attractiveness of a male face (M=2.34). Interestingly, males rated females (M=2.64) lower than females rated females (M=2.89), and males rated males (M=2.45) higher than females rated males (M=2.29). Finally, "cross-cultural agreement on facial attractiveness" (p. 472) exists, because just as with animals, facial attractiveness provides "external features (e.g. feathers, antlers, fur) to reveal clues related to health, quality of genes, state of immune system," and is relevant to reproduction. For more information, see the References section at the end of this book.

## Dexterity

This ability is physical precision, which is more abstract or less concrete than Physique. Dexterity is comprised of 4 sub-abilities: Hand-Eye Coordination, Agility, Reaction Speed, and Enunciation. A high ability score in Dexterity indicates that a character is probably nimble, moves easily and as desired, has lightning reactions, and can speak quickly and clearly if necessary.

**Hand-Eye Coordination:** This type of Dexterity affects skills (see *Chap. 8: Skills*) such as Aim, Ambidexterity, Basketweaving, Blindfighting, Delousing, Disarm, Dying, Enameling, Engraving, Forgery, Hunting, Hurl, Juggling, Lock-picking, Massage, Milking, Mounted Archery, Musical Instrument, Painting, Parry, Pick Pocket, Complex Ritual, Rope Use, Sculpture, Surgery, Tailoring, Urinating, Weapon (General), Weapon (Specific), Weapon Trick, and any other activity demanding accurate finger or hand movements. Hand-Eye Coordination determines a character's Finger Precision, the finest intended precision with which fingers may be manipulated.

**Agility:** Differing from Reaction Speed below, Agility is not the ability to physically react to a stimulus, so much as the ability to physically enact an action as desired, once chosen. Agility affects Current Armor, thereby protecting those who are agile, while those with low Agility are more vulnerable to attacks. Agility affects skills (see *Chap. 8: Skills*) such as Balance, Brawling, Climb, Physical Comedy, Contortion, Dance, Disarm, Hide, Juggling, Mountaineering, Mounted Archery, Parry, Riding, Silence, Tumble, Weapon (General), Weapon (Specific), and Wrestling. Regarding the Brawling skill, Agility affects the number of Brawling attacks per round. Agility also affects the number of seconds necessary to stand.




**Reaction Speed:** Often considered to be mental Dexterity, Reaction Speed entails neural responsiveness such as combat responsiveness or the speed of awakening in an emergency. Those with high reaction speeds can awaken from a deep sleep and be coherently on their feet in a few seconds, or react very quickly to the many minute factors of combat. This is represented on the table as Deep Sleep Recovery, listing the number of rounds required to be alert and able to react without penalty in an emergency. Reaction Speed directly affects Initiative (see *Chap. 10: Combat*), as well as the Blindfighting skill (see *Chap. 8: Skills*). For example, a character with a high Reaction Speed may encounter a snake and be able to grab the snake behind its head without getting bitten.

**Enunciation:** Verbal coordination is the basis of Enunciation, such as speaking quickly and not getting tongue-tied, avoiding the slurring of words, and speaking clearly. Characters with low scores in Enunciation may, upon being frustrated or fearful, become unable to articulate their speech, and therefore babble incomprehensibly. Direct measures of Enunciation include how quickly a character may cast a spell, and a character's Maximum Speech Rate, which is represented in words-per-minute (w.p.m.). Few characters ever speak at this rate, but this is the fastest that this sub-ability of Dexterity allows a character to speak. Obviously, a character's Average Speech Rate, as listed for Rhetorical Charisma, may never exceed their Maximum Speech Rate, as listed for Enunciation. Enunciation affects the skills of Spitting and Ventriloquism (see *Chap. 8: Skills*).

## Intelligence

Fairly abstract, Intelligence is a character's mental precision, as well as capability and capacity to learn new things. Intelligence is comprised of 4 sub-abilities: Language, Math, Analytic, and Spatial Intelligence. A high Intelligence ability score indicates that a character is likely to easily learn languages and properly use them, perform abstract mathematical operations such as geometry, solve logical problems and arrange critically reasoned arguments, and perceive and manipulate parts and the whole of objects with accuracy. After controlling for body size, brain size weakly correlates to Intelligence, so those with bigger brains also tend to be more intelligent[1]. Also, Intelligence is affected by mental exercise, just as Strength is affected by physical exercise[2].

**Language:** Those with excellent Language sub-ability are able: to speak multiple languages fluently; acquire, retain, and utilize a large Vocabulary; and demonstrate impressive reading comprehension. However, this is only the potential to do these things. In a fantasy medieval environment where illiteracy is the norm, most of the potential of this sub-ability may go unrealized. Note that the examples for Vocabulary are not necessarily words that are understood by the character, so much as the level of the character's Vocabulary that is used daily and nonchalantly. Language affects skills (see *Chap. 8: Skills*) such as Forgery, Read/Write Language, Speak Language, and Transcribing.

**Math:** The ability to accurately and consistently perform mathematical calculations entails algebra, geometry, and believe it or not, musical skills, as well as basic arithmetic. The table lists the Highest Possible Math[3] that may be performed, provided the character has been trained in the Math listed. Math affects skills (see *Chap. 8: Skills*) such as Architecture, Chemistry, Numerology Divination, Gambling, Math (Algebra), Math (Fundamental), Math (Geometry), Math (Trigonometry), Music (Counterpoint), and Music Theory.

**Analytic:** Characters with high analytic or reasoning ability are able to think critically and logically. Analytic characters make better decisions based upon available facts and probabilities. Some argue that morality is derived from Analytic reasoning. Analytic Intelligence affects skills (see *Chap. 8: Skills*) such as Appraise, Chemistry, Logic, and Music (Counterpoint).

**Spatial:** This sub-ability is concerned with manipulating visual-spatial images. Spatial Intelligence may be observed during the following: the ability to imagine correctly how objects will appear when rotated in two- or three-dimensional space, finding hidden figures within the contours of a larger figure, accurately predicting where a moving object will be at any given moment, the ability to arrange items to make or resemble a specific design, and object assembly. On the table later in the chapter for this sub-ability, Unfamiliar Object Assembly demonstrates the differences in ability. This does not mean that a character is qualified to assemble all unfamiliar objects, but that there is a limit to the number of pieces they can comprehend before being overwhelmed. Generally, Spatial Intelligence may be considered mechanical aptitude, and is most useful with crafts or trades, and also with skills (see *Chap. 8: Skills*) such as Architecture, Armorsmithing, Blacksmithing, Bowyer, Brass-smithing, Carpentry, Cartography, Clockmaking, Constellations, Coppersmithing, Cosmetics, Fletching, Gemcutting, Glassblowing, Glovemaking, Goldsmithing, Locksmithing, Musical Instrument, Painting, Papermaking, Sailmaking, Shipwright, Silversmithing, Stonemasonry, Weaponsmithing, and Wheelwrighting.

DISCE·QUASI·SEMPER·VICTURUS·
VIVE·QUASI·CRAS·MORITURUS

Learn as if you were going to live forever;
live as if you were going to die tomorrow.

1. Brain size and intelligence have been correlated in at least 3 studies appearing in scholarly journals. See the References section at the end of this book for: a) Lynn, R., b) Rushton, J., c) Willerman, L, Schultz, R., Rutledge, J., & Bigler, E.
2. In The Executive Brain, Elkhonon Goldberg cites studies demonstrating that parts of the brain, as well as intelligence, change over time according to the amount of use. For more information, see the References section at the end of this book.
3. Although higher forms of math are possible, they had not been invented or discovered until after 1335 A.D., which disqualifies higher forms of math from this game. For example, Isaac Newton published calculus in 1687.

## Wisdom

The most abstract ability, Wisdom is a character's potential to actualize what they have and know; it is an ability to adapt to situations. Wise characters tend to make decisions that they do not regret. Wisdom is comprised of 4 sub-abilities: Drive, Intuition, Common Sense, and Reflection. A high Wisdom ability score indicates that a character is likely to be determined and disciplined, receptive to subtle cues, adapt well to situations, and reflect frequently on their life.

**Drive:** A Drive may be considered a character's determination, willpower, persistence, discipline, and perseverance. A character with high Drive sub-ability does not necessarily always approach everything with a high Drive, but has the ability, should it be necessary, preferred, or desired. Drive also is used to determine whether creatures remain in combat or flee (see *Chap. 10: Combat*), and it also initially affects Life Points and Unconsciousness (see *Chap. 10: Combat*). The column entitled Hours Relaxing indicates the number of hours per day that, if it were up to the character in question, they would generally relax and refrain from all exertion. Drive affects the skills Animal Conditioning and Combat Spellcasting (see *Chap. 8: Skills*).

**Intuition:** This sub-ability is a character's familiarity with, or awareness of, subconscious and subtle cues or clues; Intuition is an acuteness of perception and attention to nearby, local, or observable detail. Characters with high Intuition are still limited by the physical world, unable to glean facts or feelings that do not present themselves or are fully hidden. Often, what is attributed to Intuition is subtle information that we are unable to attribute to its source, so we consider it metaphysical when it is not. For instance, a female may have an uneasy feeling when a stranger looks at her. Though she does not realize it in this example, the pupils of the male's eyes are not dilated but very narrow. This is a biological cue that the male is either in bright sunlight or displeased. Likely, the animal in her human nature recognizes his displeasure as he looks at her, though she is not consciously aware of the cue. Intuition is a form of knowledge that is independent of experience or reason. Some claim that it is only through Intuition that characters come to know their god. Therefore, some consider morality to depend on Intuition. Some contrast Intuition with Intelligence, declaring Intuition to be the purest form of instinct. Intuition affects skills (see *Chap. 8: Skills*) such as Animal Conditioning, Animal Handling, Blindfighting, Chemistry, Cosmetics, Direction Sense, many forms of Divination (Alectromancy, Anthropomancy, Aspidomancy, Austromancy, Axinomancy, Belomancy, Ceraunoscopy, Chiromancy, Cleromancy, Crystalomancy, Dririmancy, Gastromancy, Gyromancy, Hydromancy, Libanomancy, Lithomancy, Lunomancy, Necromancy, Numerology, Omphalomancy, Oneiromancy, Onomancy, Oomancy, Ornithomancy, Pyromancy, Scatomancy, Sortilege, Stichomancy, Urimancy, and Xenomancy), Etiquette, Haggling, Read Lips, Sculpture, Search, and Teaching.

**Common Sense:** It is easier to describe what this sub-ability is not, than what it is. Examples of individuals lacking in Common Sense are often those who are gullible and have a tendency toward idealism more than pragmatism. Common Sense, as a sub-ability, is an abstract measure of how much a character is in touch with reality. Nerds are good examples of people who may have some high forms of Intelligence, but may lack Common Sense. On the table presented later in this chapter, examples of each category of ability demonstrate what a character may be "Likely to" do. Common Sense affects skills (see *Chap. 8: Skills*) such as Agriculture, Basketweaving, Bookbinding, Brewing, Brickmaking, Candlemaking, Cleaning, Cobbling, Cooking, Disguise, Divination (Alectromancy), Fishing, Foresting, Gambling, Genealogy, Girdlemaking, Grooming, Hatmaking, Heraldry, Hide, Inkmaking, Milking, Milling, Mining, Minting, Perfumemaking, Pewtersmithing, Pottery, Pursemaking, Ropemaking, Saddlemaking, Search, Sheathemaking, Silence, Skinning, Soapmaking, Tailoring, Tanning, Teaching, Thatching, Tilemaking, Tinkering, Trapping, Wainwrighting, Weather Prediction, and Weaving.

**Reflection:** While Intelligence, or learning, is more concerned with short-term mnemonic accuracy, the accuracy of long-term memory correlates with a gain in Wisdom over time as the decisions made by the individual reflect the inclusion of

more experiences that are remembered accurately. Those who do not remember and reflect upon the majority of their lives are more likely to make unwise decisions. The Earliest Memory is determined by this sub-ability, though it is unaffected by aging. For example, an old character does not remember more of their childhood than when they were a young adult. Reflection affects skills (see *Chap. 8: Skills*) such as Constellations, Etiquette, Remember Detail, and Weather Prediction.

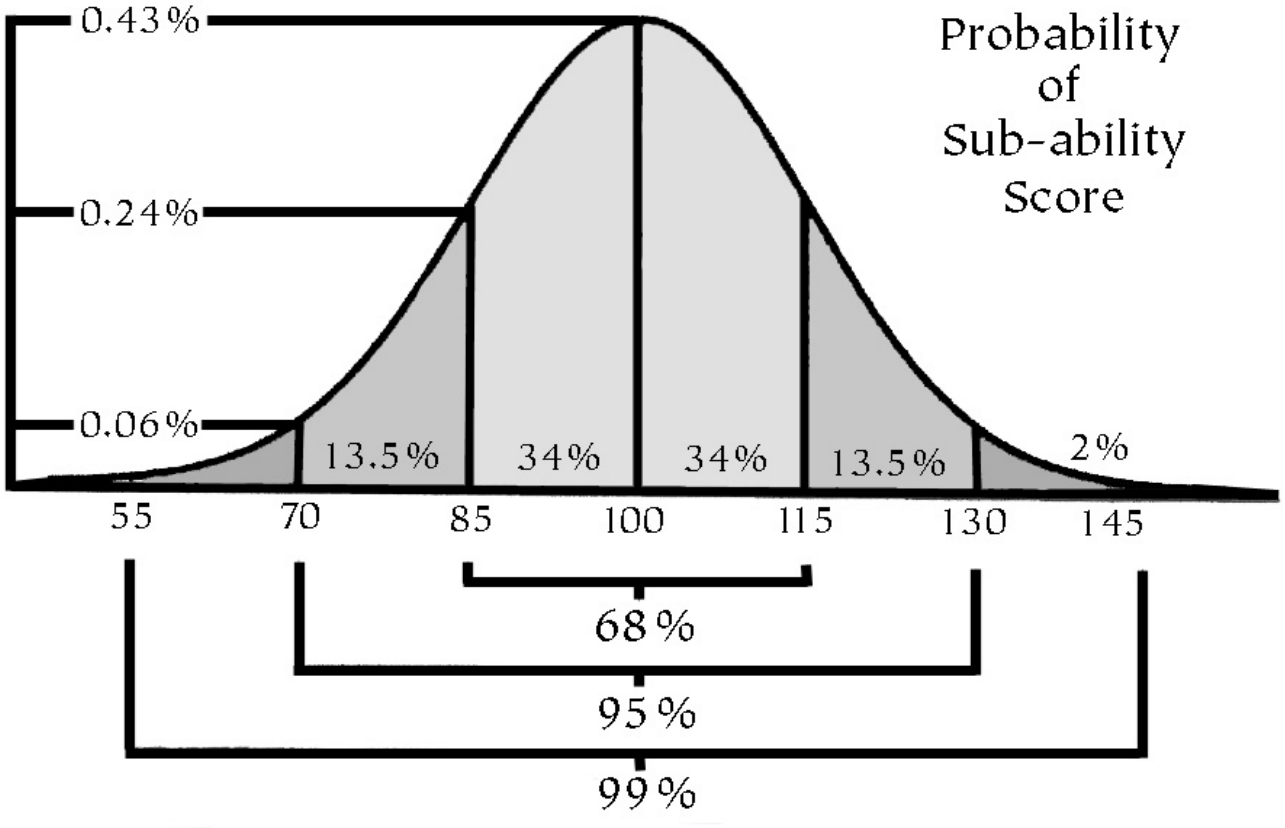
## Skill Modifiers

Each ability and sub-ability has a Skill Modifier. Whenever a skill is used or must be checked, abilities may modify the roll of a skill. Individual skills may use Skill Modifiers from multiple abilities or sub-abilities. Information on skills and how Skill Modifiers function may be found in *Chapter 8: Skills*.

For example, if a character attempts to attack another, intending to hack a cleaver into their head, the character must consult a skill for that particular weapon. If this character is skillful, then they will probably kill their foe.

## Ability Checks

Instances in the game may occur when abilities need to be checked. For instance, a slovenly chambermaid offers herself to a strapping young character if and only if he can expediently repeat a tongue-twister of her choice. Driven by hormones, the young male agrees, and asks "What is the tongue-twister?" The chambermaid challenges "Huge hung hero hunks hastily hump horny heaving hot whores. How 'bout it, huh?" To make an ability check, roll 3d10 and apply the Skill Modifier to the result. A 6 or less always represents failure or a fumble. This number may be compared with a difficulty threshold (TH) determined by the Aedile or the roll of another player. In the example provided above regarding tongue-twisting, the Aedile may have secretly decided the TH to be 20. The player of the strapping young character tests his character's Enunciation sub-ability at the moment by rolling 3d10 and applying the Skill Modifier from Enunciation to the roll. He rolls 11 and the Aedile tells him that he tried to say it faster than he was capable at the moment. To the dismay of the character, the chuckling chambermaid abandons him for a lad with a more nimble tongue.



| Physique: Physical Fitness | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Sub-ability score** | **Skill Modifier** | **Bodily Attractiveness Modifier** | **Sprint for Height 12"- 23"** | **Sprint for Height 24"- 35"** | **Sprint for Height 36"- 47"** | **Sprint for Height 48"- 59"** | **Sprint for Height 60"- 71"** | **Sprint for Height 72"- 83"** |
| 1-6 | - 99 | - 99 | 1 | 1 | 1 | 1 | 1 | 1 |
| 7-12 | - 74 | - 74 | 6 | 7 | 9 | 12 | 14 | 15 |
| 13-18 | - 64 | - 64 | 8 | 10 | 12 | 16 | 20 | 21 |
| 19-24 | - 56 | - 56 | 9 | 12 | 14 | 19 | 24 | 25 |
| 25-30 | - 50 | - 50 | 11 | 14 | 16 | 22 | 28 | 29 |
| 31-36 | - 44 | - 44 | 12 | 15 | 18 | 25 | 31 | 33 |
| 37-42 | - 38 | - 38 | 13 | 16 | 20 | 27 | 34 | 36 |
| 43-48 | - 34 | - 34 | 14 | 18 | 21 | 29 | 37 | 38 |
| 49-54 | - 29 | - 29 | 15 | 19 | 23 | 31 | 39 | 41 |
| 55-60 | - 25 | - 25 | 16 | 20 | 24 | 33 | 41 | 43 |
| 61-66 | - 21 | - 21 | 16 | 21 | 25 | 34 | 43 | 46 |
| 67-72 | - 17 | - 17 | 17 | 22 | 27 | 36 | 46 | 48 |
| 73-78 | - 13 | - 13 | 18 | 23 | 28 | 38 | 48 | 50 |
| 79-84 | - 10 | - 10 | 19 | 24 | 29 | 39 | 49 | 52 |
| 85-90 | - 6 | - 6 | 19 | 25 | 30 | 41 | 51 | 54 |
| 91-96 | - 3 | - 3 | 20 | 25 | 31 | 42 | 53 | 56 |
| 97-102 | - | - | 20 | 26 | 32 | 43 | 55 | 58 |
| 103-108 | + 3 | + 3 | 21 | 27 | 33 | 45 | 56 | 59 |
| 109-114 | + 6 | + 6 | 22 | 28 | 34 | 46 | 58 | 61 |
| 115-120 | + 9 | + 9 | 22 | 28 | 35 | 47 | 60 | 63 |
| 121-126 | + 12 | + 12 | 23 | 29 | 35 | 48 | 61 | 64 |
| 127-132 | + 14 | + 14 | 23 | 30 | 36 | 49 | 63 | 66 |
| 133-138 | + 17 | + 17 | 24 | 30 | 37 | 51 | 64 | 67 |
| 139-144 | + 20 | + 20 | 24 | 31 | 38 | 52 | 65 | 69 |
| 145-150 | + 22 | + 22 | 25 | 32 | 39 | 53 | 67 | 70 |
| 151-156 | + 25 | + 25 | 25 | 32 | 40 | 54 | 68 | 72 |
| 157-162 | + 27 | + 27 | 26 | 33 | 40 | 55 | 69 | 73 |
| 163-168 | + 30 | + 30 | 26 | 34 | 41 | 56 | 71 | 74 |
| 169-174 | + 32 | + 32 | 27 | 34 | 42 | 57 | 72 | 76 |
| 175-180 | + 34 | + 34 | 27 | 35 | 43 | 58 | 73 | 77 |
| 181-186 | + 37 | + 37 | 28 | 35 | 43 | 59 | 75 | 78 |
| 187-192 | + 39 | + 39 | 28 | 36 | 44 | 60 | 76 | 80 |
| 193-198 | + 41 | + 41 | 28 | 37 | 45 | 61 | 77 | 81 |
| 199-204 | + 43 | + 43 | 29 | 37 | 45 | 62 | 78 | 82 |
| 205-210 | + 45 | + 45 | 29 | 38 | 46 | 63 | 79 | 83 |
| 211-216 | + 47 | + 47 | 30 | 38 | 47 | 64 | 80 | 85 |
| 217-222 | + 49 | + 49 | 30 | 39 | 47 | 64 | 82 | 86 |
| 223-228 | + 52 | + 52 | 31 | 39 | 48 | 65 | 83 | 87 |
| 229-234 | + 54 | + 54 | 31 | 40 | 49 | 66 | 84 | 88 |
| 235-240 | + 56 | + 56 | 31 | 40 | 49 | 67 | 85 | 89 |
| 241-246 | + 58 | + 58 | 32 | 41 | 50 | 68 | 86 | 90 |
| 247-252 | + 59 | + 59 | 32 | 41 | 50 | 69 | 87 | 91 |
| 253-258 | + 61 | + 61 | 32 | 42 | 51 | 70 | 88 | 93 |
| 259-264 | + 63 | + 63 | 33 | 42 | 52 | 70 | 89 | 94 |
| 265-270 | + 65 | + 65 | 33 | 43 | 52 | 71 | 90 | 95 |
| 271-276 | + 67 | + 67 | 34 | 43 | 53 | 72 | 91 | 96 |
| 277-282 | + 69 | + 69 | 34 | 44 | 53 | 73 | 92 | 97 |
| 283-288 | + 71 | + 71 | 34 | 44 | 54 | 73 | 93 | 98 |
| 289-294 | + 72 | + 72 | 35 | 45 | 54 | 74 | 94 | 99 |
| 295-300 | + 74 | + 74 | 35 | 45 | 55 | 75 | 95 | 100 |

| Physique: Physical Fitness (Continued) | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Sub-ability score** | **Skill Modifier** | **Sprint for Height 84"- 95"** | **Sprint for Height 96"- 107"** | **Sprint for Height 108"- 119"** | **Sprint for Height 120"- 131"** | **Sprint for Height 132"- 143"** | **Sprint for Height 144"- 155"** | **Sprint for Height 156"- 167"** |
| 1-6 | - 99 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 7-12 | - 74 | 16 | 17 | 17 | 18 | 19 | 19 | 20 |
| 13-18 | - 64 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| 19-24 | - 56 | 27 | 28 | 29 | 30 | 32 | 33 | 34 |
| 25-30 | - 50 | 31 | 32 | 34 | 35 | 36 | 38 | 39 |
| 31-36 | - 44 | 34 | 36 | 37 | 39 | 41 | 42 | 44 |
| 37-42 | - 38 | 37 | 39 | 41 | 43 | 44 | 46 | 48 |
| 43-48 | - 34 | 40 | 42 | 44 | 46 | 48 | 50 | 52 |
| 49-54 | - 29 | 43 | 45 | 47 | 49 | 51 | 53 | 55 |
| 55-60 | - 25 | 46 | 48 | 50 | 52 | 54 | 56 | 58 |
| 61-66 | - 21 | 48 | 50 | 52 | 55 | 57 | 59 | 62 |
| 67-72 | - 17 | 50 | 53 | 55 | 57 | 60 | 62 | 64 |
| 73-78 | - 13 | 52 | 55 | 57 | 60 | 62 | 65 | 67 |
| 79-84 | - 10 | 55 | 57 | 60 | 62 | 65 | 67 | 70 |
| 85-90 | - 6 | 57 | 59 | 62 | 65 | 67 | 70 | 73 |
| 91-96 | - 3 | 59 | 61 | 64 | 67 | 70 | 72 | 75 |
| 97-102 | - | 60 | 63 | 66 | 69 | 72 | 75 | 78 |
| 103-108 | + 3 | 62 | 65 | 68 | 71 | 74 | 77 | 80 |
| 109-114 | + 6 | 64 | 67 | 70 | 73 | 76 | 79 | 82 |
| 115-120 | + 9 | 66 | 69 | 72 | 75 | 78 | 81 | 84 |
| 121-126 | + 12 | 67 | 71 | 74 | 77 | 80 | 83 | 87 |
| 127-132 | + 14 | 69 | 72 | 76 | 79 | 82 | 85 | 89 |
| 133-138 | + 17 | 71 | 74 | 77 | 81 | 84 | 87 | 91 |
| 139-144 | + 20 | 72 | 76 | 79 | 83 | 86 | 89 | 93 |
| 145-150 | + 22 | 74 | 77 | 81 | 84 | 88 | 91 | 95 |
| 151-156 | + 25 | 75 | 79 | 82 | 86 | 90 | 93 | 97 |
| 157-162 | + 27 | 77 | 80 | 84 | 88 | 91 | 95 | 99 |
| 163-168 | + 30 | 78 | 82 | 86 | 89 | 93 | 97 | 100 |
| 169-174 | + 32 | 80 | 83 | 87 | 91 | 95 | 99 | 102 |
| 175-180 | + 34 | 81 | 85 | 89 | 93 | 96 | 100 | 104 |
| 181-186 | + 37 | 82 | 86 | 90 | 94 | 98 | 102 | 106 |
| 187-192 | + 39 | 84 | 88 | 92 | 96 | 100 | 104 | 108 |
| 193-198 | + 41 | 85 | 89 | 93 | 97 | 101 | 105 | 109 |
| 199-204 | + 43 | 86 | 90 | 95 | 99 | 103 | 107 | 111 |
| 205-210 | + 45 | 88 | 92 | 96 | 100 | 104 | 108 | 113 |
| 211-216 | + 47 | 89 | 93 | 97 | 102 | 106 | 110 | 114 |
| 217-222 | + 49 | 90 | 94 | 99 | 103 | 107 | 112 | 116 |
| 223-228 | + 52 | 91 | 96 | 100 | 104 | 109 | 113 | 117 |
| 229-234 | + 54 | 93 | 97 | 101 | 106 | 110 | 115 | 119 |
| 235-240 | + 56 | 94 | 98 | 103 | 107 | 112 | 116 | 121 |
| 241-246 | + 58 | 95 | 99 | 104 | 109 | 113 | 118 | 122 |
| 247-252 | + 59 | 96 | 101 | 105 | 110 | 114 | 119 | 124 |
| 253-258 | + 61 | 97 | 102 | 107 | 111 | 116 | 120 | 125 |
| 259-264 | + 63 | 98 | 103 | 108 | 112 | 117 | 122 | 127 |
| 265-270 | + 65 | 100 | 104 | 109 | 114 | 119 | 123 | 128 |
| 271-276 | + 67 | 101 | 105 | 110 | 115 | 120 | 125 | 129 |
| 277-282 | + 69 | 102 | 107 | 111 | 116 | 121 | 126 | 131 |
| 283-288 | + 71 | 103 | 108 | 113 | 118 | 122 | 127 | 132 |
| 289-294 | + 72 | 104 | 109 | 114 | 119 | 124 | 129 | 134 |
| 295-300 | + 74 | 105 | 110 | 115 | 120 | 125 | 130 | 135 |

| Physique: Strength | | | | | | |
|---|---|---|---|---|---|---|
| Sub-ability score | Skill Modifier | Damage | Life Points Mod. | Clean & Jerk | Bench Press | Dead Lift |
| 1-6 | - 99 | - 99% | - 8 | 0 | 1 | 1 |
| 7-12 | - 74 | - 74% | - 8 | 4 | 8 | 12 |
| 13-18 | - 64 | - 64% | - 7 | 7 | 15 | 22 |
| 19-24 | - 56 | - 56% | - 7 | 11 | 22 | 33 |
| 25-30 | - 50 | - 50% | - 6 | 14 | 29 | 43 |
| 31-36 | - 44 | - 44% | - 6 | 18 | 36 | 54 |
| 37-42 | - 38 | - 38% | - 5 | 21 | 43 | 64 |
| 43-48 | - 34 | - 34% | - 5 | 25 | 50 | 75 |
| 49-54 | - 29 | - 29% | - 4 | 28 | 57 | 85 |
| 55-60 | - 25 | - 25% | - 4 | 32 | 64 | 96 |
| 61-66 | - 21 | - 21% | - 3 | 35 | 71 | 106 |
| 67-72 | - 17 | - 17% | - 3 | 37 | 78 | 115 |
| 73-78 | - 13 | - 13% | - 2 | 42 | 85 | 127 |
| 79-84 | - 10 | - 10% | - 2 | 46 | 92 | 138 |
| 85-90 | - 6 | - 6% | - 1 | 49 | 99 | 148 |
| 91-96 | - 3 | - 3% | - 1 | 53 | 106 | 159 |
| 97-102 | - | - | - | 56 | 113 | 169 |
| 103-108 | + 3 | + 3% | + 1 | 60 | 120 | 180 |
| 109-114 | + 6 | + 6% | + 1 | 63 | 127 | 190 |
| 115-120 | + 9 | + 9% | + 2 | 67 | 134 | 201 |
| 121-126 | + 12 | + 12% | + 2 | 70 | 141 | 211 |
| 127-132 | + 14 | + 14% | + 3 | 74 | 148 | 222 |
| 133-138 | + 17 | + 17% | + 3 | 77 | 155 | 232 |
| 139-144 | + 20 | + 20% | + 4 | 81 | 162 | 243 |
| 145-150 | + 22 | + 22% | + 4 | 84 | 169 | 253 |
| 151-156 | + 25 | + 25% | + 5 | 88 | 176 | 264 |
| 157-162 | + 27 | + 27% | + 5 | 91 | 183 | 274 |
| 163-168 | + 30 | + 30% | + 6 | 95 | 190 | 285 |
| 169-174 | + 32 | + 32% | + 6 | 98 | 197 | 295 |
| 175-180 | + 34 | + 34% | + 7 | 102 | 204 | 306 |
| 181-186 | + 37 | + 37% | + 7 | 105 | 211 | 316 |
| 187-192 | + 39 | + 39% | + 8 | 109 | 218 | 327 |
| 193-198 | + 41 | + 41% | + 8 | 113 | 225 | 338 |
| 199-204 | + 43 | + 43% | + 9 | 116 | 232 | 348 |
| 205-210 | + 45 | + 45% | + 9 | 119 | 239 | 358 |
| 211-216 | + 47 | + 47% | + 10 | 123 | 246 | 369 |
| 217-222 | + 49 | + 49% | + 10 | 126 | 253 | 379 |
| 223-228 | + 52 | + 52% | + 11 | 130 | 260 | 390 |
| 229-234 | + 54 | + 54% | + 11 | 133 | 267 | 400 |
| 235-240 | + 56 | + 56% | + 12 | 137 | 274 | 411 |
| 241-246 | + 58 | + 58% | + 12 | 140 | 281 | 421 |
| 247-252 | + 59 | + 59% | + 13 | 142 | 288 | 430 |
| 253-258 | + 61 | + 61% | + 13 | 147 | 295 | 442 |
| 259-264 | + 63 | + 63% | + 14 | 151 | 302 | 453 |
| 265-270 | + 65 | + 65% | + 14 | 154 | 309 | 463 |
| 271-276 | + 67 | + 67% | + 15 | 158 | 316 | 474 |
| 277-282 | + 69 | + 69% | + 15 | 161 | 323 | 484 |
| 283-288 | + 71 | + 71% | + 16 | 165 | 330 | 495 |
| 289-294 | + 72 | + 72% | + 16 | 168 | 337 | 505 |
| 295-300 | + 74 | + 74% | + 17 | 171 | 343 | 514 |

| Physique: Strength (Continued) | | | | | | |
|---|---|---|---|---|---|---|
| Sub-ability score | Skill Modifier | Damage | Life Points Mod. | Clean & Jerk | Bench Press | Dead Lift |
| 301-306 | + 76 | + 76% | + 17 | 175 | 350 | 525 |
| 307-312 | + 78 | + 78% | + 18 | 178 | 357 | 535 |
| 313-318 | + 79 | + 79% | + 18 | 182 | 364 | 546 |
| 319-324 | + 81 | + 81% | + 19 | 185 | 371 | 556 |
| 325-330 | + 83 | + 83% | + 19 | 189 | 378 | 567 |
| 331-336 | + 85 | + 85% | + 20 | 192 | 385 | 577 |
| 337-342 | + 86 | + 86% | + 20 | 196 | 392 | 588 |
| 343-348 | + 88 | + 88% | + 21 | 199 | 399 | 598 |
| 349-354 | + 89 | + 89% | + 21 | 203 | 406 | 609 |
| 355-360 | + 91 | + 91% | + 22 | 206 | 413 | 619 |
| 361-366 | + 93 | + 93% | + 22 | 210 | 420 | 630 |
| 367-372 | + 94 | + 94% | + 23 | 213 | 427 | 640 |
| 373-378 | + 96 | + 96% | + 23 | 217 | 434 | 651 |
| 379-384 | + 97 | + 97% | + 24 | 220 | 441 | 661 |
| 385-390 | + 99 | + 99% | + 24 | 224 | 448 | 672 |
| 391-396 | + 101 | + 101% | + 25 | 227 | 455 | 682 |
| 397-402 | + 102 | + 102% | + 25 | 231 | 462 | 693 |
| 403-408 | + 104 | + 104% | + 26 | 234 | 469 | 703 |
| 409-414 | + 105 | + 105% | + 26 | 238 | 476 | 714 |
| 415-420 | + 107 | + 107% | + 27 | 241 | 483 | 724 |
| 421-426 | + 108 | + 108% | + 27 | 245 | 490 | 735 |
| 427-432 | + 110 | + 110% | + 28 | 248 | 497 | 745 |
| 433-438 | + 111 | + 111% | + 28 | 252 | 504 | 756 |
| 439-444 | + 112 | + 112% | + 29 | 255 | 511 | 766 |
| 445-450 | + 114 | + 114% | + 29 | 259 | 518 | 777 |
| 451-456 | + 115 | + 115% | + 30 | 262 | 525 | 787 |
| 457-462 | + 117 | + 117% | + 30 | 266 | 532 | 798 |
| 463-468 | + 118 | + 118% | + 31 | 269 | 539 | 808 |
| 469-474 | + 120 | + 120% | + 31 | 273 | 546 | 819 |
| 475-480 | + 121 | + 121% | + 32 | 276 | 553 | 829 |
| 481-486 | + 122 | + 122% | + 32 | 280 | 560 | 840 |
| 487-492 | + 124 | + 124% | + 33 | 283 | 567 | 850 |
| 493-498 | + 125 | + 125% | + 33 | 287 | 574 | 861 |
| 499-504 | + 126 | + 126% | + 34 | 290 | 581 | 871 |
| 505-510 | + 128 | + 128% | + 34 | 294 | 588 | 882 |
| 511-516 | + 129 | + 129% | + 35 | 297 | 595 | 892 |
| 517-522 | + 131 | + 131% | + 35 | 301 | 602 | 903 |
| 523-528 | + 132 | + 132% | + 36 | 304 | 609 | 913 |
| 529-534 | + 133 | + 133% | + 36 | 308 | 616 | 924 |
| 535-540 | + 134 | + 134% | + 37 | 311 | 623 | 934 |
| 541-546 | + 136 | + 136% | + 37 | 315 | 630 | 945 |
| 547-552 | + 137 | + 137% | + 38 | 318 | 637 | 955 |
| 553-558 | + 138 | + 138% | + 38 | 322 | 644 | 966 |
| 559-564 | + 140 | + 140% | + 39 | 325 | 651 | 976 |
| 565-570 | + 141 | + 141% | + 39 | 329 | 658 | 987 |
| 571-576 | + 142 | + 142% | + 40 | 332 | 665 | 997 |
| 577-582 | + 143 | + 143% | + 40 | 336 | 672 | 1008 |
| 583-588 | + 145 | + 145% | + 41 | 339 | 679 | 1018 |
| 589-594 | + 146 | + 146% | + 41 | 343 | 686 | 1029 |
| 595-600 | + 147 | + 147% | + 42 | 346 | 693 | 1039 |

| Physique: Strength (Continued) | | | | | | |
|---|---|---|---|---|---|---|
| Sub-ability score | Skill Modifier | Damage | Life Points Mod. | Clean & Jerk | Bench Press | Dead Lift |
| 601-606 | + 148 | + 148% | + 42 | 350 | 700 | 1,050 |
| 607-612 | + 150 | + 150% | + 43 | 354 | 707 | 1,061 |
| 613-618 | + 151 | + 151% | + 43 | 357 | 714 | 1,071 |
| 619-624 | + 152 | + 152% | + 44 | 361 | 721 | 1,082 |
| 625-630 | + 153 | + 153% | + 44 | 364 | 728 | 1,092 |
| 631-636 | + 155 | + 155% | + 45 | 368 | 735 | 1,103 |
| 637-642 | + 156 | + 156% | + 45 | 371 | 742 | 1,113 |
| 643-648 | + 157 | + 157% | + 46 | 375 | 749 | 1,124 |
| 649-654 | + 158 | + 158% | + 46 | 378 | 756 | 1,134 |
| 655-660 | + 159 | + 159% | + 47 | 382 | 763 | 1,145 |
| 661-666 | + 161 | + 161% | + 47 | 385 | 770 | 1,155 |
| 667-672 | + 162 | + 162% | + 48 | 389 | 777 | 1,166 |
| 673-678 | + 163 | + 163% | + 48 | 392 | 784 | 1,176 |
| 679-684 | + 164 | + 164% | + 49 | 396 | 791 | 1,187 |
| 685-690 | + 165 | + 165% | + 49 | 399 | 798 | 1,197 |
| 691-696 | + 166 | + 166% | + 50 | 403 | 805 | 1,208 |
| 697-702 | + 168 | + 168% | + 50 | 406 | 812 | 1,218 |
| 703-708 | + 169 | + 169% | + 51 | 410 | 819 | 1,229 |
| 709-714 | + 170 | + 170% | + 51 | 413 | 826 | 1,239 |
| 715-720 | + 171 | + 171% | + 52 | 417 | 833 | 1,250 |
| 721-726 | + 172 | + 172% | + 52 | 420 | 840 | 1,260 |
| 727-732 | + 173 | + 173% | + 53 | 424 | 847 | 1,271 |
| 733-738 | + 174 | + 174% | + 53 | 427 | 854 | 1,281 |
| 739-744 | + 175 | + 175% | + 54 | 431 | 861 | 1,292 |
| 745-750 | + 177 | + 177% | + 54 | 434 | 868 | 1,302 |
| 751-756 | + 178 | + 178% | + 55 | 438 | 875 | 1,313 |
| 757-762 | + 179 | + 179% | + 55 | 441 | 882 | 1,323 |
| 763-768 | + 180 | + 180% | + 56 | 445 | 889 | 1,334 |
| 769-774 | + 181 | + 181% | + 56 | 448 | 896 | 1,344 |
| 775-780 | + 182 | + 182% | + 57 | 452 | 903 | 1,355 |
| 781-786 | + 183 | + 183% | + 57 | 455 | 910 | 1,365 |
| 787-792 | + 184 | + 184% | + 58 | 459 | 917 | 1,376 |
| 793-798 | + 185 | + 185% | + 58 | 462 | 924 | 1,386 |
| 799-804 | + 186 | + 186% | + 59 | 466 | 931 | 1,397 |
| 805-810 | + 188 | + 188% | + 59 | 469 | 938 | 1,407 |
| 811-816 | + 189 | + 189% | + 60 | 473 | 945 | 1,418 |
| 817-822 | + 190 | + 190% | + 60 | 476 | 952 | 1,428 |
| 823-828 | + 191 | + 191% | + 61 | 480 | 959 | 1,439 |
| 829-834 | + 192 | + 192% | + 61 | 483 | 966 | 1,449 |
| 835-840 | + 193 | + 193% | + 62 | 487 | 973 | 1,460 |
| 841-846 | + 194 | + 194% | + 62 | 490 | 980 | 1,470 |
| 847-852 | + 195 | + 195% | + 63 | 494 | 987 | 1,481 |
| 853-858 | + 196 | + 196% | + 63 | 497 | 994 | 1,491 |
| 859-864 | + 197 | + 197% | + 64 | 501 | 1,001 | 1,502 |
| 865-870 | + 198 | + 198% | + 64 | 504 | 1,008 | 1,512 |
| 871-876 | + 199 | + 199% | + 65 | 508 | 1,005 | 1,523 |
| 877-882 | + 200 | + 200% | + 65 | 511 | 1,022 | 1,533 |
| 883-888 | + 201 | + 201% | + 66 | 515 | 1,029 | 1,544 |
| 889-894 | + 202 | + 202% | + 66 | 518 | 1,036 | 1,554 |
| 895-900 | + 203 | + 203% | + 67 | 521 | 1,043 | 1,564 |

| Physique: Strength (Continued) | | | | | | |
|---|---|---|---|---|---|---|
| Sub-ability score | Skill Modifier | Damage | Life Points Mod. | Clean & Jerk | Bench Press | Dead Lift |
| 901-906 | + 204 | + 204% | + 67 | 525 | 1,050 | 1,575 |
| 907-912 | + 205 | + 205% | + 68 | 529 | 1,057 | 1,586 |
| 913-918 | + 206 | + 206% | + 68 | 532 | 1,064 | 1,596 |
| 919-924 | + 207 | + 207% | + 69 | 536 | 1,071 | 1,607 |
| 925-930 | + 208 | + 208% | + 69 | 539 | 1,078 | 1,617 |
| 931-936 | + 209 | + 209% | + 70 | 543 | 1,085 | 1,628 |
| 937-942 | + 210 | + 210% | + 70 | 546 | 1,092 | 1,638 |
| 943-948 | + 211 | + 211% | + 71 | 550 | 1,099 | 1,649 |
| 949-954 | + 212 | + 212% | + 71 | 553 | 1,106 | 1,659 |
| 955-960 | + 213 | + 213% | + 72 | 557 | 1,113 | 1,670 |
| 961-966 | + 214 | + 214% | + 72 | 560 | 1,120 | 1,680 |
| 967-972 | + 215 | + 215% | + 73 | 564 | 1,127 | 1,691 |
| 973-978 | + 216 | + 216% | + 73 | 567 | 1,134 | 1,701 |
| 979-984 | + 217 | + 217% | + 74 | 571 | 1,141 | 1,712 |
| 985-990 | + 218 | + 218% | + 74 | 574 | 1,148 | 1,722 |
| 991-996 | + 219 | + 219% | + 75 | 578 | 1,155 | 1,733 |
| 997-902 | + 220 | + 220% | + 75 | 581 | 1,162 | 1,743 |
| 1,003-1,008 | + 221 | + 221% | + 76 | 585 | 1,169 | 1,754 |
| 1,009-1,014 | + 222 | + 222% | + 76 | 588 | 1,176 | 1,764 |
| 1,015-1,020 | + 223 | + 223% | + 77 | 592 | 1,183 | 1,775 |
| 1,021-1,026 | + 224 | + 224% | + 77 | 595 | 1,190 | 1,785 |
| 1,027-1,032 | + 225 | + 225% | + 78 | 599 | 1,197 | 1,796 |
| 1,033-1,038 | + 226 | + 226% | + 78 | 602 | 1,204 | 1,806 |
| 1,039-1,044 | + 227 | + 227% | + 79 | 606 | 1,211 | 1,817 |
| 1,045-1,050 | + 227 | + 227% | + 79 | 609 | 1,218 | 1,827 |
| 1,051-1,056 | + 228 | + 228% | + 80 | 613 | 1,225 | 1,838 |
| 1,057-1,062 | + 229 | + 229% | + 80 | 616 | 1,232 | 1,848 |
| 1,063-1,068 | + 230 | + 230% | + 81 | 620 | 1,239 | 1,859 |
| 1,069-1,074 | + 231 | + 231% | + 81 | 623 | 1,246 | 1,869 |
| 1,075-1,080 | + 232 | + 232% | + 82 | 627 | 1,253 | 1,880 |
| 1,081-1,086 | + 233 | + 233% | + 82 | 630 | 1,260 | 1,890 |
| 1,087-1,092 | + 234 | + 234% | + 83 | 634 | 1,267 | 1,901 |
| 1,093-1,198 | + 235 | + 235% | + 83 | 637 | 1,274 | 1,911 |
| 1,099-1,104 | + 236 | + 236% | + 84 | 641 | 1,281 | 1,922 |
| 1,105-1,110 | + 237 | + 237% | + 84 | 644 | 1,288 | 1,932 |
| 1,111-1,116 | + 238 | + 238% | + 85 | 648 | 1,295 | 1,943 |
| 1,117-1,122 | + 239 | + 239% | + 85 | 651 | 1,302 | 1,953 |
| 1,123-1,128 | + 239 | + 239% | + 86 | 655 | 1,309 | 1,964 |
| 1,129-1,134 | + 240 | + 240% | + 86 | 658 | 1,316 | 1,974 |
| 1,135-1,140 | + 241 | + 241% | + 87 | 662 | 1,323 | 1,985 |
| 1,141-1,146 | + 242 | + 242% | + 87 | 665 | 1,330 | 1,995 |
| 1,147-1,152 | + 243 | + 243% | + 88 | 669 | 1,337 | 2,006 |
| 1,153-1,158 | + 244 | + 244% | + 88 | 672 | 1,344 | 2,016 |
| 1,159-1,164 | + 245 | + 245% | + 89 | 676 | 1,351 | 2,027 |
| 1,165-1,170 | + 246 | + 246% | + 89 | 679 | 1,358 | 2,037 |
| 1,171-1,176 | + 247 | + 247% | + 90 | 683 | 1,365 | 2,048 |
| 1,177-1,182 | + 247 | + 247% | + 90 | 686 | 1,372 | 2,058 |
| 1,183-1,188 | + 248 | + 248% | + 91 | 690 | 1,379 | 2,069 |
| 1,189-1,194 | + 249 | + 249% | + 91 | 693 | 1,386 | 2,079 |
| 1,195-1,200 | + 250 | + 250% | + 92 | 696 | 1,393 | 2,089 |

| Physique: Bodily Attractiveness | |
|---|---|
| **Sub-ability score** | **Skill Modifier** |
| 1-6 | - 99 |
| 7-12 | - 74 |
| 13-18 | - 64 |
| 19-24 | - 56 |
| 25-30 | - 50 |
| 31-36 | - 44 |
| 37-42 | - 38 |
| 43-48 | - 34 |
| 49-54 | - 29 |
| 55-60 | - 25 |
| 61-66 | - 21 |
| 67-72 | - 17 |
| 73-78 | - 13 |
| 79-84 | - 10 |
| 85-90 | - 6 |
| 91-96 | - 3 |
| 97-102 | - |
| 103-108 | + 3 |
| 109-114 | + 6 |
| 115-120 | + 9 |
| 121-126 | + 12 |
| 127-132 | + 14 |
| 133-138 | + 17 |
| 139-144 | + 20 |
| 145-150 | + 22 |
| 151-156 | + 25 |
| 157-162 | + 27 |
| 163-168 | + 30 |
| 169-174 | + 32 |
| 175-180 | + 34 |
| 181-186 | + 37 |
| 187-192 | + 39 |
| 193-198 | + 41 |
| 199-204 | + 43 |
| 205-210 | + 45 |
| 211-216 | + 47 |
| 217-222 | + 49 |
| 223-228 | + 52 |
| 229-234 | + 54 |
| 235-240 | + 56 |
| 241-246 | + 58 |
| 247-252 | + 59 |
| 253-258 | + 61 |
| 259-264 | + 63 |
| 265-270 | + 65 |
| 271-276 | + 67 |
| 277-282 | + 69 |
| 283-288 | + 71 |
| 289-294 | + 72 |
| 295-300 | + 74 |

| Physique: Health | | | | | |
|---|---|---|---|---|---|
| **Sub-ability score** | **Skill Modifier** | **Life Points Modifier** | **Intoxication/ Vomit** | **Allergies** | **Illness Immunity** |
| 1-6 | - 99 | - 20 | + 99 | 6 | 0% |
| 7-12 | - 74 | - 15 | + 74 | 5 | 14% |
| 13-18 | - 64 | - 13 | + 64 | 5 | 20% |
| 19-24 | - 56 | - 11 | + 56 | 5 | 24% |
| 25-30 | - 50 | - 10 | + 50 | 4 | 28% |
| 31-36 | - 44 | - 9 | + 44 | 4 | 32% |
| 37-42 | - 38 | - 7 | + 38 | 4 | 35% |
| 43-48 | - 34 | - 6 | + 34 | 3 | 37% |
| 49-54 | - 29 | - 5 | + 29 | 3 | 40% |
| 55-60 | - 25 | - 5 | + 25 | 3 | 42% |
| 61-66 | - 21 | - 4 | + 21 | 2 | 45% |
| 67-72 | - 17 | - 3 | + 17 | 2 | 47% |
| 73-78 | - 13 | - 2 | + 13 | 2 | 49% |
| 79-84 | - 10 | - 1 | + 10 | 1 | 51% |
| 85-90 | - 6 | - 1 | + 6 | 1 | 53% |
| 91-96 | - 3 | -1 | + 3 | 1 | 55% |
| 97-102 | - | - | - | - | 57% |
| 103-108 | + 3 | + 1 | - 3 | - | 58% |
| 109-114 | + 6 | + 2 | - 6 | - | 60% |
| 115-120 | + 9 | + 2 | - 9 | - | 62% |
| 121-126 | + 12 | + 3 | - 12 | - | 63% |
| 127-132 | + 14 | + 4 | - 14 | - | 65% |
| 133-138 | + 17 | + 4 | - 17 | - | 66% |
| 139-144 | + 20 | + 5 | - 20 | - | 68% |
| 145-150 | + 22 | + 5 | - 22 | - | 69% |
| 151-156 | + 25 | + 6 | - 25 | - | 71% |
| 157-162 | + 27 | + 6 | - 27 | - | 72% |
| 163-168 | + 30 | + 7 | - 30 | - | 73% |
| 169-174 | + 32 | + 7 | - 32 | - | 75% |
| 175-180 | + 34 | + 8 | - 34 | - | 76% |
| 181-186 | + 37 | + 8 | - 37 | - | 77% |
| 187-192 | + 39 | + 9 | - 39 | - | 79% |
| 193-198 | + 41 | + 9 | - 41 | - | 80% |
| 199-204 | + 43 | + 10 | - 43 | - | 81% |
| 205-210 | + 45 | + 10 | - 45 | - | 82% |
| 211-216 | + 47 | + 10 | - 47 | - | 84% |
| 217-222 | + 49 | + 11 | - 49 | - | 85% |
| 223-228 | + 52 | + 11 | - 52 | - | 86% |
| 229-234 | + 54 | + 12 | - 54 | - | 87% |
| 235-240 | + 56 | + 12 | - 56 | - | 88% |
| 241-246 | + 58 | + 13 | - 58 | - | 89% |
| 247-252 | + 59 | + 13 | - 59 | - | 91% |
| 253-258 | + 61 | + 13 | - 61 | - | 92% |
| 259-264 | + 63 | + 14 | - 63 | - | 93% |
| 265-270 | + 65 | + 14 | - 65 | - | 94% |
| 271-276 | + 67 | + 14 | - 67 | - | 95% |
| 277-282 | + 69 | + 15 | - 69 | - | 96% |
| 283-288 | + 71 | + 15 | - 71 | - | 97% |
| 289-294 | + 72 | + 16 | - 72 | - | 98% |
| 295-300 | + 74 | + 16 | - 74 | - | 99% |

| Charisma: Facial | | |
|---|---|---|
| **Sub-ability score** | **Skill Modifier** | **Description** |
| 1-6 | - 99 | Monstrous |
| 7-12 | - 74 | Hideous |
| 13-18 | - 64 | Deformed |
| 19-24 | - 56 | Disgusting |
| 25-30 | - 50 | Repulsive |
| 31-36 | - 44 | Ugly |
| 37-42 | - 38 | Uncomely |
| 43-48 | - 34 | Repelling |
| 49-54 | - 29 | Unsightly |
| 55-60 | - 25 | But-her-face[1] |
| 61-66 | - 21 | Ill-looking |
| 67-72 | - 17 | Homely |
| 73-78 | - 13 | Plain |
| 79-84 | - 10 | Plain |
| 85-90 | - 6 | Plain |
| 91-96 | - 3 | Plain |
| 97-102 | - | Plain |
| 103-108 | + 3 | Plain |
| 109-114 | + 6 | Plain |
| 115-120 | + 9 | Plain |
| 121-126 | + 12 | Plain |
| 127-132 | + 14 | Attractive |
| 133-138 | + 17 | Inviting |
| 139-144 | + 20 | Enticing |
| 145-150 | + 22 | Enticing |
| 151-156 | + 25 | Good-looking |
| 157-162 | + 27 | Good-looking |
| 163-168 | + 30 | Comely |
| 169-174 | + 32 | Comely |
| 175-180 | + 34 | Alluring |
| 181-186 | + 37 | Alluring |
| 187-192 | + 39 | Enchanting |
| 193-198 | + 41 | Enchanting |
| 199-204 | + 43 | Fascinating |
| 205-210 | + 45 | Fascinating |
| 211-216 | + 47 | True beauty |
| 217-222 | + 49 | True beauty |
| 223-228 | + 52 | Causes wetness |
| 229-234 | + 54 | Causes wetness |
| 235-240 | + 56 | Inspires jealousy |
| 241-246 | + 58 | Inspires jealousy |
| 247-252 | + 59 | Inspires lust |
| 253-258 | + 61 | Inspires lust |
| 259-264 | + 63 | Strangers must stare |
| 265-270 | + 65 | Strangers must stare |
| 271-276 | + 67 | All others must stare |
| 277-282 | + 69 | All others must stare |
| 283-288 | + 71 | Positively maddening |
| 289-294 | + 72 | Orgasm from viewing |
| 295-300 | + 74 | Perfection |

TEMPUS·ERIT·QUO·VOS·SPECULUM·VIDISSE·PIGEBIT

The time will come when you will be sorry to have looked into your mirror.

1. Although most who are unfamiliar with this term think it is 'butterface' when heard the first time, 'but-her-face' describes when every physical aspect of a female character looks good, but her face. This term should not be taken literally, since the character described by this term may not be female, or may have low Bodily Attractiveness as well.

| Charisma: Vocal | | |
|---|---|---|
| **Sub-ability score** | **Skill Modifier** | **Description** |
| 1-6 | - 99 | Gay |
| 7-12 | - 74 | Weak |
| 13-18 | - 64 | Detached |
| 19-24 | - 56 | Whiney |
| 25-30 | - 50 | Soft |
| 31-36 | - 44 | Raspy |
| 37-42 | - 38 | Shrill |
| 43-48 | - 34 | Scratchy |
| 49-54 | - 29 | Hoarse |
| 55-60 | - 25 | Monotone |
| 61-66 | - 21 | Always says "uh" or "um" |
| 67-72 | - 17 | Always says "uh" or "um" |
| 73-78 | - 13 | Normal |
| 79-84 | - 10 | Normal |
| 85-90 | - 6 | Normal |
| 91-96 | - 3 | Normal |
| 97-102 | - | Normal |
| 103-108 | + 3 | Normal |
| 109-114 | + 6 | Normal |
| 115-120 | + 9 | Normal |
| 121-126 | + 12 | Normal |
| 127-132 | + 14 | Avoids saying "uh" or "um" |
| 133-138 | + 17 | Avoids saying "uh" or "um" |
| 139-144 | + 20 | Effectively uses vocal pauses |
| 145-150 | + 22 | Effectively uses vocal pauses |
| 151-156 | + 25 | Rythmic |
| 157-162 | + 27 | Rythmic |
| 163-168 | + 30 | Melodic |
| 169-174 | + 32 | Melodic |
| 175-180 | + 34 | Melodic |
| 181-186 | + 37 | Strong |
| 187-192 | + 39 | Strong |
| 193-198 | + 41 | Strong |
| 199-204 | + 43 | Strong |
| 205-210 | + 45 | Confident |
| 211-216 | + 47 | Confident |
| 217-222 | + 49 | Confident |
| 223-228 | + 52 | Confident |
| 229-234 | + 54 | Clear |
| 235-240 | + 56 | Clear |
| 241-246 | + 58 | Clear |
| 247-252 | + 59 | Clear |
| 253-258 | + 61 | Projecting |
| 259-264 | + 63 | Projecting |
| 265-270 | + 65 | Projecting |
| 271-276 | + 67 | Projecting |
| 277-282 | + 69 | Otherworldly |
| 283-288 | + 71 | Otherworldly |
| 289-294 | + 72 | Otherworldly |
| 295-300 | + 74 | Otherworldly |

| Charisma: Kinetic | | |
|---|---|---|
| **Sub-ability score** | **Skill Modifier** | **Description** |
| 1-6 | - 99 | Degenerate |
| 7-12 | - 74 | Lumbering |
| 13-18 | - 64 | Loutish |
| 19-24 | - 56 | Rough |
| 25-30 | - 50 | Inept |
| 31-36 | - 44 | Uncouth |
| 37-42 | - 38 | Ungraceful |
| 43-48 | - 34 | Coarse |
| 49-54 | - 29 | Bungling |
| 55-60 | - 25 | Unrefined |
| 61-66 | - 21 | Abrupt |
| 67-72 | - 17 | Awkward |
| 73-78 | - 13 | Ordinary |
| 79-84 | - 10 | Ordinary |
| 85-90 | - 6 | Ordinary |
| 91-96 | - 3 | Ordinary |
| 97-102 | - | Ordinary |
| 103-108 | + 3 | Ordinary |
| 109-114 | + 6 | Ordinary |
| 115-120 | + 9 | Ordinary |
| 121-126 | + 12 | Ordinary |
| 127-132 | + 14 | Smooth |
| 133-138 | + 17 | Smooth |
| 139-144 | + 20 | Flowing |
| 145-150 | + 22 | Flowing |
| 151-156 | + 25 | Becoming |
| 157-162 | + 27 | Becoming |
| 163-168 | + 30 | Refined |
| 169-174 | + 32 | Refined |
| 175-180 | + 34 | Polished |
| 181-186 | + 37 | Polished |
| 187-192 | + 39 | Polished |
| 193-198 | + 41 | Graceful |
| 199-204 | + 43 | Graceful |
| 205-210 | + 45 | Graceful |
| 211-216 | + 47 | Natural |
| 217-222 | + 49 | Natural |
| 223-228 | + 52 | Natural |
| 229-234 | + 54 | Sleek |
| 235-240 | + 56 | Sleek |
| 241-246 | + 58 | Sleek |
| 247-252 | + 59 | Suave |
| 253-258 | + 61 | Suave |
| 259-264 | + 63 | Suave |
| 265-270 | + 65 | Cat-like |
| 271-276 | + 67 | Cat-like |
| 277-282 | + 69 | Cat-like |
| 283-288 | + 71 | Glabrous |
| 289-294 | + 72 | Glabrous |
| 295-300 | + 74 | Glabrous |

| Charisma: Rhetorical | | |
|---|---|---|
| **Sub-ability score** | **Skill Modifier** | **Average Speech Rate** |
| 1-6 | - 99 | 1 |
| 7-12 | - 74 | 5 |
| 13-18 | - 64 | 20 |
| 19-24 | - 56 | 40 |
| 25-30 | - 50 | 60 |
| 31-36 | - 44 | 80 |
| 37-42 | - 38 | 90 |
| 43-48 | - 34 | 100 or 270 (50%) |
| 49-54 | - 29 | 110 or 260 (50%) |
| 55-60 | - 25 | 115 or 250 (50%) |
| 61-66 | - 21 | 120 or 240 (50%) |
| 67-72 | - 17 | 125 or 230 (50%) |
| 73-78 | - 13 | 130 or 220 (50%) |
| 79-84 | - 10 | 135 or 210 (50%) |
| 85-90 | - 6 | 140 or 200 (50%) |
| 91-96 | - 3 | 145 or 195 (50%) |
| 97-102 | - | 150 or 190 (50%) |
| 103-108 | + 3 | 152 or 187 (50%) |
| 109-114 | + 6 | 155 or 185 (50%) |
| 115-120 | + 9 | 157 or 182 (50%) |
| 121-126 | + 12 | 160 or 180 (50%) |
| 127-132 | + 14 | 162 or 177 (50%) |
| 133-138 | + 17 | 165 or 175 (50%) |
| 139-144 | + 20 | 167 or 172 (50%) |
| 145-150 | + 22 | 170 |
| 151-156 | + 25 | 170 |
| 157-162 | + 27 | 170 |
| 163-168 | + 30 | 170 |
| 169-174 | + 32 | 170 |
| 175-180 | + 34 | 170 |
| 181-186 | + 37 | 170 |
| 187-192 | + 39 | 170 |
| 193-198 | + 41 | 170 |
| 199-204 | + 43 | 170 |
| 205-210 | + 45 | 170 |
| 211-216 | + 47 | 170 |
| 217-222 | + 49 | 170 |
| 223-228 | + 52 | 170 |
| 229-234 | + 54 | 170 |
| 235-240 | + 56 | 170 |
| 241-246 | + 58 | 170 |
| 247-252 | + 59 | 170 |
| 253-258 | + 61 | 170 |
| 259-264 | + 63 | 170 |
| 265-270 | + 65 | 170 |
| 271-276 | + 67 | 170 |
| 277-282 | + 69 | 170 |
| 283-288 | + 71 | 170 |
| 289-294 | + 72 | 170 |
| 295-300 | + 74 | 170 |

| Dexterity: Hand-Eye Coordination | | |
|---|---|---|
| **Sub-ability score** | **Skill Modifier** | **Finger Precision** |
| 1-6 | - 99 | 1 foot |
| 7-12 | - 74 | 6 inches |
| 13-18 | - 64 | 2 inches |
| 19-24 | - 56 | 1 inch |
| 25-30 | - 50 | 1/2 inch |
| 31-36 | - 44 | 3/8 inch |
| 37-42 | - 38 | 1/4 inch |
| 43-48 | - 34 | 1/4 inch |
| 49-54 | - 29 | 1/4 inch |
| 55-60 | - 25 | 1/8th inch |
| 61-66 | - 21 | 1/8th inch |
| 67-72 | - 17 | 1/8th inch |
| 73-78 | - 13 | 1/16th inch |
| 79-84 | - 10 | 1/16th inch |
| 85-90 | - 6 | 1/16th inch |
| 91-96 | - 3 | 1/16th inch |
| 97-102 | - | 1/16th inch |
| 103-108 | + 3 | 1/32nd inch |
| 109-114 | + 6 | 1/32nd inch |
| 115-120 | + 9 | 1/32nd inch |
| 121-126 | + 12 | 1/32nd inch |
| 127-132 | + 14 | 1/32nd inch |
| 133-138 | + 17 | 1/64th inch |
| 139-144 | + 20 | 1/64th inch |
| 145-150 | + 22 | 1/64th inch |
| 151-156 | + 25 | 1/64th inch |
| 157-162 | + 27 | 1/64th inch |
| 163-168 | + 30 | 1/100th inch |
| 169-174 | + 32 | 1/100th inch |
| 175-180 | + 34 | 1/100th inch |
| 181-186 | + 37 | 1/100th inch |
| 187-192 | + 39 | 1/100th inch |
| 193-198 | + 41 | 1/250th inch |
| 199-204 | + 43 | 1/250th inch |
| 205-210 | + 45 | 1/250th inch |
| 211-216 | + 47 | 1/250th inch |
| 217-222 | + 49 | 1/250th inch |
| 223-228 | + 52 | 1/250th inch |
| 229-234 | + 54 | 1/500th inch |
| 235-240 | + 56 | 1/500th inch |
| 241-246 | + 58 | 1/500th inch |
| 247-252 | + 59 | 1/500th inch |
| 253-258 | + 61 | 1/500th inch |
| 259-264 | + 63 | 1/500th inch |
| 265-270 | + 65 | 1/1,000th inch |
| 271-276 | + 67 | 1/1,000th inch |
| 277-282 | + 69 | 1/1,000th inch |
| 283-288 | + 71 | 1/1,000th inch |
| 289-294 | + 72 | 1/1,000th inch |
| 295-300 | + 74 | 1/1,000th inch |

| Dexterity: Agility | | | | |
|---|---|---|---|---|
| **Sub-ability score** | **Skill Modifier** | **Armor** | **Brawling Attacks/round** | **Seconds to Stand** |
| 1-6 | - 99 | - 16 | 1/4 | 9 |
| 7-12 | - 74 | - 15 | 1/3 | 8 |
| 13-18 | - 64 | - 14 | 1/2 | 8 |
| 19-24 | - 56 | - 13 | 1 | 7 |
| 25-30 | - 50 | - 12 | 1 | 6 |
| 31-36 | - 44 | - 11 | 2 | 5 |
| 37-42 | - 38 | - 10 | 2 | 4 |
| 43-48 | - 34 | - 9 | 2 | 3 |
| 49-54 | - 29 | - 8 | 2 | 3 |
| 55-60 | - 25 | - 7 | 2 | 3 |
| 61-66 | - 21 | - 6 | 2 | 3 |
| 67-72 | - 17 | - 5 | 2 | 3 |
| 73-78 | - 13 | - 4 | 2 | 3 |
| 79-84 | - 10 | - 3 | 2 | 3 |
| 85-90 | - 6 | - 2 | 2 | 3 |
| 91-96 | - 3 | - 1 | 2 | 3 |
| 97-102 | - | - | 2 | 3 |
| 103-108 | + 3 | + 1 | 2 | 3 |
| 109-114 | + 6 | + 2 | 2 | 3 |
| 115-120 | + 9 | + 3 | 2 | 3 |
| 121-126 | + 12 | + 4 | 2 | 3 |
| 127-132 | + 14 | + 5 | 2 | 3 |
| 133-138 | + 17 | + 6 | 2 | 3 |
| 139-144 | + 20 | + 7 | 2 | 3 |
| 145-150 | + 22 | + 8 | 3 | 2 |
| 151-156 | + 25 | + 9 | 3 | 2 |
| 157-162 | + 27 | + 10 | 3 | 2 |
| 163-168 | + 30 | + 11 | 3 | 2 |
| 169-174 | + 32 | + 12 | 3 | 2 |
| 175-180 | + 34 | + 13 | 4 | 2 |
| 181-186 | + 37 | + 14 | 4 | 2 |
| 187-192 | + 39 | + 15 | 4 | 2 |
| 193-198 | + 41 | + 16 | 4 | 2 |
| 199-204 | + 43 | + 17 | 4 | 2 |
| 205-210 | + 45 | + 18 | 4 | 2 |
| 211-216 | + 47 | + 19 | 4 | 2 |
| 217-222 | + 49 | + 20 | 4 | 2 |
| 223-228 | + 52 | + 21 | 4 | 2 |
| 229-234 | + 54 | + 22 | 4 | 2 |
| 235-240 | + 56 | + 23 | 5 | 2 |
| 241-246 | + 58 | + 24 | 5 | 2 |
| 247-252 | + 59 | + 25 | 5 | 2 |
| 253-258 | + 61 | + 26 | 5 | 2 |
| 259-264 | + 63 | + 27 | 5 | 2 |
| 265-270 | + 65 | + 28 | 5 | 2 |
| 271-276 | + 67 | + 29 | 5 | 2 |
| 277-282 | + 69 | + 30 | 5 | 2 |
| 283-288 | + 71 | + 31 | 5 | 2 |
| 289-294 | + 72 | + 32 | 5 | 2 |
| 295-300 | + 74 | + 33 | 6 | 1 |

| Dexterity: Reaction Speed | | |
|---|---|---|
| **Sub-ability score** | **Skill Modifier** | **Deep Sleep Recovery** |
| 1-6 | - 99 | 7 |
| 7-12 | - 74 | 7 |
| 13-18 | - 64 | 6 |
| 19-24 | - 56 | 6 |
| 25-30 | - 50 | 5 |
| 31-36 | - 44 | 5 |
| 37-42 | - 38 | 4 |
| 43-48 | - 34 | 4 |
| 49-54 | - 29 | 3 |
| 55-60 | - 25 | 3 |
| 61-66 | - 21 | 2 |
| 67-72 | - 17 | 2 |
| 73-78 | - 13 | 2 |
| 79-84 | - 10 | 2 |
| 85-90 | - 6 | 2 |
| 91-96 | - 3 | 2 |
| 97-102 | - | 2 |
| 103-108 | + 3 | 2 |
| 109-114 | + 6 | 2 |
| 115-120 | + 9 | 2 |
| 121-126 | + 12 | 2 |
| 127-132 | + 14 | 2 |
| 133-138 | + 17 | 2 |
| 139-144 | + 20 | 2 |
| 145-150 | + 22 | 1 |
| 151-156 | + 25 | 1 |
| 157-162 | + 27 | 1 |
| 163-168 | + 30 | 1 |
| 169-174 | + 32 | 1 |
| 175-180 | + 34 | 1 |
| 181-186 | + 37 | 1 |
| 187-192 | + 39 | 1 |
| 193-198 | + 41 | 1 |
| 199-204 | + 43 | 0 |
| 205-210 | + 45 | 0 |
| 211-216 | + 47 | 0 |
| 217-222 | + 49 | 0 |
| 223-228 | + 52 | 0 |
| 229-234 | + 54 | 0 |
| 235-240 | + 56 | 0 |
| 241-246 | + 58 | 0 |
| 247-252 | + 59 | 0 |
| 253-258 | + 61 | 0 |
| 259-264 | + 63 | 0 |
| 265-270 | + 65 | 0 |
| 271-276 | + 67 | 0 |
| 277-282 | + 69 | 0 |
| 283-288 | + 71 | 0 |
| 289-294 | + 72 | 0 |
| 295-300 | + 74 | 0 |

| Dexterity: Enunciation | | | |
|---|---|---|---|
| **Sub-ability score** | **Skill Modifier** | **Maximum Speech Rate** | **Time to Cast a Spell** |
| 1-6 | - 99 | 40 | Unable to chant properly |
| 7-12 | - 74 | 50 | Unable to chant properly |
| 13-18 | - 64 | 60 | Unable to chant properly |
| 19-24 | - 56 | 70 | + 130% |
| 25-30 | - 50 | 80 | + 120% |
| 31-36 | - 44 | 90 | + 110% |
| 37-42 | - 38 | 100 | + 100% |
| 43-48 | - 34 | 110 | + 90% |
| 49-54 | - 29 | 120 | + 80% |
| 55-60 | - 25 | 130 | + 70% |
| 61-66 | - 21 | 140 | + 60% |
| 67-72 | - 17 | 150 | + 50% |
| 73-78 | - 13 | 160 | + 40% |
| 79-84 | - 10 | 170 | + 30% |
| 85-90 | - 6 | 180 | + 20% |
| 91-96 | - 3 | 190 | + 10% |
| 97-102 | - | 200 | - |
| 103-108 | + 3 | 210 | - 2% |
| 109-114 | + 6 | 220 | - 4% |
| 115-120 | + 9 | 230 | - 6% |
| 121-126 | + 12 | 240 | - 8% |
| 127-132 | + 14 | 250 | - 10% |
| 133-138 | + 17 | 260 | - 12% |
| 139-144 | + 20 | 270 | - 14% |
| 145-150 | + 22 | 280 | - 16% |
| 151-156 | + 25 | 290 | - 18% |
| 157-162 | + 27 | 300 | - 20% |
| 163-168 | + 30 | 310 | - 22% |
| 169-174 | + 32 | 320 | - 24% |
| 175-180 | + 34 | 330 | - 26% |
| 181-186 | + 37 | 340 | - 28% |
| 187-192 | + 39 | 350 | - 30% |
| 193-198 | + 41 | 360 | - 32% |
| 199-204 | + 43 | 370 | - 34% |
| 205-210 | + 45 | 380 | - 36% |
| 211-216 | + 47 | 390 | - 38% |
| 217-222 | + 49 | 400 | - 40% |
| 223-228 | + 52 | 410 | - 42% |
| 229-234 | + 54 | 420 | - 44% |
| 235-240 | + 56 | 430 | - 46% |
| 241-246 | + 58 | 440 | - 48% |
| 247-252 | + 59 | 450 | - 50% |
| 253-258 | + 61 | 460 | - 52% |
| 259-264 | + 63 | 470 | - 54% |
| 265-270 | + 65 | 480 | - 56% |
| 271-276 | + 67 | 490 | - 58% |
| 277-282 | + 69 | 500 | - 60% |
| 283-288 | + 71 | 510 | - 62% |
| 289-294 | + 72 | 520 | - 64% |
| 295-300 | + 74 | 530 | - 66% |

| Intelligence: Language | | | |
|---|---|---|---|
| **Sub-ability score** | **Skill Modifier** | **Possible # Learned** | **Vocabulary Limit** |
| 1-6 | - 99 | 0 | NA |
| 7-12 | - 74 | 0 | NA |
| 13-18 | - 64 | 0 | Ga-ga |
| 19-24 | - 56 | 1 | Mom |
| 25-30 | - 50 | 1 | Horse |
| 31-36 | - 44 | 1 | Woman |
| 37-42 | - 38 | 1 | Violate |
| 43-48 | - 34 | 1 | Delicious |
| 49-54 | - 29 | 1 | Insanity |
| 55-60 | - 25 | 1 | Wavering |
| 61-66 | - 21 | 1 | Preparation |
| 67-72 | - 17 | 2 | Combination |
| 73-78 | - 13 | 2 | Authorize |
| 79-84 | - 10 | 2 | Substantial |
| 85-90 | - 6 | 2 | Experimental |
| 91-96 | - 3 | 2 | Conversion |
| 97-102 | - | 3 | Instantaneous |
| 103-108 | + 3 | 3 | Undismayed |
| 109-114 | + 6 | 3 | Beguile |
| 115-120 | + 9 | 3 | Transcendental |
| 121-126 | + 12 | 3 | Discursivity |
| 127-132 | + 14 | 4 | Paradigmatic |
| 133-138 | + 17 | 4 | Contumacious |
| 139-144 | + 20 | 4 | Perniciousness |
| 145-150 | + 22 | 4 | Disapprobation |
| 151-156 | + 25 | 5 | Neminecontradicente |
| 157-162 | + 27 | 5 | Antidisestablishmentarianism |
| 163-168 | + 30 | 5 | - |
| 169-174 | + 32 | 5 | - |
| 175-180 | + 34 | 6 | - |
| 181-186 | + 37 | 6 | - |
| 187-192 | + 39 | 6 | - |
| 193-198 | + 41 | 6 | - |
| 199-204 | + 43 | 7 | - |
| 205-210 | + 45 | 7 | - |
| 211-216 | + 47 | 7 | - |
| 217-222 | + 49 | 7 | - |
| 223-228 | + 52 | 8 | - |
| 229-234 | + 54 | 8 | - |
| 235-240 | + 56 | 8 | - |
| 241-246 | + 58 | 8 | - |
| 247-252 | + 59 | 9 | - |
| 253-258 | + 61 | 9 | - |
| 259-264 | + 63 | 9 | - |
| 265-270 | + 65 | 9 | - |
| 271-276 | + 67 | 10 | - |
| 277-282 | + 69 | 10 | - |
| 283-288 | + 71 | 10 | - |
| 289-294 | + 72 | 10 | - |
| 295-300 | + 74 | 11 | - |

| Intelligence: Math | | |
|---|---|---|
| **Sub-ability score** | **Skill Modifier** | **Highest Possible Math** |
| 1-6 | - 99 | Addition |
| 7-12 | - 74 | Addition |
| 13-18 | - 64 | Addition |
| 19-24 | - 56 | Subtraction |
| 25-30 | - 50 | Subtraction |
| 31-36 | - 44 | Subtraction |
| 37-42 | - 38 | Multiplication |
| 43-48 | - 34 | Multiplication |
| 49-54 | - 29 | Multiplication |
| 55-60 | - 25 | Division |
| 61-66 | - 21 | Division |
| 67-72 | - 17 | Division |
| 73-78 | - 13 | Fractions |
| 79-84 | - 10 | Fractions |
| 85-90 | - 6 | Fractions |
| 91-96 | - 3 | Algebra |
| 97-102 | - | Algebra |
| 103-108 | + 3 | Algebra |
| 109-114 | + 6 | Geometry |
| 115-120 | + 9 | Geometry |
| 121-126 | + 12 | Geometry |
| 127-132 | + 14 | Trigonometry |
| 133-138 | + 17 | Trigonometry |
| 139-144 | + 20 | Trigonometry |
| 145-150 | + 22 | Trigonometry |
| 151-156 | + 25 | Trigonometry |
| 157-162 | + 27 | Trigonometry |
| 163-168 | + 30 | Trigonometry |
| 169-174 | + 32 | Trigonometry |
| 175-180 | + 34 | Trigonometry |
| 181-186 | + 37 | Trigonometry |
| 187-192 | + 39 | Trigonometry |
| 193-198 | + 41 | Trigonometry |
| 199-204 | + 43 | Trigonometry |
| 205-210 | + 45 | Trigonometry |
| 211-216 | + 47 | Trigonometry |
| 217-222 | + 49 | Trigonometry |
| 223-228 | + 52 | Trigonometry |
| 229-234 | + 54 | Trigonometry |
| 235-240 | + 56 | Trigonometry |
| 241-246 | + 58 | Trigonometry |
| 247-252 | + 59 | Trigonometry |
| 253-258 | + 61 | Trigonometry |
| 259-264 | + 63 | Trigonometry |
| 265-270 | + 65 | Trigonometry |
| 271-276 | + 67 | Trigonometry |
| 277-282 | + 69 | Trigonometry |
| 283-288 | + 71 | Trigonometry |
| 289-294 | + 72 | Trigonometry |
| 295-300 | + 74 | Trigonometry |

| Intelligence: Analytic | |
|---|---|
| **Sub-ability score** | **Skill Modifier** |
| 1-6 | - 99 |
| 7-12 | - 74 |
| 13-18 | - 64 |
| 19-24 | - 56 |
| 25-30 | - 50 |
| 31-36 | - 44 |
| 37-42 | - 38 |
| 43-48 | - 34 |
| 49-54 | - 29 |
| 55-60 | - 25 |
| 61-66 | - 21 |
| 67-72 | - 17 |
| 73-78 | - 13 |
| 79-84 | - 10 |
| 85-90 | - 6 |
| 91-96 | - 3 |
| 97-102 | - |
| 103-108 | + 3 |
| 109-114 | + 6 |
| 115-120 | + 9 |
| 121-126 | + 12 |
| 127-132 | + 14 |
| 133-138 | + 17 |
| 139-144 | + 20 |
| 145-150 | + 22 |
| 151-156 | + 25 |
| 157-162 | + 27 |
| 163-168 | + 30 |
| 169-174 | + 32 |
| 175-180 | + 34 |
| 181-186 | + 37 |
| 187-192 | + 39 |
| 193-198 | + 41 |
| 199-204 | + 43 |
| 205-210 | + 45 |
| 211-216 | + 47 |
| 217-222 | + 49 |
| 223-228 | + 52 |
| 229-234 | + 54 |
| 235-240 | + 56 |
| 241-246 | + 58 |
| 247-252 | + 59 |
| 253-258 | + 61 |
| 259-264 | + 63 |
| 265-270 | + 65 |
| 271-276 | + 67 |
| 277-282 | + 69 |
| 283-288 | + 71 |
| 289-294 | + 72 |
| 295-300 | + 74 |

| Intelligence: Spatial | | |
|---|---|---|
| **Sub-ability score** | **Skill Modifier** | **Unfamiliar Object Assembly** |
| 1-6 | - 99 | NA |
| 7-12 | - 74 | 2 |
| 13-18 | - 64 | 3 |
| 19-24 | - 56 | 4 |
| 25-30 | - 50 | 5 |
| 31-36 | - 44 | 6 |
| 37-42 | - 38 | 7 |
| 43-48 | - 34 | 10 |
| 49-54 | - 29 | 12 |
| 55-60 | - 25 | 15 |
| 61-66 | - 21 | 17 |
| 67-72 | - 17 | 20 |
| 73-78 | - 13 | 50 |
| 79-84 | - 10 | 100 |
| 85-90 | - 6 | 125 |
| 91-96 | - 3 | 150 |
| 97-102 | - | 200 |
| 103-108 | + 3 | 250 |
| 109-114 | + 6 | 350 |
| 115-120 | + 9 | 500 |
| 121-126 | + 12 | 750 |
| 127-132 | + 14 | 1,000 |
| 133-138 | + 17 | 1,250 |
| 139-144 | + 20 | 1,500 |
| 145-150 | + 22 | 1,750 |
| 151-156 | + 25 | 2,000 |
| 157-162 | + 27 | 2,500 |
| 163-168 | + 30 | 3,000 |
| 169-174 | + 32 | 3,500 |
| 175-180 | + 34 | 4,000 |
| 181-186 | + 37 | 5,000 |
| 187-192 | + 39 | 6,000 |
| 193-198 | + 41 | 7,000 |
| 199-204 | + 43 | 8,000 |
| 205-210 | + 45 | 9,000 |
| 211-216 | + 47 | 10,000 |
| 217-222 | + 49 | 11,000 |
| 223-228 | + 52 | 12,000 |
| 229-234 | + 54 | 13,000 |
| 235-240 | + 56 | 14,000 |
| 241-246 | + 58 | 15,000 |
| 247-252 | + 59 | 16,000 |
| 253-258 | + 61 | 17,000 |
| 259-264 | + 63 | 18,000 |
| 265-270 | + 65 | 19,000 |
| 271-276 | + 67 | 20,000 |
| 277-282 | + 69 | 21,000 |
| 283-288 | + 71 | 22,000 |
| 289-294 | + 72 | 23,000 |
| 295-300 | + 74 | 24,000 |

| Wisdom: Drive | | | | |
|---|---|---|---|---|
| **Sub-ability score** | **Skill Modifier** | **Life Points Modifier** | **Unconsciousness** | **Hours Relaxing** |
| 1-6 | - 99 | - 5 | + 5% | 24 |
| 7-12 | - 74 | - 5 | + 5% | 24 |
| 13-18 | - 64 | - 5 | + 5% | 23 |
| 19-24 | - 56 | - 4 | + 4% | 23 |
| 25-30 | - 50 | - 4 | + 4% | 22 |
| 31-36 | - 44 | - 4 | + 4% | 22 |
| 37-42 | - 38 | - 3 | + 3% | 21 |
| 43-48 | - 34 | - 3 | + 3% | 21 |
| 49-54 | - 29 | - 3 | + 3% | 20 |
| 55-60 | - 25 | - 2 | + 2% | 20 |
| 61-66 | - 21 | - 2 | + 2% | 19 |
| 67-72 | - 17 | - 2 | + 2% | 19 |
| 73-78 | - 13 | - 1 | + 1% | 18 |
| 79-84 | - 10 | - 1 | + 1% | 18 |
| 85-90 | - 6 | - 1 | + 1% | 17 |
| 91-96 | - 3 | - | - | 17 |
| 97-102 | - | - | - | 16 |
| 103-108 | + 3 | - | - | 16 |
| 109-114 | + 6 | + 1 | - 1% | 15 |
| 115-120 | + 9 | + 1 | - 1% | 15 |
| 121-126 | + 12 | + 1 | - 1% | 14 |
| 127-132 | + 14 | + 2 | - 2% | 14 |
| 133-138 | + 17 | + 2 | - 2% | 13 |
| 139-144 | + 20 | + 2 | - 2% | 13 |
| 145-150 | + 22 | + 3 | - 3% | 12 |
| 151-156 | + 25 | + 3 | - 3% | 12 |
| 157-162 | + 27 | + 3 | - 3% | 11 |
| 163-168 | + 30 | + 4 | - 4% | 11 |
| 169-174 | + 32 | + 4 | - 4% | 10 |
| 175-180 | + 34 | + 4 | - 4% | 10 |
| 181-186 | + 37 | + 5 | - 5% | 9 |
| 187-192 | + 39 | + 5 | - 5% | 9 |
| 193-198 | + 41 | + 5 | - 5% | 8 |
| 199-204 | + 43 | + 6 | - 6% | 8 |
| 205-210 | + 45 | + 6 | - 6% | 7 |
| 211-216 | + 47 | + 6 | - 6% | 7 |
| 217-222 | + 49 | + 7 | - 7% | 6 |
| 223-228 | + 52 | + 7 | - 7% | 6 |
| 229-234 | + 54 | + 7 | - 7% | 5 |
| 235-240 | + 56 | + 8 | - 8% | 5 |
| 241-246 | + 58 | + 8 | - 8% | 4 |
| 247-252 | + 59 | + 8 | - 8% | 4 |
| 253-258 | + 61 | + 9 | - 9% | 3 |
| 259-264 | + 63 | + 9 | - 9% | 3 |
| 265-270 | + 65 | + 9 | - 9% | 2 |
| 271-276 | + 67 | + 10 | - 10% | 2 |
| 277-282 | + 69 | + 10 | - 10% | 1 |
| 283-288 | + 71 | + 10 | - 10% | 1 |
| 289-294 | + 72 | + 11 | - 11% | 0 |
| 295-300 | + 74 | + 11 | - 11% | 0 |

| Wisdom: Intuition | |
|---|---|
| **Sub-ability score** | **Skill Modifier** |
| 1-6 | - 99 |
| 7-12 | - 74 |
| 13-18 | - 64 |
| 19-24 | - 56 |
| 25-30 | - 50 |
| 31-36 | - 44 |
| 37-42 | - 38 |
| 43-48 | - 34 |
| 49-54 | - 29 |
| 55-60 | - 25 |
| 61-66 | - 21 |
| 67-72 | - 17 |
| 73-78 | - 13 |
| 79-84 | - 10 |
| 85-90 | - 6 |
| 91-96 | - 3 |
| 97-102 | - |
| 103-108 | + 3 |
| 109-114 | + 6 |
| 115-120 | + 9 |
| 121-126 | + 12 |
| 127-132 | + 14 |
| 133-138 | + 17 |
| 139-144 | + 20 |
| 145-150 | + 22 |
| 151-156 | + 25 |
| 157-162 | + 27 |
| 163-168 | + 30 |
| 169-174 | + 32 |
| 175-180 | + 34 |
| 181-186 | + 37 |
| 187-192 | + 39 |
| 193-198 | + 41 |
| 199-204 | + 43 |
| 205-210 | + 45 |
| 211-216 | + 47 |
| 217-222 | + 49 |
| 223-228 | + 52 |
| 229-234 | + 54 |
| 235-240 | + 56 |
| 241-246 | + 58 |
| 247-252 | + 59 |
| 253-258 | + 61 |
| 259-264 | + 63 |
| 265-270 | + 65 |
| 271-276 | + 67 |
| 277-282 | + 69 |
| 283-288 | + 71 |
| 289-294 | + 72 |
| 295-300 | + 74 |

OMNIA·MEA·MECUM·PORTO

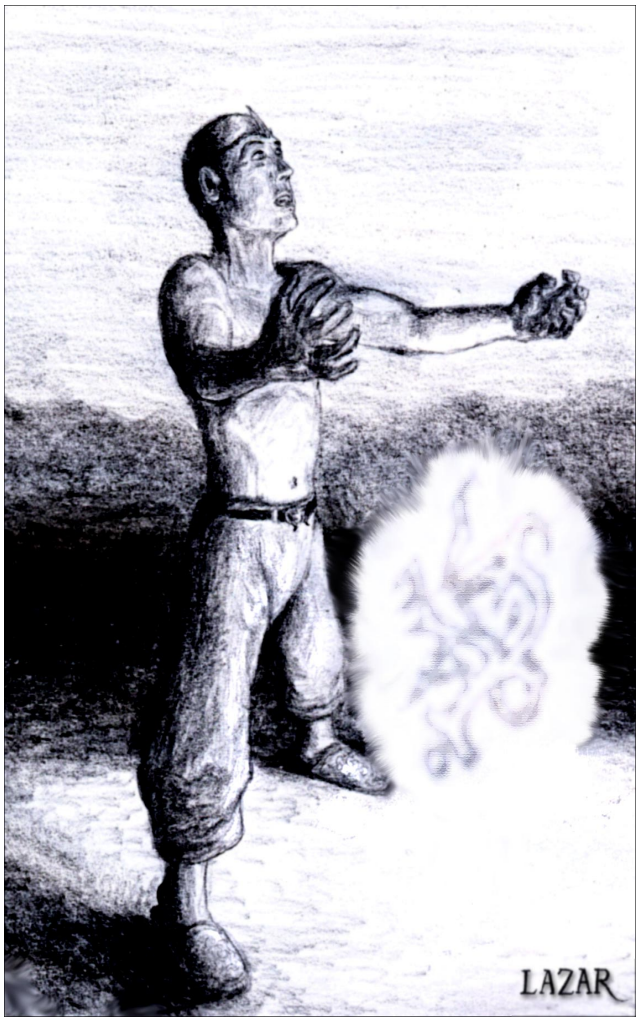
All that is mine,
I carry with me.
(My Wisdom is my
greatest wealth.)

| Wisdom: Common Sense | | |
|---|---|---|
| **Sub-ability score** | **Skill Modifier** | **Likely to:** |
| 1-6 | - 99 | Get caught for greater schemes: Attempt to kill a god |
| 7-12 | - 74 | Get caught for greater schemes: Attempt to lie to their god |
| 13-18 | - 64 | Get caught for greater schemes: Attempt to lie to a god |
| 19-24 | - 56 | Get caught for greater schemes: Disrespect a god |
| 25-30 | - 50 | Get caught for schemes: Make a pact with an unethical god |
| 31-36 | - 44 | Get caught for schemes: While bound, threaten the lives of captors |
| 37-42 | - 38 | Get caught for schemes: While bound, yell curses at their captors |
| 43-48 | - 34 | Get caught for lesser schemes: Call a marching army a bunch of pussies |
| 49-54 | - 29 | Get caught for lesser schemes: Sleep with the spouse of their best friend |
| 55-60 | - 25 | Get caught for lesser schemes: If a slave, to steal from their master |
| 61-66 | - 21 | Get caught for lesser schemes: Steal from the militia |
| 67-72 | - 17 | Get caught for lesser schemes: Flirt but then get their ass kicked |
| 73-78 | - 13 | - |
| 79-84 | - 10 | - |
| 85-90 | - 6 | - |
| 91-96 | - 3 | - |
| 97-102 | - | - |
| 103-108 | + 3 | - |
| 109-114 | + 6 | - |
| 115-120 | + 9 | - |
| 121-126 | + 12 | - |
| 127-132 | + 14 | Probably has the trust of immediate family |
| 133-138 | + 17 | Probably has the trust of close friends |
| 139-144 | + 20 | Probably has the trust of non-immediate family |
| 145-150 | + 22 | Probably has the trust of friends |
| 151-156 | + 25 | Probably has the trust of associates |
| 157-162 | + 27 | Usually has the trust of strangers |
| 163-168 | + 30 | Probably has not been in some sort of trouble for 1 year |
| 169-174 | + 32 | Probably has not been in some sort of trouble for 5 years |
| 175-180 | + 34 | Probably has not been in some sort of trouble for 1 decade |
| 181-186 | + 37 | Probably has only been in some sort of trouble 3 times in life |
| 187-192 | + 39 | Probably has only been in some sort of trouble 2 times in life |
| 193-198 | + 41 | Probably has only been in some sort of trouble once in life |
| 199-204 | + 43 | Probably has never been in trouble in life |
| 205-210 | + 45 | Others tend to seek this character from miles around due to Wisdom |
| 211-216 | + 47 | Others tend to seek this character from miles around due to Wisdom |
| 217-222 | + 49 | Others tend to seek this character from miles around due to Wisdom |
| 223-228 | + 52 | Others tend to seek this character from nearby countries due to Wisdom |
| 229-234 | + 54 | Others tend to seek this character from nearby countries due to Wisdom |
| 235-240 | + 56 | Others tend to seek this character from nearby countries due to Wisdom |
| 241-246 | + 58 | Others tend to seek this character from around the world due to Wisdom |
| 247-252 | + 59 | Others tend to seek this character from around the world due to Wisdom |
| 253-258 | + 61 | Others tend to seek this character from around the world due to Wisdom |
| 259-264 | + 63 | Others tend to seek this character from other worlds due to Wisdom |
| 265-270 | + 65 | Others tend to seek this character from other worlds due to Wisdom |
| 271-276 | + 67 | Others tend to seek this character from other worlds due to Wisdom |
| 277-282 | + 69 | Others tend to seek this character from other worlds due to Wisdom |
| 283-288 | + 71 | Others tend to seek this character from other planes due to Wisdom |
| 289-294 | + 72 | Others tend to seek this character from other planes due to Wisdom |
| 295-300 | + 74 | Others tend to seek this character from other planes due to Wisdom |




| Wisdom: Reflection | | |
|---|---|---|
| **Sub-ability score** | **Skill Modifier** | **Earliest Memory at:** |
| 1-6 | - 99 | 1 day ago |
| 7-12 | - 74 | 1 month ago |
| 13-18 | - 64 | 1 year ago |
| 19-24 | - 56 | age 8 |
| 25-30 | - 50 | age 7 |
| 31-36 | - 44 | age 6 |
| 37-42 | - 38 | age 5 |
| 43-48 | - 34 | age 5 |
| 49-54 | - 29 | age 5 |
| 55-60 | - 25 | age 5 |
| 61-66 | - 21 | age 4 |
| 67-72 | - 17 | age 4 |
| 73-78 | - 13 | age 4 |
| 79-84 | - 10 | age 4 |
| 85-90 | - 6 | age 3 |
| 91-96 | - 3 | age 3 |
| 97-102 | - | age 3 |
| 103-108 | + 3 | age 3 |
| 109-114 | + 6 | age 3 |
| 115-120 | + 9 | age 2 |
| 121-126 | + 12 | age 2 |
| 127-132 | + 14 | age 2 |
| 133-138 | + 17 | age 2 |
| 139-144 | + 20 | age 2 |
| 145-150 | + 22 | age 1 |
| 151-156 | + 25 | age 1 |
| 157-162 | + 27 | age 1 |
| 163-168 | + 30 | age 1 |
| 169-174 | + 32 | age 1 |
| 175-180 | + 34 | age 1 |
| 181-186 | + 37 | age 1 |
| 187-192 | + 39 | age 1 |
| 193-198 | + 41 | 11 months |
| 199-204 | + 43 | 10 months |
| 205-210 | + 45 | 9 months |
| 211-216 | + 47 | 8 months |
| 217-222 | + 49 | 7 months |
| 223-228 | + 52 | 6 months |
| 229-234 | + 54 | 5 months |
| 235-240 | + 56 | 4 months |
| 241-246 | + 58 | 3 months |
| 247-252 | + 59 | 2 months |
| 253-258 | + 61 | 1 month |
| 259-264 | + 63 | 1 week |
| 265-270 | + 65 | 1 day |
| 271-276 | + 67 | 1 hour |
| 277-282 | + 69 | 1 minute |
| 283-288 | + 71 | 1 second |
| 289-294 | + 72 | Birth |
| 295-300 | + 74 | Womb |

| Skill Modifiers[1] per Overall Ability | |
|---|---|
| **Sub-ability score** | **Skill Modifier** |
| 1-6 | - 99 |
| 7-12 | - 74 |
| 13-18 | - 64 |
| 19-24 | - 56 |
| 25-30 | - 50 |
| 31-36 | - 44 |
| 37-42 | - 38 |
| 43-48 | - 34 |
| 49-54 | - 29 |
| 55-60 | - 25 |
| 61-66 | - 21 |
| 67-72 | - 17 |
| 73-78 | - 13 |
| 79-84 | - 10 |
| 85-90 | - 6 |
| 91-96 | - 3 |
| 97-102 | - |
| 103-108 | + 3 |
| 109-114 | + 6 |
| 115-120 | + 9 |
| 121-126 | + 12 |
| 127-132 | + 14 |
| 133-138 | + 17 |
| 139-144 | + 20 |
| 145-150 | + 22 |
| 151-156 | + 25 |
| 157-162 | + 27 |
| 163-168 | + 30 |
| 169-174 | + 32 |
| 175-180 | + 34 |
| 181-186 | + 37 |
| 187-192 | + 39 |
| 193-198 | + 41 |
| 199-204 | + 43 |
| 205-210 | + 45 |
| 211-216 | + 47 |
| 217-222 | + 49 |
| 223-228 | + 52 |
| 229-234 | + 54 |
| 235-240 | + 56 |
| 241-246 | + 58 |
| 247-252 | + 59 |
| 253-258 | + 61 |
| 259-264 | + 63 |
| 265-270 | + 65 |
| 271-276 | + 67 |
| 277-282 | + 69 |
| 283-288 | + 71 |
| 289-294 | + 72 |
| 295-300 | + 74 |




1. Although the relationships between many variables in the tables for sub-abilities are linear, such as Strength and Damage, many are also curvilinear, such as sub-ability scores and Skill Modifiers. Most curvilinear relationships are calculated as parabolas. The parabolic formula that opens to the right is: $(y - y_c)^2 = 4a(x - x_d)$. The variable 'c' is the vertical distance from the vertex to y=0, and 'd' is the horizontal distance from the vertex to x=0. Finally, 'a' is the distance from the vertex to the focus of the parabola. For example, Skill Modifiers are considered to range from -99 to +250 over 200 categories (such as 1-6, 7-12, etc.) of sub-ability scores. Only Strength has 200 categories; other sub-abilities have 50. Therefore, the vertex is (1, -99), so consider the vertex in the equation: $(y + 99)^2 = 4a(x - 1)$. Now, solve for 'a' by inputting any other known point, such as the apex (17, 0), and: $(0 + 99)^2 = 4a(17 - 1)$. Hence: $99^2 = 4a(16)$. Therefore: 9801 = 64a. Finally, a=153.14. Consequently, 4a=612.56. Now, any point may be plotted along the curve: $(y + 99)^2 = 612.56(x - 1)$. For example, the highest Strength category (1,195-1,200, the 200th category) is: $(y + 99)^2 = 612.56(200 - 1)$. Next: $(y + 99)^2 = 612.56(199)$. Next: $(y + 99)^2 = 121899.44$, and is equivalent to: $y + 99 = 121899.44^{0.5}$. And: $y + 99 = 349$. Finally: y=250. All curvilinear relationships were calculated in Microsoft Excel.

## Intelligence

Depending on race and Intelligence, a character may be considered retarded, slow, average, gifted, or a genius. Infants who are obviously retarded are usually killed or abandoned by their parents. Retards are likely to have extra folds of skin under their eyes, a flattened nasal bridge, and a large tongue. Consult the table below:

| Intelligence Range | | | | | |
|---|---|---|---|---|---|
| Race | Retard | Slow | Avg. | Gifted | Genius |
| Anakim | 01-75 | 76-90 | 91-120 | 121-135 | 136-199 |
| Bugbear | 01-68 | 69-83 | 84-113 | 114-128 | 129-199 |
| Dwarf | 01-73 | 74-88 | 89-118 | 119-133 | 134-199 |
| Elf | 01-70 | 71-85 | 86-115 | 116-130 | 131-199 |
| Human | 01-70 | 71-85 | 86-115 | 116-130 | 131-199 |
| Kobold | 01-68 | 69-83 | 84-113 | 114-128 | 129-199 |
| Ogre, Base | 01-30 | 31-45 | 46-75 | 76-90 | 91-199 |
| Ogre, Cliff | 01-48 | 49-63 | 64-93 | 94-108 | 109-199 |
| Ogre, Grua. | 01-21 | 22-36 | 37-66 | 67-81 | 82-199 |
| Ogre, Kinder | 01-40 | 41-55 | 56-85 | 86-100 | 101-199 |
| Troll, Borb. | 01-15 | 16-30 | 31-60 | 61-75 | 76-199 |
| Troll, Hill | 01-15 | 16-30 | 31-60 | 61-75 | 76-199 |
| Troll, Sub. | 01-80 | 81-95 | 96-125 | 126-140 | 141-199 |




## Retard Strength

Consult the former table entitled 'Intelligence Range' to determine if a character is retarded. For example, humans with Intelligence less than or equal to 70 are retarded. Many Aediles will simply tell the player to reroll the score, all abilities, or some may demand that the character is played despite the low score. If your character is retarded, consult your Aedile.

Any character who is retarded must roll 1d100 to see if they have Retard Strength. Next, consider 3 times the difference between the character's retarded Intelligence and the lowest Intelligence they could have to be 'Slow', and consider this to be the percentile chance of Retard Strength.

(lowest Slow score - retard Intelligence) x 3 =
(% chance of Retard Strength)

If the character has Retard Strength, then increase the character's Strength sub-ability by (2d10)%.

## Aging Effects

Abilities are not constants throughout a character's lifespan. Instead, abilities vary as the character ages, though some vary more or less, and in different proportions. Different races vary regarding lifespan and years per age category listed below. Racial information may be found in *Chapter 1: Race and Gender*. Percentile effects are reflect a distance from Young Adult. For instance, the average ability of Reflection for an infant is 10 (100 - 90% = 10), while for Old Age it is 125 (100 + 25% = 125).

| Sub-Ability | Infant | Child | Puberty | Young Adult | Middle Age | Old Age | Venerable |
|---|---|---|---|---|---|---|---|
| Physical Fitness | - 90% | - 40% | - 10% | - | - 10% | - 30% | - 60% |
| Strength | - 90% | - 60% | - 20% | - | - 5% | - 25% | - 65% |
| Bodily Attract... | - 90% | - 40% | - 10% | - | - 10% | - 40% | - 90% |
| Health | - 35% | - 15% | - 5% | - | - 10% | - 30% | - 60% |
| Facial | - 70% | - 30% | - 10% | - | - 5% | - 25% | - 65% |
| Vocal | - 90% | - 40% | - 10% | - | - | - 20% | - 60% |
| Kinetic | - 90% | - 35% | - 5% | - | - | - 20% | - 60% |
| Rhetorical | - 90% | - 45% | - 15% | - | + 15% | - | - 55% |
| Hand-Eye Coord.[1] | - 90% | - 30% | - 10% | - | - 10% | - 20% | - 30% |
| Agility | - 90% | - 30% | - 10% | - | - 10% | - 40% | - 80% |
| Reaction Speed[2] | - 90% | - 30% | - 10% | - | - 10% | - 30% | - 50% |
| Enunciation | - 90% | - 40% | - 10% | - | - | - 10% | - 30% |
| Language[3] | - 90% | - 40% | - 10% | - | + 10% | - | - 20% |
| Math[3] | - 90% | - 60% | - 20% | - | - 5% | - 25% | - 65% |
| Analytic[3] | - 90% | - 60% | - 20% | - | + 20% | - | - 40% |
| Spatial[3] | - 90% | - 40% | - 10% | - | + 10% | - | - 20% |
| Drive | - 40% | - | - | - | - | - | - 40% |
| Intuition | - 55% | - 15% | - 5% | - | + 10% | - | - 40% |
| Common Sense | - 90% | - 40% | - 10% | - | + 10% | - | - 40% |
| Reflection | - 90% | - 40% | - 10% | - | + 20% | + 25% | - 25% |

### Persistent Exercise

Only the following sub-abilities may be increased with Persistent Exercise: Physical Fitness, Strength, Language, Math, Analytic, and Spatial. The other 14 sub-abilities are unable to be increased by the character's determination and efforts, though particular skills that depend upon those sub-abilities may be increased substantially (see *Chap. 8: Skills*). For example, a character's Facial Charisma is simply that with which they are born. Although a character can experiment with grooming and hairstyles, this does not directly change their Facial Charisma, but is more applicable under a skill, such as Disguise, since this is not their natural state. With the exception of the sub-abilities noted above, the others are relatively fixed, and may only be altered by aging, magic, or something happening to the character that is debilitating.

Gains may occur with Physical Fitness and Strength, provided the character devotes at least an hour every other day to appropriate exercise. Appropriate exercise is somewhat of a qualifier, since

1. Manual Dexterity and age were correlated in the following study: Adult Norms for the Box and Block Test of Manual Dexterity. For more information, see the References section at the end of this book.
2. According to The Owner's Manual for the Brain, Reaction Speed doubles from age 20 to 60. For more information, see the References section at the end of this book.
3. These estimates relate to the average character. According to The Owner's Manual for the Brain, mental abilities do not decline with age if the brain is exercised, but only from disuse. For more information, see the References section at the end of this book. Consult with the Aedile to determine whether or not a particular character has exercised mentally.

proper diets, techniques, and weights are unknown to the races populating this gaming world. For instance, it was common to think that more exercise always yielded more benefit, which of course would fail to give the muscles time to repair. Therefore, any character desiring to increase their Physical Fitness or Strength through Persistent Exercise must pass a Common Sense sub-ability check at TH 18 to exercise successfully. Otherwise, the adopted method utterly fails to cause noticeable results.

If successful, and assuming that exercise is not neglected periodically, then the character must make checks at certain time intervals to determine improvement. These checks are made without modifiers by rolling 3d10. If the roll exceeds the TH, then the following roll represents the number of sub-ability points gained:

| Time Interval | Threshold | Gains |
|---|---|---|
| 3 months | 7 | (1d20)% |
| 6 months | 11 | (1d20)% |
| 1 year | 13 | (1d12)% |
| 2 years | 18 | (1d10)% |
| 4 years | 21 | (1d8)% |
| 8 years | 24 | (1d6)% |
| 16 years | 25 | (1d4)% |

If a character begins exercising, but does not continue to exercise regularly, then gains will be substantially less, if any at all. The Aedile may assign penalties to sub-ability points gained due to inconsistency or neglect. Further, if a character exercises for some time and then stops exercising altogether, then they may lose sub-ability points. If they have exercised consistently for 1 year or less and then stop exercising altogether, then they lose (1d100)% of their gains from the last year of exercise. The losses will be distributed proportionally over (20 + 1d100) days. If they have exercised for 2 or more years, then they will lose (|1d100 - 3d20|%) of their gains. Note that the previous roll utilizes absolute values, which means that even if the resultant number is a negative number, the sign is changed to positive. Finally, the losses will be distributed proportionally over (20 + 2d100) days. In either case, if exercise is abandoned, in addition to losing previous gains, then the character is 90% likely to gain (3d6)% of their weight in body fat. Roll 1d100 to determine where the fat accumulates:

| Roll | Result |
|---|---|
| 01-20 | Waist |
| 21-40 | Buttocks |
| 41-60 | Buttocks and thighs |
| 61-80 | Buttocks and waist |
| 81-100 | Evenly distributed |

Once this occurs, future fat gains will occur in the same location. Each character is different.

Regarding the sub-abilities of Intelligence, they may increase or decrease according to how often a character mentally subjects themselves to Persistent Exercise.

For every decade that a character challenges themselves in 1 of the sub-abilities of Intelligence, there is a 50% chance that they may gain 1d4 points in the appropriate sub-ability. For a character to challenge themselves in Language, they must continually learn a new language, or at least study the etymology, grammar, or vocabulary of their current language. The other sub-abilities require similar new challenges.

Likewise, for every decade that a character fails to challenge themselves in 1 of the sub-abilities of Intelligence, there is a 50% chance that they lose 1d4 points in the appropriate sub-ability.

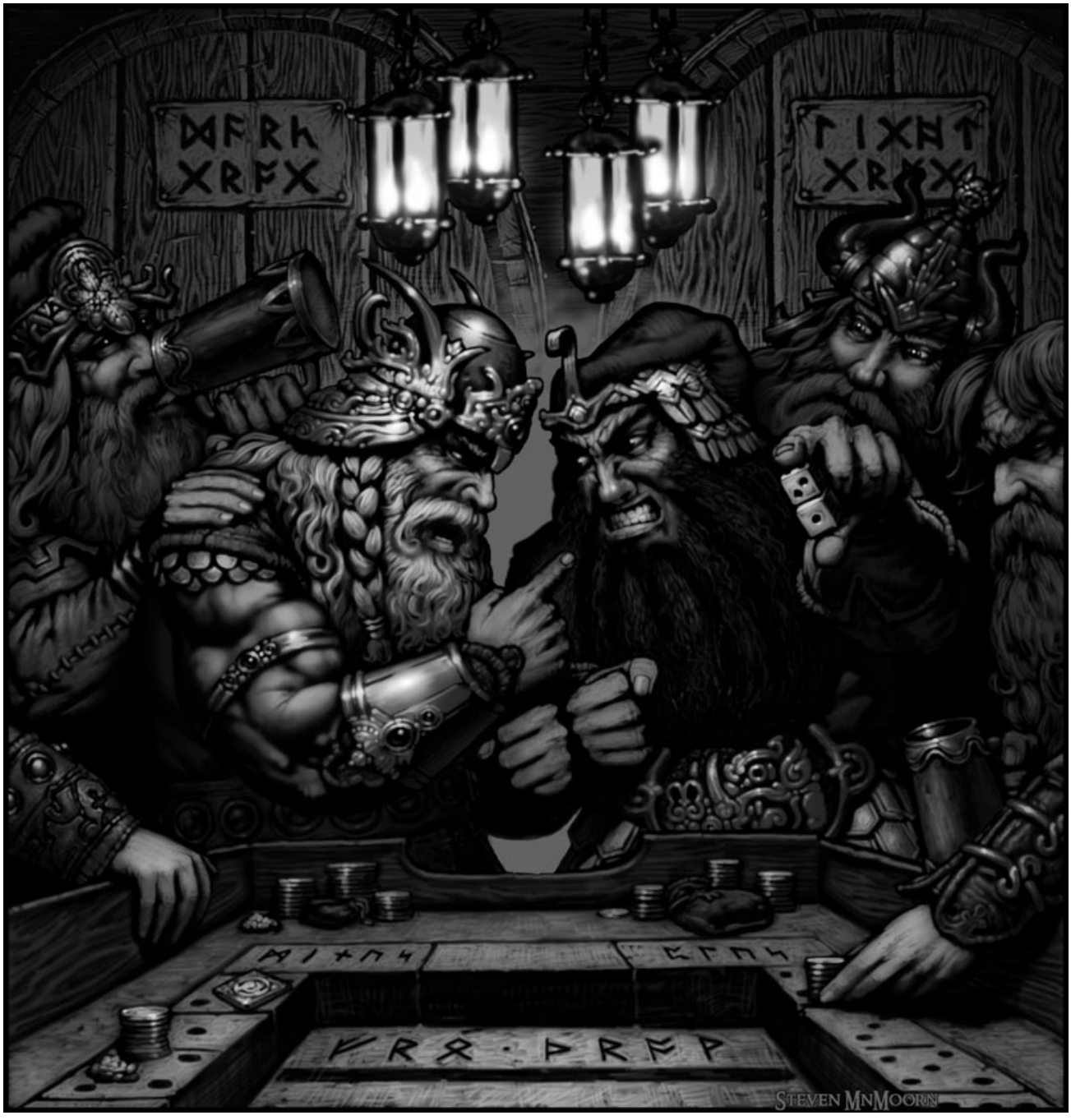
## Alternative Method: Rolling Abilities

The method described in the beginning of the chapter for determining abilities should be the standard method for several reasons. First, the average sub-ability score rolled should be 100, which is the norm of all human populations. Additional modifiers, such as for gender and race, are applied in the following chapter. This method [(10d100 / 5) - 1] more accurately reflects nature, and therefore, adds a sense of realism to the game. Exceptionally high and low ability scores still occur with this method, though there is an appropriate measure of central tendency, such that the mean, median, and mode are 100.

Due to this method, however, the resultant sub-ability scores are less likely to allow the character to meet the prerequisites of magic-using occupations, for instance, than warriors. Indeed, some players become greatly disheartened when they observe that some occupations are more rare than oth-

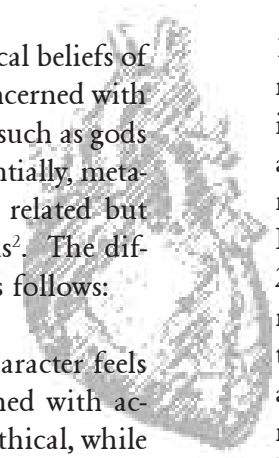
ers, not necessarily due to differences in appeal, but ability. While objectivity should always be sought, this is only a game. If a player expresses significant discontent, and should the Aedile agree, then the Aedile may consider another method. Above all, caution is advised, since this may become a slippery slope to other concessions.

Solely at the Aedile's discretion, a player may be permitted to roll 5d100, drop the lowest result, divide the sum by 2, and subtract 1 from the total to determine a sub-ability. This alternate method should produce an average sub-ability of 115. No more than 4 attempts, meaning 4 sub-abilities or retries, may be made with this method. For each roll with this advantaged method, another roll must be made, one that will balance the character; roll 1d100 and consult the *Random Mental Illness* table in the end of *Chapter 5: Mind*. If the roll indicates a mental illness already possessed by the character, then reroll. Hence, no more than 4 mental illnesses may be acquired in this way. This option exists only at the moment of character creation and at the Aedile's discretion.



# Chapter 4: Disposition





Dispositions refer to metaphysical beliefs of a character. Metaphysical beliefs are concerned with speculation beyond the physical world, such as gods and conceptions of good and evil. Essentially, metaphysical beliefs produce a blend of 2 related but distinct dimensions: ethics[1] and morals[2]. The difference between ethics and morals is as follows:

**Ethics:** Regardless of how a character feels about their actions, ethics are concerned with actions. For instance, lawful behavior is ethical, while criminal behavior is unethical.

**Morals:** Regardless of a character's actions, morality is concerned with how the character feels about the issue in question or their actions. So, feeling good about doing an evil act is immoral, and feeling bad about doing a good act is immoral, but feeling good about doing a good act is moral.

The following example is oversimplified, but this hypothetical situation produces 4 polar outcomes.

**Example:** Assume that a married man is walking down the street. An attractive woman stops him, talks for a few minutes, and blatantly asks him to go home with her.

1. If he were to admit that he is married, bids her good day, and is later genuinely pleased that he dismissed her, then his actions were ethical and his feelings are moral. His disposition for this situation is EM (Ethical Moral).
2. If he were to admit that he is married, bids her good day, and is later pained that he did not go home with her, then his actions were ethical and his feelings are immoral. His disposition for this situation is EI (Ethical Immoral).
3. If he were to go home with her, pretend he is not married, and later wishes he had been faithful to his wife and not gone home with this strange and attractive woman, then his actions were unethical and his feelings are moral. His disposition for this situation is UM (Unethical Moral).
4. If he were to go home with her, pretend he is not married, and later he is very pleased that he went home with her, then his actions were unethical and his feelings are immoral. His disposition for this situation is UI (Unethical Immoral).

1. The ethical system in this chapter consists of material adapted from Democritus of Abdera, Plato, and Aristotle.
2. The moral system in this chapter consists of material adapted from Aristotle's Nicomachean Ethics.

Obviously, many more ethical-moral positions are possible. The previous example considers only 1 situation and is not a generalization for a character over their lifetime. Dispositions in the F.A.T.A.L. role-playing game are generalizations for a character's actions and thoughts as affected by their metaphysical beliefs over their lifetime. It is very rare, if not impossible, for anyone's disposition to never stray from their dominant disposition. To a certain extent, disposition is situationally dependent. Nonetheless, every character has a disposition. Overall, a character's ethical and moral views create bounds for their actions and affect how a character feels about their actions.

| | Ethical | Neutral | Unethical |
|---|---|---|---|
| **Moral** | Knights<br>Militiamen | | Rangers |
| **Neutral** | Mages<br>Sages<br>Spies<br>Soldiers | Humans<br>Druids | Berserkers<br>Mercenaries<br>Pick Pockets |
| **Immoral** | Assassins<br>Bounty Hunters<br>Bugbears | Kobolds<br>Whores | Anakim<br>Ogres<br>Ruffians<br>Sorcerers<br>Trolls |

## Piety Points

Before disposition can be determined, each player must determine the Piety Points (PP) of their character. Characters vary in devotion to their god, religion, or philosophy. PP are an abstract representation of the devotion of a character. PP are important to priests (see *Chap. 7: Occupation*). Priests need to keep track of their PP more than any other occupation, since priestly privileges may appear and disappear as a result of the PP of a priest.

For each character, roll 1d100 to determine their PP. PP can never increase above 100 or fall below 1. Before recording the PP on a character sheet, consider the following modifiers:

| Piety Point Modifiers | | |
|---|---|---|
| **Modifier** | **Chance** | **Adjustment** |
| Age | 75% | Divide Current Age by Maximum Age and multiply by 4 (elves are unaffected) |
| Atonement Process | see Neveria | |
| Bodily Attractiveness | 25% | Multiply the Skill Modifier by -1 and apply the result as the adjustment |
| Culture: | 50% | |
| Anakim | | NA |
| Bugbear | | + 1 |
| Dwarf | | NA |
| Elf | | NA |
| Human | | NA |
| Kobold | | + 2 |
| Ogre | | - 100 |
| Troll | | NA |
| Drive | 75% | Skill Modifier |
| Facial Charisma | 25% | Multiply the Skill Modifier by -1 and apply the result as the adjustment |
| Health | 75% | Multiply the Skill Modifier by -1 and apply the result as the adjustment |
| Near-death experience | 75% | +/- 1d8* |
| w/white light | 90% | +/- 1d20* |
| Negative event | 10% | +/- 1d4** |
| Tenets | see Neveria | |

* A near-death experience occurs when a character is reduced to 10% or less of their potential Life Points against their will. If an adjustment is to be made, then there is a 40% chance that it decreases PP, otherwise it raises PP. However, 75% of those who have a near-death experience do not see a white light while unconscious. Those who see white light have a higher chance of gaining PP. White light in a near-death experience never decreases PP.

** A negative event is best determined by the Aedile. Examples of negative events in the life of an average character may be personally experiencing the death of a loved one, being forced into slavery for years, when a spouse commits adultery against the character, etc.

| Piety | |
|---|---|
| **PP** | **Example** |
| 01-05 | Believes that gods do not exist |
| 06-15 | Believes in their god, but does not care |
| 16-30 | Has worshipped before |
| 31-70 | Worships intermittently, but may attend regularly |
| 71-85 | Worships regularly |
| 86-95 | Worships fluently |
| 96-100 | Worships fanatically, willing to die for god |

Note that a character's PP may change for many reasons. A player need not be obsessed, but it is a good idea to observe their character's PP. Although some of the best characters have no PP, the opposite is usually true. Philosophers tend either to have no PP or be very religious.

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REGNA·FIRMAT·PIETAS

Piety strengthens the realm.

## Determining Disposition

Each character must have a disposition. Upon character creation, 1d100 must be rolled twice: once for ethicality and once for morality. Apply racial modifiers from *Chapter 1: Race and Gender*. The results are recorded on a character sheet. These results can never be less than 1 or greater than 100. Consult the table below to interpret the results and determine a character's disposition:

| Roll | Ethicality | Morality |
|---|---|---|
| < 06 | Unethical | Immoral |
| 06-15 | Unethical w/Neutral | Immoral w/Neutral |
| 16-30 | Neutral w/Unethical | Neutral w/Immoral |
| 31-70 | Neutral | Neutral |
| 71-85 | Neutral w/Ethical | Neutral w/Moral |
| 86-95 | Ethical w/Neutral | Moral w/Neutral |
| > 95 | Ethical | Moral |

For example, a roll of 20 for ethicality and 11 for morality produces a disposition referred to as NI w/UI tendencies (Neutral Immoral with strong Unethical Immoral tendencies). The majority of the time, a character's actions and thoughts must reflect the disposition determined above. Disposition is an important element of a character, since it may prevent a character from certain occupations (see *Chap. 7: Occupation*), as well as affect important character decisions. Each disposition can be difficult to role-play properly. The following pages will define each disposition.

## Alternative Method: Rolling Disposition

If a player expresses significant discontent, and should the Aedile agree, the Aedile may allow the player to reroll either the ethical or moral dimension of the disposition of their character. Each reroll results in the acquisition of 1 randomly determined allergy (see *Chap. 2: Body*), whether the player is satisfied with the result or not. A player may reroll either ethicality or morality 4 times.

Otherwise, a Disposition Test exists and may be downloaded freely at www.fatalgames.com. If the Aedile concurs, then the player may use the results of the Disposition Test for their character.

## Disposition, General

Below are the 9 general dispositions. If a player deems that their character will have difficulty and that these are too vague, specific dispositions follow. First, understand the general dispositions below:

**EM (Ethical Moral):** Those with strong ethical and moral views may be typified as a chivalric knight intent on imposing their version of morality on others and attempting to maintain actions consistent with their beliefs. This disposition is very difficult to maintain. Ethics and morals often conflict with each other depending on the situation. By habit of resolving such conflicts, one or the other tends to become favored, which imbalances this disposition for most characters. Many more desire to be, or prefer to consider themselves, EM, when in reality attaining it can be an elusive, tedious, and a lifelong goal.

**EN (Ethical Neutral):** Characters concerned with consistent actions, regardless of how they feel, are EN by nature. EN characters tend to put aside their feelings, often shunning emotions as problematic. The best example of EN is a judge, since they are concerned with the law, its technicalities, and how it may be best adhered to, not the moral feelings of the people. Some claim this to be a position of objectivity.

**EI (Ethical Immoral):** Barristers are clearly the best examples of EI; barristers are concerned less with objectivity and the law, and more with how the law may be either twisted to their advantage or pushed to the breaking point. The client, and finally the barrister's reputation and winning record, is more important than they or it should be. Some cacodaemons are EI, and attempt to get characters to sign away their souls. Very few characters are predominantly EI.

**NM (Neutral Moral):** Those who are unconcerned with actions or the law, but seek feeling pleased about moral issues tend to adopt a position focusing on the greatest good or utilitarianism. Those who pursue the greatest good for the greatest number, and therefore favor the majority of people regarding goodness as they interpret it, are NM.

**NN (Neutral Neutral):** Without contest, this is the most common disposition. Characters with this disposition tend to have 1 of 3 separate reasons. First, some simply have inconsistent ethical behavior and moral feelings, such that sometimes they are one extreme while in other situations they are the opposite. Therefore, NN is the best classification for this type of character. Second, some are well aware of the metaphysical extremes and tenets, disagree with all of them, and they consciously seek a balance, considering balance the healthiest and the best. Those with this philosophical position call themselves ethical and moral subjectivists. Finally, some argue that ethics and morality are man-made constructs, that neither exists in nature, and that we simply use the terms as is convenient, though they lack any logical support. Therefore, these characters are best classified as NN and consider themselves to be ethical and moral nihilists.

**NI (Neutral Immoral):** Characters with a dominant NI disposition care little about their actions and simply want to gratify themselves and feel pleased, though this pleasure is often derived at the expense of others. Since they do not care about the implications of their actions, they often harm others and may take pleasure in it. Do not be confused, NI characters do not prefer unethical behavior, they simply do not care if it is necessary in order to achieve their pleasing feelings. These characters do not support or oppose ethical codes or issues, they simply do not care as long as they feel satisfied.

**UM (Unethical Moral):** These characters dislike ethical and orderly behavior, viewing it as a largely inhibiting factor to morality as they understand it. Those with UM dispositions are frequently at odds with law in most societies, but claim that their heart is in the right place. Someone robbing the rich to feed the poor is a good example of UM.

**UN (Unethical Neutral):** Perhaps the most unpredictable of all dispositions, these characters actively dislike ethical and orderly behavior, and patterns of all sorts. As a matter of fact, since they are indifferent to the drive to be pleased with moral or immoral feelings, their thoughts and actions seem chaotic and random to those around them.

**UI (Unethical Immoral):** Characters who are unethical and immoral actively dislike organization and orderly behavior, and feel pleasure upon committing behavior opposed by society or the majority. These characters are often considered by others to be dangerous, even to their own kind, and hunger only for power.

| | Ethical | E w/N | N w/E | Neutral | N w/U | U w/N | Unethical |
|---|---|---|---|---|---|---|---|
| **Moral** | EM | EM w/NM | NM w/EM | NM | NM w/UM | UM w/NM | UM |
| **M w/N** | EM w/EN | EM w/NN | NM w/EN | NM w/NN | NM w/UN | UM w/NN | UM w/UN |
| **N w/M** | EN w/EM | EN w/NM | NN w/EM | NN w/NM | NN w/UM | UN w/NM | UN w/UM |
| **Neutral** | EN | EN w/NN | NN w/EN | NN | NN w/UN | UN w/NN | UN |
| **N w/I** | EN w/EI | EN w/NI | NN w/EI | NN w/NI | NN w/UI | UN w/NI | UN w/UI |
| **I w/N** | EI w/EN | EI w/NN | NI w/EN | NI w/NN | NI w/UN | UI w/NN | UI w/UN |
| **Immoral** | EI | EI w/NI | NI w/EI | NI | NI w/UI | UI w/NI | UI |

## Disposition, Specific

A player is not required to choose a specific disposition, especially if a general disposition better suits their character. However, sometimes detail provides a richer role-playing experience. Potentially, the more information available, the better the quality of decisions. The way to read the following notation is that a dominant general disposition is claimed, but most metaphysical divergences from this gravitate toward one different general disposition. For example, EM w/EN should be understood as Ethical Moral with strong tendencies toward Ethical Neutral. When cross-tabulated, 40 specific dispositions emerge. They are listed below:

**EM w/EN:** Predominantly, these characters have impeccable ethical behavior and strong moral views. However, when forced to choose between ethics and morality, they usually choose ethics. The consistency of their behavior is often very important. While they prefer both ethics and morals, these characters may realize that morality may interfere with objectivity more than ethics. A chivalric knight who occasionally disagrees internally with their ethical code, yet continues to abide by it, is an example of EM w/EN.

**EM w/NM:** These characters value both ethics and morals, though occasionally a preference for the greater good supersedes ethical codes. A knight who occasionally breaks their ethical code to do what they feel they know internally to be right and moral is an example of EM w/NM.

**EM w/NN:** These characters believe that ethics and morals are the ideal, but from time to time both must be ignored to do things properly or to continue functioning in such a way. These characters are often called hypocrites. For example, a knight may occasionally visit a bordello.

**EN w/EM:** Holding objectivity and consistency above all other things, these characters often have preferences for morality, when it does not conflict. A stern judge with a good heart may be an example of EN w/EM.

**EN w/NM:** While these characters believe that objectivity and consistency reign supreme on a daily basis, occasions do arise when the greater good is more important. A judge that vehemently opposes legislation for concentration camps or warfare, nearly to the point of losing their professional position, is an example of EN w/NM.

**EN w/NN:** Thoroughly indifferent to morality and usually emotions, these characters chase objectivity and consistency, except on occasion when the system or the ethical code functions better overall if an occasional inconsistency occurs. A judge who habitually flips a coin on tough decisions may be an example of EN w/NN.

**EN w/NI:** Overall, objectivity and consistency are important to these characters, though occasionally the appearance of this importance is handy, because the self may be served while seeming to be thoroughly ethical. A militiaman who is generally respected, but habitually pockets the money or a portion recovered from thieves, is an example of EN w/NI.

**EN w/EI:** Holding objectivity and consistency above all other things, these characters often have preferences for immorality, when it does not conflict. A respected judge who will "throw the book" at those disliked is an example of EN w/EI.

**EI w/EN:** These characters typically twist ethics and laws to their advantage, but occasionally they are compelled to be thoroughly objective. A barrister who has been known to turn away clients, refusing to defend them because they think the law should give them what they deserve, is an example of EI w/EN.

**EI w/NN:** These characters twist ethics to their advantage on a daily basis, but in rare circumstances are willing even to betray ethics for something they inwardly feel is more important. Barristers who lose their jobs because on rare occasion they are willing to break the law for something they internally deem needs to be done are examples of EI w/NN.

**EI w/NI:** These characters often take advantage of ethics and morals, of laws and others in order to satisfy themselves. A barrister who defends a client equally, regardless of whether the client is innocent or guilty, and then afterwards, violates the trust of their client by financially taking advantage of them as well is an example of EI w/NI.

**NM w/EM:** Different from simply supporting the greatest good for the greatest number, characters with this disposition often support ethics, provided the ethics don't conflict with morals. These characters want to be true to themselves and have consistent behavior, but if a contradiction emerges from this, their own sense of right and wrong is more important than any ethical code.

**NM w/EN:** Seeming self-contradictory and often called hypocrites, these characters hold strong views, usually in favor of morality, regardless of ethics, though depending on the topic or circumstance, sometimes in favor of ethics regardless of morality. Most characters don't understand these seemingly sudden shifts and wish these characters would just choose one or the other and stick to it.

**NM w/NN:** Though these characters usually favor the concept of a universal good and seek to be internally moral, occasionally and for whatever reason, they stray from morality.

**NM w/UN:** Though these characters usually favor the concept of a universal good and seek to be internally moral, occasionally and for whatever reason, they find solace in random and unethical actions while disregarding morality.

**NM w/UM:** Always in pursuit of morality and the greatest good, these characters will stray toward unethical behavior to achieve it on occasion if necessary.

**NN w/EM:** Predominantly, these characters live in an ethical and moral balance. On occasion and for whatever reason, these characters seek morality and attempt to follow and support strict ethical codes.

**NN w/EN:** Predominantly, these characters live in an ethical and moral balance. On occasion and for whatever reason, these characters recognize the value of objectivity and consistency in their actions.

**NN w/EI:** Predominantly, these characters live in an ethical and moral balance. On occasion and for whatever reason, these characters oppose morality, but enjoy doing so by using ethics to their advantage and being consistent and objective about their immorality.

**NN w/NM:** Predominantly, these characters live in an ethical and moral balance. On occasion and for whatever reason, these characters seek morality and the greater good.

**NN w/NI:** Predominantly, these characters live in an ethical and moral balance. On occasion and for whatever reason, these characters oppose morality and indulge themselves, seeking to satisfy their desires and needs.

**NN w/UM:** Predominantly, these characters live in an ethical and moral balance. On occasion and for whatever reason, these characters seek morality and enjoy breaking ethical rules and norms.

**NN w/UN:** Predominantly, these characters live in an ethical and moral balance. On occasion and for whatever reason, these characters seek randomness without regard for morals.

**NN w/UI:** Predominantly, these characters live in an ethical and moral balance. On occasion and for whatever reason, these characters oppose both ethics and morals, committing random and evil deeds.

**NI w/EI:** These characters find that pleasing oneself is accomplished in opposition to morality. Either for evil kicks or in order to hide their evil from others, these characters act more ethically than most.

**NI w/EN:** These characters find that pleasing oneself is accomplished in opposition to morality. On occasion, instead of pleasing themselves, these characters value objectivity and consistency of action.

**NI w/NN:** These characters find that pleasing oneself is accomplished in opposition to morality. On occasion, they seek balance in things and are more moral than usual.

**NI w/UN:** These characters find that pleasing oneself is accomplished in opposition to morality. Sometimes, random actions produce the most pleasure.

**NI w/UI:** These characters find that pleasing oneself is accomplished in opposition to morality. Sometimes, random immoral actions produce the most pleasure.

**UM w/NM:** Opposing ethics and pursuing morality are often incompatible. When a choice must be made, these characters choose to be moral.

**UM w/NN:** While these characters generally oppose ethics and pursue morals, occasionally they seek balance in all things; put another way, occasionally these characters behave moderately ethically and are less moral.

**UM w/UN:** While these characters generally oppose ethics and pursue morals, their enjoyment of shunning ethics can be overwhelming, often causing them to perform random actions.

**UN w/UM:** While these characters generally perform random and unethical actions without regard for morality, occasionally they are motivated to be moral.

**UN w/NM:** While these characters generally perform random and unethical actions without regard for morality, occasionally they are motivated to be moral and moderately ethical.

**UN w/NN:** While these characters generally perform random and unethical actions without regard for morality, occasionally they are motivated to be moderately ethical and moral.

**UN w/NI:** While these characters generally perform random and unethical actions without regard for morality, occasionally they are motivated to be immoral, satisfying themselves in evil ways though somewhat ethically.

**UN w/UI:** While these characters generally perform random and unethical actions without regard for morality, occasionally they are motivated to also oppose morality, committing random and evil acts.

**UI w/NI:** Opposing ethics and morals is what these characters do proudly, though occasionally they will act moderately ethical in order to satisfy themselves.

**UI w/NN:** Opposing ethics and morals is what these characters do proudly, though occasionally they will act moderately ethical and moral, seeking balance.

**UI w/UN:** Opposing ethics and morals is what these characters do proudly, though occasionally they will act moderately moral. No matter what, they always oppose ethics.

## Changing Disposition

Generally, dispositions are established in youth and do not change over a character's lifespan. However, exceptions such as traumatic events, philosophical studies, or magic may alter a character's disposition.

In the case of an altered or abandoned disposition, the character's occupation is disrupted as they must adjust to their new perspective of the world. Adjustments of this sort require (3 + 1d4) months. During this period, the character acquires only 50% of the number of Advancement Points (AP) that they would normally. If a character reverts to an old disposition, then a period of adjustment is not required since they are already familiar with the outlook.

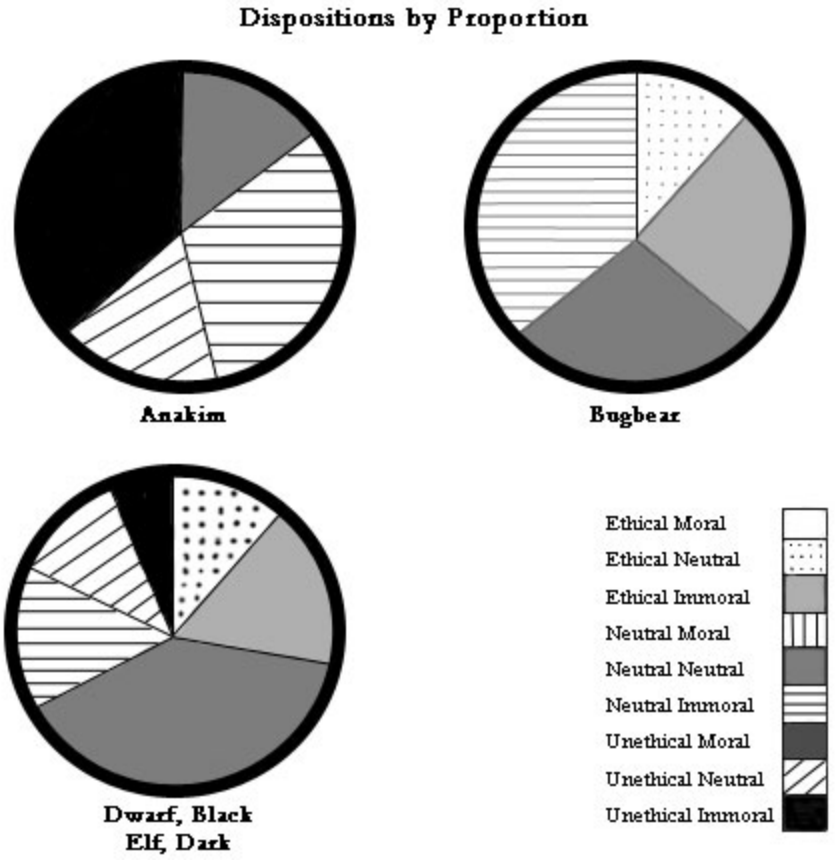
During the period (determined above) of adopting a new disposition, a character ponders the consequences of such a disposition, and may be inclined to discuss it with others, including priests associated with the disposition.

## Dispositions by Proportion

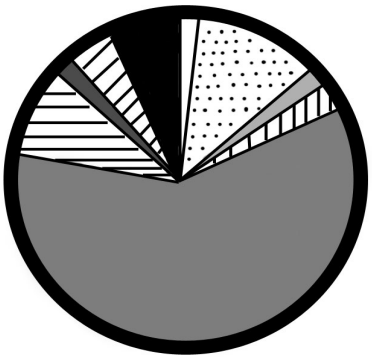
Distributions of dispositions differ by race. For example, if an equal number of anakim and black dwarves are selected randomly and considered, then there are higher odds of finding a UI anakim than a UI black dwarf. Each race is represented with a pie-chart to show the proportions of dispositions.

Although a particular disposition may not appear on a pie chart for a particular race, it does not mean that it is impossible for a member of that race to have that disposition, but only that the proportion of members of that race who have that disposition are too small to consider. For example, EM is not shown for bugbears. However, it is possible that a bugbear studied white dwarven philosophy and became EM.

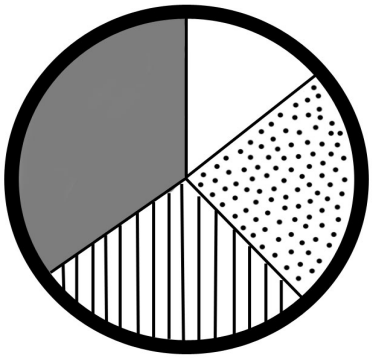
If all races are considered simultaneously, then NN is the most common disposition and EM is most rare.



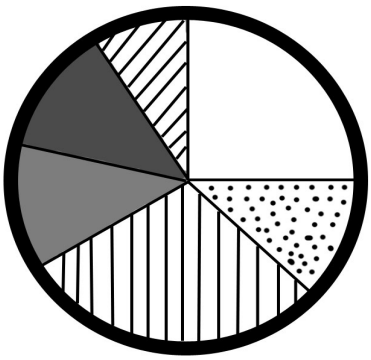
## Disposition by Proportion



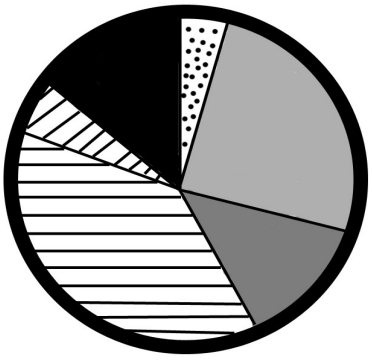
Dwarf, Brown
Human[1]



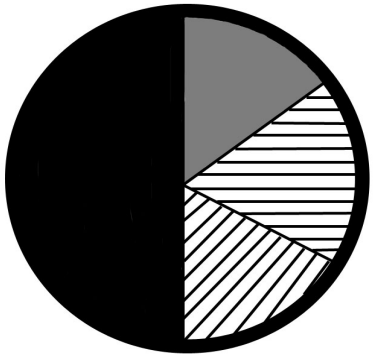
Dwarf, White



Elf, Light



Kobold



Ogre
Troll

1. The proportion of dispositions for humans is accurate to an unpublished study, in which a sample size of 264 participants answered the Disposition Test (a computer program that may be downloaded from www.fatalgames.com). In 1999 and 2000, prior to the development of Fatal Games™ or F.A.T.A.L.™, this program was placed on numerous Websites for role-playing games. Participants were unsolicited, and were asked upon running the program to e-mail their responses to Byron Hall, the author of the questionnaire. The moral portion of the questionnaire is an attempt at matching Aristotle's Nicomachean Ethics. The ethical portion of the questionnaire is of secondary importance, and merely became a tool for role-playing games; it is comprised of questions that measure philosophical views of Plato and Democritus. According to this test's model of Aristotle's system, few participants scored as moral, some as immoral, and most as neutral. The lowest score was for truthfulness. Although this study generalizes only to role-players who use the Internet, it indicates that few are moral according to Aristotle's Nicomachean Ethics. It is possible that these results represent all people, though further research would be necessary before this claim could be made. Either on-line role-players or the human race leave(s) much to be desired.

## A System of Ethics/Morals

Ethics and morals will be debated forever, especially between different cultures and races. Nonetheless, one philosopher has articulated a system of ethics and morals that is so common among humanoid races, it is usually recognized as the default system. The system, outlined below, is derived from logic and may be used for gaming purposes to resolve ethical and moral disputes.

## Ethical Rationale

1. Ethics refer to behavior, the degree of behavioral consistency, and beliefs about behavior, as well as its relation to the self and a character's social and physical environment.
2. Ethics and ethical codes provide characters with reasons to approve or disapprove of each other.
3. Ethics belong to 1 of 5 categories: Intra-personal, Family, Community, State, and Universe. These categories often differ sharply between individuals. For instance, someone may be sharply ethical regarding their family, but unethical regarding their community.
4. Ethics are orthogonal to morals. Many mistakenly assume that those who are ethical are also likely to be moral, or vice versa, but it is equally likely that someone is ethical and immoral, or unethical and moral.

| Ethicality | | |
|---|---|---|
| **Dimension** | **Ethical** | **Unethical** |
| Intra-personal | Conformity | Individuality |
| | Patterned | Randomness |
| Family | Loyalty | Betrayal |
| | Distinction | Ambiguity |
| Community | Interdependenc | Independence |
| | Lawfulness | Criminality |
| State | Bureaucracy | Anarchy |
| | Patriotism | Treacherousness |
| Universe | Necessity | Chance |
| | Meaningfulness | Meaninglessness |

**Intra-personal** refers directly to the self and no others. Characters make self-evaluations by comparing themselves with objective standards. When no such standard exists, characters seek comparisons with similar others; so, this intra-personal construct cannot be absolutely exclusive from other selves.

**Conformity:** The character high in conformity tends to consider groups more important than individuals, or at least succumb to their norms. As such, the character is likely to avoid dressing or talking differently, deviating from customs, etc.

**Individuality:** Individuality means here that the character values individuals over groups, or at least what distinguishes themselves from others. Characters who are high in individuality tend to dress differently, enjoy customizing expressions, and see themselves as different than others.

**Patterned:** Categorically, patterned suggests that a character prefers to seek patterns in things as a means to understanding. Patterned characters also tend to carefully weigh decisions instead of utilizing randomness.

**Randomness:** Randomness suggests a lack of a definite aim, direction, rule, or method with no specific goal or purpose. Characters high in randomness prefer to make decisions by the flip of a coin or pure chance.

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VOS·VESTROS·SERVATE·
MEOS·MIHI·LINQUITE·MORES

You keep to your own ways,
and leave me to mine.

**Family** refers here to the self of the character and how it relates to family situations by attitudes and beliefs.

**Loyalty:** If high in family loyalty, a character is devoted to their family.

**Betrayal:** Characters who exhibit betrayal are likely to cheat on their spouse and bad-mouth their family when not in their presence. Generally, these characters are either disgruntled with their families or taking them for granted, not valuing them.

**Distinction:** Characters high in distinction prefer to recognize a distinction between family and non-family, usually feeling repulsed at the implications of familial ambiguity (see below).

**Ambiguity:** To be societally unaware of a character's own family and to draw no distinctions thereof, is to possess ambiguity in the sense it is used here. Of course, breeding with the immediate family is still disapproved within this framework, but interplay between cousins is approved. Moreover, it is held that familial ambiguity and uncertainty will minimize bias, placing more emphasis on the society and its problems.

**Community** refers to the self of the character and how it relates to the greater community by attitudes and beliefs.

**Interdependence:** Interdependence is when characters enjoy the mutual dependence between themselves and their community, usually valuing social contact and participating in public events.

**Independence:** Here, exhibiting independence in a character's community means that the character prefers to avoid the community, minimizing interaction when possible, and thus being independent of it. Characters who are high in independence are likely to avoid socializing, value the privacy of their home and/or distance themselves from others by living rurally, etc.

**Lawfulness:** Regarding a character's community, a lawful character is one who obeys laws, though this obedience may be the result of respect or fear of punishment.

**Criminality:** Characters who have criminality do not respect the local laws, feeling as though they are an imposition or a hindrance. These characters are likely to disregard established laws.

**State** refers to the self of the character and how it relates to the greater community by attitudes and beliefs. Examples of opposites of states along this continuum would be bureaucracy (highly structured society) representing ethicality and anarchy representing unethicality.

**Bureaucracy:** Along a continuum of the amount of government, bureaucracy is the most imposing, thorough, and cumbersome. Characters favoring bureaucracy prefer to be governed by a structure of abundance, which, while it may adapt and move slowly, results in a highly structured society with classes, rank, hierarchy, and organization.

**Anarchy:** The opposite of bureaucracy, anarchy is a preference for a lack of government, an abolishment of social distinctions. Anarchists prefer natural law, which is the freedom to act as desired outside of organized structure.

**Patriotism:** Characters who are high in patriotism prefer their state to others. Patriotic characters like the government that presides over them. Often, patriotic characters act to defend their government.

**Treacherousness:** The character high in treacherousness prefers other states to their own, disliking the government that presides over them. However, more than just disliking, treacherous characters are willing (and sometimes able) to act in accordance with their preferences. Sometimes these acts are severe enough to be considered treasonous.



**Universe** refers to the self of the character and how it relates to everything in the understood universe by attitudes and beliefs.

**Necessity:** The opposite of chance, necessity means here that all events are the results of causes, and chance plays no part in bringing about events. A character who is high in necessity believes that when events seem the result of chance, they are merely the result of unknown causes; chance does not exist. This does not presuppose that all events are planned, predestined, or forced to occur to fulfill a decreed purpose. Instead, necessity asserts simply that all events, including mental events, are predetermined, the result of infinitely long causal chains. The concept of fate is similar to, yet different than, necessity. Fate is the belief that the end result is predetermined, while necessity is the belief that all events are predetermined.

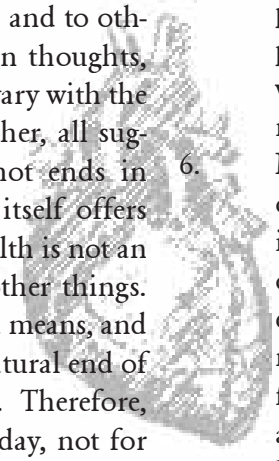
**Chance:** The opposite of necessity, a universal view of chance indicates that events are not merely the result of causal chains, predetermined beyond our power. Instead, chance emphasizes the power of choice, the freedom to take the universe in a new direction with every chosen action. Sometimes, things just happen.

**Meaningfulness:** A character who views the universe with meaningfulness asserts that there is an objective reality. Resultant from this objective reality, these characters tend to discover purpose in their lives or purpose to the universe. Characters who find purpose in the universe tend to be more active in making choices than those who do not find purpose.

**Meaninglessness:** A meaningless view of the universe results from the perceived subjectivity of reality, the refusal to accept a singular objective reality. Characters with this view tend to question reality and dismiss notions of the universe progressing purposively. These characters believe that life is short and choices made do not affect anything with significance.

## Moral Rationale

1. All activities of characters aim at some good (the end of military science is victory, of medicine is health, of science is knowledge, etc.).
2. While studying ethics and morality, we must be content with broad, general outlines. Outlines hold true, while specificity poses problems. For example, truthfulness is clearly moral. However, in a specific instance, should truthfulness be practiced if it is known that such practicing will incite a war responsible for many undue deaths? No, but aside from this specific instance, yes, it should generally be practiced.
3. Everyone agrees the good for characters is happiness, though no one agrees on its meaning. To some it is the pursuit of pleasure and the avoidance of pain, and to others it is wealth. These common thoughts, however, are inconsistent; they vary with the topic and its conditions. Further, all suggestions prove to be means not ends in themselves, for a true end in itself offers more finality. For example, wealth is not an end in itself, but a means to other things. Happiness, then, is an end not a means, and truly experienced only at the natural end of a character's uninterrupted life. Therefore, characters must live not for today, not for tomorrow, but for tomorrow so that they are content with or do not regret today. This is conclusively the final and self-sufficient good to which all character's actions aim, whether each character is aware or not.
4. To achieve happiness, we must understand that happiness in this sense is unique to sentient beings, derived from abstract contemplative reasoning and Wisdom. Further, as happiness is an end state, no character is born with it, and arguably children are not "happy," though they possess this in potentiality, because to be "happy," we must be satisfied with choices we have made based on experiences, though children lack sufficient experiences. Therefore, no character is born moral, and we all may become moral or immoral depending on our choices. It is the consistency of choices that forms habits, habits then forming a disposition.
5. Therefore, characters must learn of morality and immorality, and strive in choices to exercise morals. Typically, if a moral is practiced and pleasure is experienced in its practice, then a character is being moral, while experiencing pain indicates an internal preference for immorality.
6. Morals are all mathematically mean states on their continua, while the extremes are all immoral. One immorality is the deficiency of the morality, the other exceeding it. For example, absolute fear (cowardice) is an immorality deficient from courage, while confidence (the polar opposite of fear) is courage in excess. The extremes are opposed to both each other and the mean. Further, one absolute extreme will be farther from the mean than the other, this is the greater immorality. In the above example, absolute fear is the greater immorality, while absolute confidence is the lesser immorality.



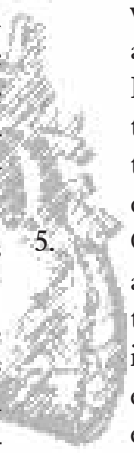
7. Finally, 3 guidelines are offered if morality is sought:
    1. Always be wary of pleasure.
    2. All things being equal and when you are unsure, avoid the greater immorality.
    3. Assess where you are on the continuum (let's say I believe I am closer to absolute fear) and instead of simply aiming at the proper mark (which is difficult enough), as a carpenter straightens a warped board by bending it beyond where he wants it for a short duration, you should aim beyond the mark for a while (so, then if I am closer to fear then I should try to make decisions slightly exceeding in confidence to temper myself).

| Morality | | |
|---|---|---|
| **Deficiency** | **Mean** | **Excess** |
| Fear (cowardice) | Courage | Confidence (rashness) |
| Insensibility | Temperance | Self-Indulgence |
| Meanness | Liberality | Prodigality |
| Niggardliness | Magnificence | Tastelessness and Vulgarity |
| Undue Humility | Proper Pride | Empty Vanity |
| Inirascibility | Good-Temper | Irascibility |
| Mock Modesty | Truthfulness | Boastfulness |
| Boorishness | Ready-Wittedness | Buffoonery |
| Quarrelsomeness and Surliness | Friendliness | Obsequiousness or Flattery |
| Shamelessness | Modesty | Bashfulness |
| Spite | Righteous Indignation | Envy |
| Unambitiousness | Unnamed Balance | Ambitiousness |

## Dimensions of Morality (mean):

**Courage:** Courage is a mean between fear and confidence. A character is courageous who stands their ground before awe-inspiring and terrible things. Though courageous characters fear, they face things appropriately. A character is courageous who faces and fears the right things, from the right motive, in the right way, at the right time, and who feels confidence under relevant conditions. A courageous character is keen in the moment of action and quiet beforehand, while rash characters wish for dangers beforehand and withdraw during danger. A character is more likely to display courage when undisturbed in sudden alarms and dangers that are unforeseen. If a danger is unforeseen, then the reaction of a character is more likely to be caused by their disposition and less from preparation. Foreseen dangers allow a character to calculate their reaction. Characters are considered courageous when they face something painful. Further, if they take pleasure in facing what is painful, then they are expressing and practicing the moral of courage. Following are 5 types of characters who are commonly mistaken to be courageous, though they are not:

1. The courage of the citizen-soldier is most like true courage for it is due to morality, but not if they are compelled by their rulers or are encouraged by officers behind them or fight in trenches (because trenches physically discourage retreat).
2. Experience with regard to particular facts is also mistaken to be courage. For example, those who have had the most experience in war seem courageous, because the others do not know the nature of the facts.
3. Passion is sometimes mistaken for courage. Those who act from passion, like wild beasts rushing at those who have wounded them, are thought to be brave. Courageous characters are also passionate. While courageous characters act for the sake of honor and are aided by passion, wild beasts act under the influence of pain and attack because they have been wounded or are afraid. A character who attacks due to pain or fear, attacks due to the strength of their feeling and not for the sake of honor. A passionate attack, however, is something akin to courage.
4. Sanguine characters are not necessarily courageous. A sanguine character who is experienced in combat is confident in danger because they have conquered often and against many foes. Therefore, a sanguine character who is experienced in combat thinks they are the strongest and can suffer nothing. Drunken characters also behave this way; they become sanguine. When their adventures do not succeed, however, sanguine characters run away.
5. Characters who are ignorant of danger also appear courageous, though they are similar to sanguine characters who are experienced in combat. Characters who are inexperienced in combat are inferior to those with experience in terms of courage, since they lack self-reliance. A sanguine character who is experienced in combat will hold their ground for a time, but those who feel deceived about combat flee if they know or suspect that these are different from what they supposed.



**Temperance:** Temperance is a mean between insensibility and self-indulgence. Therefore, it is a mean regarding the pleasures of taste, touch, food, drink, and sexual intercourse. These are the same pleasures in which animals share. The temperate character is not pained at the absence of what is pleasant and at their abstinence from it. They dislike the pleasures that the self-indulgent character enjoys most. Temperate characters avoid excessive pleasure. Also, temperate characters only rarely feel pain or craving when these pleasures are absent. If felt, then the pain or craving is moderate at most. The exercise of appetite increases its innate force. If appetites are strong and violent, then they even expel the power of calculation. Hence appetites should be moderate and few.

**Liberality:** Liberality is a mean between meanness and prodigality. Moreover, liberality is a mean regarding wealth, especially the giving and taking of wealth. As a virtue, liberality is mostly concerned with the giving of wealth. Riches, therefore, will be used best by the character who has liberality. A liberal character is more likely to give to the right characters and take from the right sources than to take wrongly. Liberal characters are almost the most loved of all moral characters, since they are useful, which depends on their giving. The liberal character gives wealth to the right characters, in the right amounts, and at the right time, with all the other qualifications that accompany giving rightly. Also, a liberal character feels pleasure while giving, or at least does not feel pain. A liberal character will not take from the wrong sources. Taking from the wrong sources is characteristic of valuing wealth more than is right. It is unbecoming to confer benefits and ask continually for things or favors. A liberal character cares for their own property, since they wish to help others by means of their property. Liberal characters refrain from giving to anybody and everybody, so that they may have something to give to the right characters at the right time. It is common for a liberal character to give excessively and leave too little for themselves. By nature, liberal characters focus on others, not themselves. However, a character who gives less may be the more liberal character if they have less to give. Characters are considered to be more liberal if they inherited their wealth instead of making it. The liberal character does not value wealth for its own sake, but as a means to giving. When Haggling, (see *Chap. 8: Skills*), it is easier to deal with a liberal character, since they do not value money as much as others. Liberal characters are more annoyed if they have not spent something that they ought, than pained if they have spent something that they ought not.

**Magnificence:** Magnificence is a mean between niggardliness and tastelessness/vulgarity. Like liberality, this is also a moral concerned with wealth. But unlike liberality, magnificence relates only to the expenditure of wealth on a large scale. The magnificent character is liberal, but the liberal character is not necessarily magnificent. The magnificent character is like an artist; they know what is appropriate and tastefully spend large sums of wealth. If a magnificent character commissions the construction of a new building, then they will consider how it can be made most beautiful rather than how it can be produced most cheaply. Magnificence only applies to honorable expenditures, such as votive offerings, buildings, and sacrifices, and all those that are proper objects of public-spirited ambition, as when characters think they ought to entertain the city in a brilliant way. Hence, a poor character cannot be magnificent, since they lack the means with which to fittingly spend large sums of wealth. Poor characters who try to spend magnificently are fools, since they spend beyond what can be expected of them and what is proper. Instead, it is the right expenditure that is moral. Regarding private occasions, the most suitable for magnificent expenditure are those that take place once and for all, such as a wedding or anything that interests the whole city or the characters of position in it, including: receiving foreign guests and sending them on their way, and gifts and counter-gifts. The magnificent character spends on public objects, not on themselves. Finally, a magnificent character furnishes their house suitably to their wealth, since even a house is a sort of public ornament.

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NEMO·GRATUITO·BONUS·EST

No one is good for no reason.

**Proper Pride:** Proper pride is a mean between undue humility and empty vanity. A character has proper pride who thinks themselves worthy of great things and is actually worthy. Therefore, a character with proper pride makes great claims, but is correct in their claims. Characters with proper pride claim only that which is in accordance with their merits. Since a character with proper pride deserves the most, they must be moral in the highest degree; the better character always deserves more, and the best character deserves most. Therefore, a character must be moral to have proper pride. Proper pride, then, is the supreme moral because possessing it makes other morals greater, and it does not exist independent of other morals. A character with proper pride is moderately pleased at honors that are great and conferred by moral characters, considering the honor to be merely appropriate. Characters with proper pride despise honor from casual characters given for trifling reasons, since characters with proper pride deserve honor from great characters given for great reasons. Therefore, characters with proper pride also despise dishonor given from others, since it cannot be just because characters with proper pride deserve the best. Overall, characters with proper pride do not value honor (the greatest of the external goods); therefore they do not value other characters, either. Hence, characters with proper pride are considered disdainful because they do not value others. Fortune is considered a contributing factor to proper pride, because characters who are wellborn, powerful, or wealthy are considered worthy of honor. However, characters who are wellborn, powerful, or wealthy usually become disdainful and insolent because they consider themselves superior to others, despise others, and do as they please. A character with proper pride despises justly since they think truly, but the many, the masses, do not. Characters with proper pride dislike danger because they honor few things. However, they will face great dangers, and do not spare their lives in great danger because they know the conditions on which life is not worth living. A character with proper pride confers benefits on others, but is ashamed to receive benefits from others. To give benefits to others is the mark of a superior, while to receive benefits from others is the mark of

an inferior. A character with proper pride is apt to confer greater benefits in return, and the recipient will incur a debt to the character with proper pride. Characters with proper pride seem to remember any service they have done, but not those they have received, because receiving a service is the mark of an inferior, but characters with proper pride value superiority. Characters with proper pride either ask for nothing or scarcely anything, and readily give help and are dignified toward characters who enjoy high position and good fortune, but are unassuming toward serfs; it is difficult and lofty to be superior to the former, but easy to be superior to the latter. Characters with proper pride refrain from action except where great honor or great work is at stake; therefore, they are characters of few, but great and notable, deeds. Characters with proper pride are open in their love and hate, because concealing feelings is caring less for truth than what others think, and is the role of a coward. Likewise, characters with proper pride speak and act openly; they are free of speech because they are contemptuous, and they tell the truth, except when speaking in irony to the vulgar. Characters with proper pride are unable to revolve their life around another, unless a friend. For this reason, all flatterers are servile and lacking in self-respect. Since nothing is considered great by a character with proper pride, they are not given to admiration. Characters with proper pride do not gossip, speak about themselves or about another, care to be praised, or care to blame others. Likewise, characters with proper pride do not praise others or speak evil even about their enemies, except from haughtiness. With regard to necessary or small matters, characters with proper pride are least likely to lament or ask favors. Characters with proper pride possess things that are beautiful and profitless, rather than profitable and useful, because they suffice to themselves. Characters with proper pride step slowly, have a deep voice, and a level utterance, since a character who takes few things seriously is unlikely to be hurried or excited; a shrill voice and rapid gait are caused by hurry and excitement.

**Good Temper:** Good temper is a mean between inirascibility and irascibility, or with respect to anger. A character has good temper who is angry at the right things, the right characters, as they ought, when they ought, and as long as they ought. Good tempered characters are praised. A good-tempered character tends to be unperturbed and not led by passion, but is angry in the manner, at the things, and for the length of time that is appropriate. Characters with good temper are considered to err in the direction of deficiency, since good-tempered characters are not revengeful, but tend to make allowances. Regarding good temper, it is difficult to judge what is appropriate.

**Truthfulness:** Truthfulness is a mean between mock modesty and boastfulness. A character is truthful who values truth, calls a thing by its own name, admits what they have for what it is, and is truthful both in word and deed. Each character speaks, acts, and lives in accordance with their disposition, if they are not acting for some ulterior object. Falsehood is mean and culpable. A character who values truth, and is truthful where nothing is at stake, will still be more truthful where something is at stake; they will avoid falsehood as something base, seeing that they avoided it even for its own sake. Therefore, a truthful character is worthy of praise. A truthful character is more likely to understate the truth than to exaggerate it, because exaggerations are wearisome. However, a truthful character aims not to understate or exaggerate, but for truth.

**Ready-wittedness:** Ready-wittedness is a mean between boorishness and buffoonery. A character is ready-witted who jokes tastefully. Ready-witted characters are socially flexible with discourse. Ready-witted characters are tactful, so they speak of, and listen to, such things as appropriate for a moral and well-bred character. The jest of a ready-witted character differs from a vulgar character, just as the jest of an educated character differs from that of an uneducated character. A ready-witted character can make, listen to, and tolerate the same kinds of jokes. Therefore, there are jokes that a ready-witted character will not make, listen to, or tolerate. In some cases, jokes can be abusive.

**Friendliness:** Friendliness is a mean between quarrelsomeness and surliness, and obsequiousness or flattery. A character with friendliness will tolerate and resent the right things in the right way. If passion or affection is included, then this character is a good friend. However, this moral does not include passion or affection, so it is termed friendliness, not friendship. A character with friendliness behaves the same toward acquaintances and strangers, toward intimates and non-intimates, except that in each case a character with friendliness behaves appropriately. Wherever it is dishonorable or harmful to contribute pleasure, a character with friendliness refuses. Wherever it is appropriate to give pain, a character with friendliness refuses to give pleasure. For the sake of a great future pleasure, too, a character with friendliness inflicts small pains.

**Modesty:** Modesty is a mean between shamefulness and bashfulness. A character is modest who lacks fear of dishonor and does not blush. Older characters are more likely to have modesty, because younger characters are more prone to feeling shame and are more affected by emotions. Characters who are more affected by emotions commit more errors of reasoning and are more restrained by shame. Older characters are not praiseworthy who are prone to a sense of disgrace, since they are considered to have enough experience not to do anything to cause disgrace by their age. Both shame and bashfulness are related to bodily conditions, which are more related to emotion than reason.

**Righteous Indignation:** Righteous indignation is a mean between spite and envy. A character is righteously indignant who is distressed at the evidence of unworthy success of another. Generally, characters who are prone to righteous indignation consider themselves deserving of things they do not believe others deserve. Therefore, characters are not righteously indignant who are servile, worthless, or unambitious, because they do not consider themselves worthy of anything. Righteous indignation is an emotion characteristic of a moral character.

**Unnamed Balance of Ambitiousness:** The unnamed balance is a mean between unambitiousness and ambitiousness. A character has the unnamed balance of ambitiousness if honor is sought, but not on a grand scale.



IDEM·VELLE·ATQUE·IDEM·NOLLE·
EA·DEMUM·FIRMA·AMICITIA·EST

Liking the same things and disliking the same things,
that is true friendship.

## Dimensions of Immorality (deficiency):

**Fear (GE[1]):** Fear is deficient courage. A character who is fearful is a coward. Fearful characters lack confidence. The coward is a character who fears everything. A fearful character may commit suicide to escape from poverty, love, or anything painful. Cowardice is a vice scorned by most characters, races, and cultures.

**Insensibility:** Insensibility is deficient temperance. Characters are insensible who do not enjoy the pleasures enjoyed by most others. Insensible characters are rare. Insensibility regarding temperance is rarely human. Humans value their pleasure, and are usually self-indulgent. If a character finds nothing pleasant and nothing more attractive than anything else, then they are likely to be a borbytingarna or hill troll.

**Meanness (GE):** Meanness is the deficiency of liberality. A character is mean who values wealth more than is right. If a character is pained from giving, then they prefer wealth to a noble act. Meanness may be considered as deficient giving and excessive taking, except in small things. Meanness is considered incurable because old age and every disability is thought to make mean characters. Meanness is also considered more common than prodigality, because most characters are fonder of getting wealth than giving it. There are many kinds of meanness. Some characters are only excessive in taking, while other characters are merely deficient in giving. Those characters who are called by such names as 'miserly', 'close', or 'stingy', are deficient in giving, but do not necessarily covet the possessions of others or wish to take them. Other characters who are excessive in taking will take anything from any source. For example, occupations that have many mean characters include: bandit, moneylender, pimp, and whore. Gamblers are also mean characters. These characters take more than they ought and from wrong sources. What is common to them is a sordid love of gain.

**Niggardliness (GE):** Niggardliness is deficient magnificence. Regarding great expenditures, a niggardly character is less concerned with beauty and more concerned with how it can be produced most cheaply. After spending a great amount of wealth, niggardly characters will spoil the beauty of the result for a trifle. Whatever they are doing, niggardly characters hesitate and consider how they may spend less. Moreover, niggardly characters think they are doing everything on a bigger scale than they ought.

**Undue Humility (GE):** Undue humility is proper pride that is deficient. A character is unduly humble who thinks themselves unworthy when they are actually worthy. The unduly humble character falls short both in comparison with their own merits and in comparison with the claims of a character with proper pride. Unduly humble characters, being worthy of good things, rob themselves of what they deserve. An unduly humble character seems not to know themselves, since they misjudge their worth. Yet such characters are not considered to be fools, but rather unduly retiring. Such a reputation, however, seems actually to make them worse. Each kind of character aims at what is appropriate for their worth, and characters with undue humility refrain even from noble actions and undertakings. Regarding proper pride, the greater evil is undue humility, not empty vanity. Undue humility is also commoner.

**Inirascibility:** Inirascibility is deficient anger, or less than a good temper. A character is inirascible who is not angry at the things at which they should be angry. Inirascible characters are considered to be fools. They are considered not to feel things or be pained by them. Since inirascible characters do not get angry, they are considered to be unlikely to defend themselves, and to endure being insulted. To tolerate insult to one's friends is slavish.

1. GE = Greater Evil. The greater evil is farthest from the virtuous mean.

**Mock Modesty:** Mock modesty is deficient truthfulness. A character is mock modest who disclaims or belittles what they have. Characters who understate things seem more attractive compared to boasters. Mock modest characters are considered to speak not for gain but to avoid parade. Mock modest characters disclaim qualities that bring reputation. Characters who disclaim trifling and obvious qualities are called 'humbugs.' Sometimes disclaiming obvious qualities is considered to be boastfulness, though it is actually mock modesty.

**Boorishness:** Boorishness is deficient readywittedness. A character is boorish who can neither make a joke themselves nor tolerate those who do are thought to be boorish and unpolished. The boor is useless for such social intercourse. A boor contributes nothing and finds fault with everything. Relaxation and amusement are thought to be a necessary element in life, and boorish characters lack these qualities.

**Quarrelsomeness and Surliness:** Quarrelsomeness and surliness are deficient friendliness. A character is quarrelsome or surly who opposes everything and does not care about giving pain. Quarrelsome and surly characters are also called churlish and contentious.

**Shamelessness (GE):** Shamelessness is deficient modesty. A character is shameless who does not admire or despise others, and lacks feeling a sort of pain and agitation concerning immoralities, whether past, present, or future. For example, a shameless female character may provide services of the body or engaging in shameful actions. A shameless male character may physically violate others.

**Spite:** Spite is deficient righteous indignation. A character is spiteful who is an impediment to the wishes of another character. A spiteful character does not impede another to get anything for themselves, but to prevent the other from getting anything. Since, then, there is no gain for themselves, a spiteful character belittles the other.

**Unambitiousness:** Unambitiousness is a deficiency of the unnamed balance. A character is unambitious who is unwilling to be honored, even for noble reasons.

## Dimensions of Immorality (excess):

**Confidence:** Confidence or rashness is excessive courage. Rash characters are usually boastful, only pretending to have courage. Rash characters hope to appear courageous to others regarding terrible things. Therefore, rash characters usually imitate courageous characters. Rash characters wish for dangers beforehand, but withdraw during danger, while courageous characters are keen in the moment of action, but quiet beforehand. Sanguine characters, for example, are confident in danger only because they have conquered often and against many foes, thinking they are strongest and can suffer nothing. Yet they closely resemble courageous characters, because both are confident. Drunken characters also behave in this way; they become sanguine.

**Self-Indulgence (GE):** Self-indulgence is excessive temperance. Self-indulgent characters enjoy the pleasures of taste and touch more than they should. Usually, a self-indulgent character prefers these pleasures to all others. It is presumed that few characters have immoral appetites, but if they do, then most are excessive. It is considered immoral to eat or drink more than is required to replenish the body of a character. The self-indulgent character is more pained than others at not getting pleasure. Their pain is caused by a lack of pleasure. The self-indulgent character craves pleasure, and their appetite will cause them to choose pleasure over all other things. Self-indulgent faults are considered childish, since children live at the beck and call of appetite, and it is in them that the desire is strongest for pleasure of the senses. Otherwise, self-indulgent characters are often compared to animals and called brutish, because the pleasures of taste and touch are the highest form of pleasure for animals.

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TE·ODEO

I hate you.

**Prodigality:** Prodigality is excessive liberality. Characters who are incontinent and excessively spend money on their pleasure are prodigals. A prodigal is a character who wastes their substance, which is usually their wealth. Therefore, a prodigal becomes ruined by their own fault. Unfortunately, the lives of most characters depend on their possession of substance or wealth. Prodigality exceeds in giving, not taking. Prodigals usually fall short in taking. Prodigals are usually considered foolish rather than immoral. After all, a wicked or evil character is unlikely to give excessively, yet fail to take from others. However, the worst prodigals value giving or spending so much that they willingly take from the wrong sources. These kinds of prodigals do not take from others due to wickedness, but mainly due to poverty, which is their own fault.

**Tastelessness and Vulgarity:** Tastelessness and vulgarity are excessive magnificence. Tastelessness is excessive spending on showy objects that are exquisite, and yet in wrong circumstances. Tastelessness does not relate to excessive spending on meager objects. For example, a tasteless character would build a mansion in a povertous neighborhood. Vulgarity occurs when a character spends beyond what is right. For example, a vulgar character would give a club dinner on the scale of a wedding banquet. Tasteless and vulgar characters do not seek honor, but to show off their wealth. Characters with this vice think they are admired solely for wealth. Where they ought to spend much, they spend little; where they ought to spend little, they spend much.

**Empty Vanity:** Empty vanity is proper pride that is excessive. A character is vain who thinks they are worthy of great things, when they are actually unworthy. A vain character incorrectly compares themselves with others, and considers themselves superior to others. Vain characters are fools and ignorant of themselves. When unworthy, a vain character attempts an honorable undertaking, but is later discovered to be unworthy. Vain characters adorn themselves with clothing, outward show, and such things. Characters who are vain wish their good fortune to be known publicly, and speak about their fortune as if they should be honored for it.

**Irascibility (GE):** Irascibility is excessive anger, and quite different from good-temper. This excess can be manifested in numerous ways, though all are not found in the same character. For example, a character can be angry with the wrong characters, at the wrong things, more than is right, too quickly, or too long. Irascibility is more opposed to good-temper than inirascibility; not only is it commoner (revenge is very human), but irascible characters are worse to live with. 3 types of irascible characters are described below:

Hot-tempered characters quickly get angry with the wrong characters at the wrong things and more than is right, but their anger ceases quickly, which is best about them. Hot-tempered characters do not restrain their anger, but retaliate openly and quickly. After a short outburst, their anger ceases. Hot-tempered characters tend to have choleric temperaments. Excessively choleric characters are quick-tempered and ready to be angry with everything and on every occasion; whence their name.

Sulky characters are hard to appease, and retain their anger long; they repress their passion. The anger of sulky characters ceases upon retaliation; they are pleasured at the relief from their pain. If a sulky character does not retaliate, then the anger is retained. Such characters are troublesome to themselves and to their dearest friends.

Bad-tempered characters are those who are angry at the wrong things, more than is right, longer, and cannot be appeased until they inflict vengeance or punishment.

**Boastfulness (GE):** Boastfulness is when claims exceed truthfulness. A boastful character is likely either to claim to have things that bring glory when they do not have them, or claim to have more of them than they do. A character who claims to have more than is truthful with no ulterior motive delights in falsity for its own sake; this is the worst kind of boastfulness. A character who boasts to acquire money is more blameworthy than a character who boasts to acquire reputation or honor. A boaster's capacity is less important than their purpose. One character may be boastful because they enjoy lying, while another character desires gains. Most characters who boast to increase reputation will claim to have a quality worthy of praise, though the claim will be difficult to disprove, such as having the powers of a seer, sage, or doctor. Boastfulness is more opposed to truthfulness than mock modesty.

**Buffoonery (GE):** Buffoonery is excessive ready-wittedness. Those who carry humor to excess are thought to be vulgar buffoons, striving after humor at all costs. A buffoon seeks laughter instead of saying what is becoming or avoiding pain to the object of their fun. The ridiculous side of things is not far to seek, however, and most characters delight more than they should in amusement and jesting. Many characters consider buffoons to be ready-witted because their humor is attractive. Nonetheless, buffoons differ from ready-witted characters. The buffoon is a slave to their sense of humor and spares neither themselves nor others for humor. A refined character will never repeat the words of a buffoon, and probably will not listen to them in the first place.

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QUOD·VULT·QUI·DICIT·
QUOD·NON·VULT·SAEPIUS·AUDIT

He who says what he wants,
often hears what he doesn't want.

**Obsequiousness and Flattery:** Obsequiousness and flattery are excessive friendliness. Obsequious characters attempt to give pleasure by praising everything without opposition. An obsequious character attempts to give no pain to others. Of those who contribute pleasure, the character who is pleasant with no ulterior motive is obsequious, but the character who is pleasant with an ulterior motive is a flatterer.

**Bashfulness:** Bashfulness is excessive modesty. Bashfulness is caused by shame. Shame results from imagining a loss of reputation from someone admired or not despised. Characters feel more shame at things done before the eyes of admired characters and in the open. The proverb "Shame is in the eyes," indicates that shame may be observed in the eyes of the guilty as well as the eyes of those who have been disappointed. Characters who have been physically violated or raped are regarded as shamed and exhibit bashfulness. If a character experiences misfortune and does not want to be seen by rivals, then the character is bashful.

**Envy:** Envy is the excess of righteous indignation. All things seem great to an envious character. Envy is distress caused by apparent success of a peer who has attained something desired by the envious character. Characters envy whoever has acquired whatever belongs naturally to themselves or what they once had. For this reason, older characters envy younger characters. Characters who spent much money on an object envy those who spent less for the same object. Finally, characters who had difficulty acquiring something or did not get it at all envy those who got it quickly or easily.

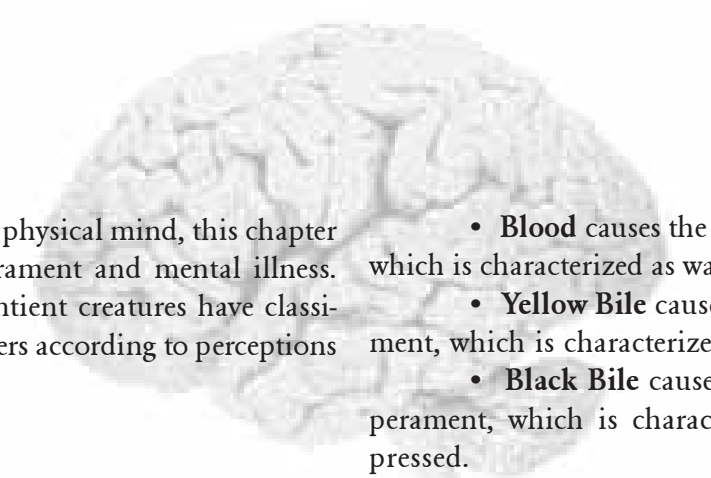
**Ambitiousness:** Ambitiousness is an excess to the unnamed balance. An ambitious character seeks honor more than they should. Usually, an ambitious character will use immoral means to pursue honor. Moreover, an ambitious character loves honor more than most characters.

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BLANDAE·MENDACIA·LINGUAE

the lies of a flattering tongue

# Chapter 5: Mind



Concerning the physical mind, this chapter is comprised of temperament and mental illness. Since ancient times, sentient creatures have classified themselves and others according to perceptions of mental health.

## Temperament

Temperament is a combination of internal processes that are determined at birth and affect the moods and lives of characters. 4 bodily secretions cause temperament:

- **Blood** causes the sanguine temperament, which is characterized as warm and pleasant.
- **Yellow Bile** causes the choleric temperament, which is characterized as hot-tempered.
- **Black Bile** causes the melancholic temperament, which is characterized as sad and depressed.
- **Phlegm** causes the phlegmatic temperament, which is characterized as apathetic.

A well-balanced ratio of the 4 secretions in the humanoid body is believed to be related to sanity and health. The secretions and their predominant temperaments are related to the elements, seasons, the 4 winds, and much more. Below is a table that corresponds the 4 bodily secretions with the appropriate temperament and other associations:

| Temperament: | Sanguine | Choleric | Melancholic | Phlegmatic |
|---|---|---|---|---|
| Secretion | Blood | Yellow Bile | Black Bile | Phlegm |
| Element | Air | Fire | Earth | Water |
| State | Liquid | Gaseous | Dense | Solid |
| Quality | Hot-Moist | Hot-Dry | Cold-Dry | Cold-Moist |
| Age | Childhood | Youth | Maturity | Old Age |
| Season | Spring | Summer | Autumn | Winter |
| Wind | South | East | North | West |
| Part of Body | Head, Neck, Shoulder | Upper Body | Lower Body | Thigh, Knee, Foot |

A character may not be defined with only 1 temperament. Characters are defined with a dominant and secondary temperament, while the other 2 remain recessive. Every character has a unique combination of the 4 temperaments. Theorists believe that perfection is a state in which no temperament predominates, but instead when all are proportionate within a character.

## Determining Temperament

To determine the temperament of a character, roll 1d100 for each of the 4 temperaments and note the results on your character sheet. The higher the roll, the more of that particular temperament is innate in the character. Ideally, a healthy and mentally balanced character has rolls of 50 or 51 in each of the temperaments. Observe the dominant and secondary temperaments, ignore the other 2, and read the generalizations below about the temperament of the character.

## Alternate Method

A test exists to determine temperament, and may be downloaded freely at www.fatalgames.com. If the Aedile concurs, then a player may use the results from the Temperament Test for their character.

## Sanguine

This temperament is associated with extroverts, talkative characters, and optimists. These characters have appealing personalities and are the life of any party. They have good senses of humor and are usually gifted at Storytelling (see *Chap. 8: Skills*). Sanguine characters are enthusiastic, expressive, and emotional. Wide-eyed, innocent, and curious, these characters live in the present and are always sincere at heart. Sanguine characters manage to find the humor in disasters, are always cheery, and are liked by others. Creative and colorful, these characters look great on the surface and have energy and enthusiasm in all that they do. Thriving on compliments, sanguine characters make friends easily and love others. These characters seek to prevent dull moments by providing excitement, and they never hold grudges. Sanguine characters are compulsive talkers with loud voices. Remembering names is difficult for these characters, and they are prone to complaining. It is possible these characters appear too happy to others and, seeming fake, scare them away. Driven by their inner child, sanguine characters are naïve and easily get angry. Sanguine characters are disorganized and would rather talk than act. Further, they often forget obligations, have fading confidence, and are undisciplined. Many decisions are based upon feelings. Hating to be alone and needing attention, these characters seek center stage by dominating conversations and energetically interrupting others. These characters often make excuses and have a tendency to repeat stories. It is assumed that the sanguine temperament is caused by blood.

## Choleric

This temperament is associated with extroverts, doers, and optimists. Born leaders, choleric characters are active and have a compulsive need for change. Driven to correct wrongs, they are not discouraged easily and may be unemotional. These characters exude confidence, are strong-willed, and decisive. This temperament causes characters to be organized and task-oriented. Insisting on the productivity of others, these characters seek practical solutions to problems and move quickly to action. Thriving on opposition, these characters have little need for friends or groups and excel during emergencies. Unfortunately, choleric characters may be bossy, impatient, quick-tempered, unable to relax, and refuse to give up even when clearly losing. These characters are too intense, come on too strong, and are inflexible and uncomplimentary. Choleric characters dislike tears and emotions, and are generally unsympathetic. These characters give answers too quickly, dominate more than is good, and are often too busy for their families. Also, choleric characters are impatient with poor performance and have little tolerance for mistakes. Choleric characters are often rude, tactless, and manipulate others. Though these characters may often be right, which they always insist upon, this also makes them unpopular with others. It is assumed that the choleric temperament is caused by yellow bile.

## Melancholic

This temperament is associated with the introvert, thinker, and pessimist. Melancholic characters tend to be deep, thoughtful, and analytical. They are serious, purposeful, and prone to genius. Often, they are talented and creative, with an artistic or musical inclination. Melancholic characters may be philosophical, poetic, and appreciate beauty. Sensitive to others, they may be self-sacrificing, conscientious, or idealistic. This temperament causes characters to set high standards and want everything done right. Their homes are orderly, and otherwise they are persistent, thorough, orderly, organized, and always neat and tidy. This powerful drive is often characterized negatively by others, but melancholic characters often solve problems and surprise others with creativity. Melancholic characters need to finish what they start. Socially, this temperament causes characters to make friends cautiously and stay in the background to avoid attention. These characters are faithful, devoted, and listen well to complaints. Unfortunately, they can be moody and depressed, often remembering or emphasizing the negative. Further, they are self-centered, often in another world, and may have a low opinion of themselves. Melancholic characters are not people-oriented, and prefer to deal with things rather than people. Also, these characters prefer analysis to work. Having a deep need for approval, these characters are hard to please and often set standards too high. Often withdrawn and remote, melancholic characters are critical of others and withhold affection. In characters, this temperament can cause them to be antagonistic and vengeful because they are suspicious of others and dislike those in opposition. This temperament causes characters to be unforgiving and skeptical of compliments. It is assumed that the melancholic temperament is caused by black bile.

## Phlegmatic

This temperament is associated with introverts, watchers, and pessimists. Having low-key personalities, phlegmatic characters are relaxed, calm, cool, and easygoing. Their lives are balanced and consistent. They are quiet but witty, sympathetic, and kind. Good parents, phlegmatic characters are able to take the bad with the good, keep their emotions hidden, and are never in a hurry. Phlegmatic characters are competent, steady, agreeable, and good under pressure, though they often seek the easiest way to get things done. These characters are easy to get along with, pleasant, and inoffensive. However, since they are unenthusiastic, they may be feared or others may worry about them, especially since they are indecisive and avoid responsibility. This temperament causes characters to be too shy, compromising, and self-righteous. Phlegmatic characters are lax on discipline, lack motivation, and are not goal-oriented. They can be lazy, careless, and discouraging to others. These characters would rather watch than become involved. While they watch, however, they are judgmental, sarcastic, and resistant to change. It is assumed that the phlegmatic temperament is caused by phlegm.

| Temperament Strengths | | | |
|---|---|---|---|
| **Sanguine** | **Choleric** | **Melancholic** | **Phlegmatic** |
| Appealing personality | Born leader | Thoughtful | Low-key |
| Talkative | Dynamic and active | Analytical | Easy-going |
| Good sense of humor | Compulsive need to change | Serious and purposeful | Relaxed |
| Enthusiastic | Must correct wrongs | Prone to genius | Cool, calm, and collected |
| Cheerful | Strong-willed | Talented and creative | Patient |
| Curious | Decisive | Artistic or musical | Quiet, but witty |
| Sincere | Unemotional | Philosophical/Poetic | Sympathetic |
| Turns disaster into humor | Not easily discouraged | Appreciates beauty | Keeps emotions hidden |
| Volunteers for jobs | Independent | Sensitive to others | All-purpose character |
| Creative and colorful | Self-sufficient | Self-sacrificing | Good parent |
| Easily inspires others | Confident | Conscientious | Is not in a hurry |
| Easily makes friends | Can run anything | Idealistic | Can take good with bad |
| Loves characters | Goal-oriented | Perfectionist | Does not get upset |
| Thrives on compliments | Sees the whole picture | Schedule-oriented | Competent and steady |
| Envied by others | Organizes well | Conscious of details | Peaceful and agreeable |
| Does not hold grudges | Seeks practical solutions | Persistent | Administrative ability |
| Apologizes quickly | Moves quickly to action | Orderly and organized | Mediates problems |
| Spontaneous | Delegates work | Neat and tidy | Avoids conflicts |
| | Insists on production | Economical | Good under pressure |
| | Stimulates activity | Sees the problems | Finds the easy way |
| | Thrives on opposition | Finds creative solutions | Good listener |
| | Has little need for friends | Cautiously makes friends | Has many friends |
| | Will work for group activity | Avoids causing attention | Inoffensive |
| | Will lead and organize | Faithful and devoted | Dry sense of humor |
| | Is usually right | Compassionate | Has compassion & concern |
| | Excels in emergencies | Seeks ideal mate | |

| Temperament Weaknesses | | | |
|---|---|---|---|
| **Sanguine** | **Choleric** | **Melancholic** | **Phlegmatic** |
| Compulsive talker | Bossy | Moody/Depressed | Unenthusiastic |
| Exaggerates | Impatient | Enjoys being hurt | Fearful |
| Elaborates | Quick-tempered | False humility | Worried |
| Dwells on trivia | Cannot relax | Off in another world | Indecisive |
| Cannot remember names | Too impetuous | Remembers negatives | Avoids responsibilities |
| Scares others away | Enjoys controversy | Low self-image | Quiet will of iron |
| Too happy for some | Argumentative | Selective hearing | Selfish |
| Has restless energy | Will not give up if losing | Self-centered | Too shy |
| Egotistical | Comes on too strong | Too introspective | Too compromising |
| Complains | Inflexible | Guilty feelings | Self-righteous |
| Naïve | Is not complimentary | Persecution complex | Not goal-oriented |
| Has loud voice and laugh | Dislikes tears/emotions | Tends to hypochondria | Lacks self-motivation |
| Controlled by circumstances | Little tolerance for mistakes | Not character-oriented | Hard to get moving |
| Angers easily | Unsympathetic | Bothered by imperfection | Resents being pushed |
| Seems phony to some | Does not analyze details | Chooses difficult work | Lazy and careless |
| Never matures | Bored by trivia | Hesitant to start projects | Discourages others |
| Forgets obligations | May be rude | Plans too much | Would rather watch |
| Does not follow-through | May make rash decisions | Prefers analysis to work | Dampens enthusiasm |
| Loses confidence | Manipulates others | Hard to please | Stays uninvolved |
| Undisciplined | Demanding of others | Standards too high | Indifferent to plans |
| Priorities out of order | Workaholic | Deep need for approval | Judges others |
| Decides by feelings | Demand loyalty | Lives through others | Sarcastic and teasing |
| Distracted easily | Tends to use characters | Insecure socially | Resists change |
| Hates to be alone | Dominates others | Withdrawn/remote | |
| Needs to be center stage | Can do everything better | Critical of others | |
| Wants to be popular | Knows everything | Withholds affection | |
| Looks for credit | Too independent | Dislikes those in opposition | |
| Dominates conversations | Decides for others | Suspicious of characters | |
| Interrupts | Possessive | Antagonistic | |
| Does not listen | Cannot say "I'm Sorry" | Vengeful | |
| Fickle and forgetful | May be right, but unpopular | Unforgiving | |
| Makes excuses | | Full of contradictions | |
| Repeats stories | | Skeptical of compliments | |

# How to Interpret Multiple Temperaments

Interpretation of the various degrees of the 4 temperaments in each character is often a form of art. Scholars are working frantically to unify competing theories. Currently, most temperament theorists disregard the 2 recessive temperaments of a character, no matter how close they may be to the dominant and secondary temperaments.

For instance, a character named Baldric may have rolls of 52 for Sanguine, 73 for Choleric, 83 for Melancholic, and 44 for Phlegmatic. Clearly, the dominant temperament of Baldric is Melancholic and his secondary temperament is Choleric. Despite the numeric proximity of his Sanguine temperament, both his Sanguine and Phlegmatic temperaments are considered recessive or as hardly contributing to his overall temperament.

Much debate remains, however, concerning the strength of each temperament and its relation to the other temperaments. Many scholars note that the difference between the dominant and secondary temperaments of a character is an important consideration. Most claim that the degree that each temperament deviates from the norm is the most significant factor. For this reason, the player must consult with the Aedile about their character's temperament so that a reasonable understanding can be reached.

There are 12 combinations of temperaments result when considering the dominant and secondary temperaments of a character. Below are the 12 combinations of temperament, listed with the dominant temperament first, followed by the secondary temperament:

### Sanguine-Choleric

Clearly, this type of character is an extrovert who is predominantly positive and in a good or happy mood, though they are also known at times to be exacting and unemotional, driven, intense, and manipulative. The easiest thing to notice about sanguine-choleric characters is that usually they are driven by emotion, yet sometimes are completely unemotional. It is this conflict between emotion and lack of emotion that is striking.

### Sanguine-Melancholic

Since sanguine and melancholic temperaments are opposites, this character feels an inordinate amount of tension in life, usually happy and excited, but occasionally has bouts with depression and pessimism, withdrawing into themselves. These characters are moody, but since they are predominantly sanguine, their moodiness is more public than private, and is observed by others more than any other combination of temperaments.

### Sanguine-Phlegmatic

On the outside, this character is happy, emotional, expressive, and a joy to others. However, these characters are very selective of which emotions they show, and behind closed doors they are characterized as unenthusiastic. It is this contrast that causes others to consider their happiness to be fake.

### Choleric-Sanguine

Oftentimes, this combination of temperaments results in a leader or figure of authority who is liked and respected. While they are predominantly driven to get the job done well and without mistakes, they seem to be very objective and unemotional. Occasionally, emotions shine through and their momentary happiness assures those around them of their competency as a leader who will be effective, but personable.

### Choleric-Melancholic

These characters are likely to become leaders who relentlessly drive others. They view characters as tools to get the job done, and more than any other temperament, demand that the tasks of their followers be performed flawlessly. Some characters respect this type of individual or leader because they and their followers are productive, though they may personally dislike them as this character's low opinion of others becomes evident. With most characters, reactions are more extreme, usually a combination of admiration and hate. Choleric-melancholic characters are extremely competitive, forceful, and often successful.

### Choleric-Phlegmatic

This combination of temperaments produces characters who are likely to succeed and become leaders or authority figures who care about the finished product, but prefer instead to delegate the responsibility of the task to others of importance around them. Since this leader rarely makes themselves visible or known, some characters consider them to be a disinterested leader. They are driving, but unenthusiastic, and often harbor resentment and bitterness.

### Melancholic-Sanguine

This type of character withdraws from everyone and is exacting, but often is very happy, expressive, or emotional when alone or about their work. While alone, the creative side of these characters often emerges, such as with art or music. These characters are capable, but rarely venturesome, so they usually work well for others.

### Melancholic-Choleric

In most situations, this character is an introvert, though some situations elicit strong responses, which are usually either negative, critical, driving, or manipulative. Ironically, it is during these responses or outbursts when the melancholic-choleric character is happiest. These characters usually prepare twice as well as their foes, so they rarely lose in contests. This combination of temperaments produces characters who are extremely difficult to please, rarely satisfying even themselves, which can make them intolerable to live with. Some of these characters become manic-depressive or sadistic. Melancholic-choleric characters become angry often. Regarding their families, they emote disapproval and are driven to castigate them for failures and correct their mistakes, though this condemnation and criticism usually accomplishes the opposite effect.

### Melancholic-Phlegmatic

These characters are perhaps the most withdrawn of all, often preferring or wishing for a solitary existence. However, when alone as desired, they are unenthusiastic about almost everything.

### Phlegmatic-Sanguine

This blend of temperaments results in a nonabrasive character who is the easiest to get along with. They are unenthusiastic, calm, relaxed, yet when inspired they become emotional, expressive, and happy. However, they are highly disorganized.

### Phlegmatic-Choleric

These characters are unenthusiastic and avoid responsibility, yet are prone to be irritable, commanding, and leader-like. This type of character does not explode with anger, but just refuses to cooperate. When characters with this temperament become angry, they often restrain their anger, becoming utterly silent, yet clearly upset.

### Phlegmatic-Melancholic

This combination of temperaments causes characters to speak rarely and often makes them gentle. It is common for others to take advantage of phlegmatic-melancholic characters. These characters are rarely angry or hostile, and are often gracious.

# Mental Illness

Mental illnesses are disorders characterized by disturbances of a character's thoughts, emotions, or behavior. Various mental illnesses not only exist, but are widespread. Most are unrecognized in the terminology that follows and are simply considered madness, the result of sorcery or witchcraft, evil spirits, or demons. The mentally ill usually become objects of religious inquisition and barbaric treatment. It is for this reason that witch-hunts are popular. Some believe instead that mental illness is the physical result of imbalances in blood, just like temperament. A player who rerolls sub-abilities acquires a mental illness for their character per reroll (see *Chap. 3: Abilities*). This information is amassed so that Aediles may apply it as necessary. Since characters may acquire or encounter these illnesses, they are compiled and listed below, followed by a table to facilitate the random selection of a mental illness:

## Abasiophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual attraction to lame or crippled partners. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character afflicted with abasiophilia sees a lame or cripple, they must pass a Drive sub-ability check at TH 20 or engage in socially unacceptable sexual behavior.

## Acrotomophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual attraction to the amputated stump of a partner; the stump itself is arousing. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character afflicted with acrotomophilia sees an amputated stump on another, they must pass a Drive sub-ability check at TH 20 or engage in socially unacceptable sexual behavior.

## Anorexia Nervosa

This mental illness affects 1% of young women. Nearly 1 in 5 die of starvation. This condition is the intense fear of gaining weight or becoming obese.

If afflicted with anorexia nervosa, roll 1d100. Results from 01-20 indicate the character is doomed to die of starvation in 1d100 weeks. Afflicted characters experience an increase of 2d20 to Melancholic Temperament and have the following modifiers: - 25% Weight, - 10% Physical Fitness, - 25% Strength, - 10% Bodily Attractiveness, - 25% Health, and + 10% Drive.

## Antisocial Personality Disorder

Characters with this disorder act in a way that disregard the feelings and rights of other characters. Antisocial personalities often break the law, and they may use or exploit other characters for their own gain. They may lie repeatedly, act impulsively, and get into physical fights. They may mistreat their spouses, neglect or abuse their children, and exploit their slaves. They may even kill other characters. Characters with this disorder are also sometimes called sociopaths or psychopaths. Antisocial personalities usually fail to understand that their behavior is dysfunctional because their ability to feel guilty, remorseful, and anxious is impaired. Guilt, remorse, shame, and anxiety are unpleasant feelings, but they are also necessary for social functioning and even physical survival. Antisocial personality disorder affects 3% of males and 1% of females.

Afflicted characters experience an increase of 3d20 to Choleric and 2d20 to Melancholic Temperament.

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INSANUS·OMNIS·FUERE·
CREDIT·CETEROS

Every madman believes the others are insane.

## Autoabasiophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual attraction to oneself being lame or crippled. This causes significant distress or impairment in social, occupational, or other important areas of functioning. Gruagach ogres have a higher frequency of this mental illness than other races.

Whenever a character is afflicted with autoabasiophilia, they must pass a Drive sub-ability check at TH 15 or attempt to amputate a limb and experience sexual excitement.

## Avoidant Personality Disorder

Avoidant personality disorder is characterized by social withdrawal due to a shyness that is both intense and anxious. Characters with avoidant personalities are reluctant to interact with others unless they feel certain of being liked. They fear being criticized and rejected. Often they view themselves as socially inept and inferior to others.

Afflicted characters lose 2d20 points in Sanguine Temperament. Although anakim may tend to avoid characters, they do not tend to consider themselves inferior to others, so they do not have this mental illness.

## Bipolar Disorder (Manic-Depressive)

Characters who suffer from bipolar disorder switch back and forth between depression and mania. Bipolar disorder may be characterized by the experience of extreme highs or lows, but little to nothing in between. This mental illness affects about 1% of the population. Each morning, a die is rolled to determine whether depression or mania will be the dominant mood for the day. During stressful circumstances, this must be determined hourly.

Afflicted characters experience an increase of 2d20 to Choleric and Melancholic Temperaments. When a bipolar character is manic, consult the mental illness of mania. When a bipolar character is depressed, consult the mental illness of depression. Because the moods of elves are more chaotic than other races, elves have a higher frequency of bipolar disorder.

## Borderline Personality Disorder

Characters with borderline personality disorder experience intense emotional instability, particularly in relationships with others. They may make frantic efforts to avoid real or imagined abandonment by others. They may experience minor problems as major crises. They may also express their anger, frustration, and dismay through suicidal gestures, self-mutilation, and other self-destructive acts. They tend to have an unstable self-image or sense of self. As children, most characters with this disorder were emotionally unstable, impulsive, and often bitter or angry, although their chaotic impulsiveness and intense emotions may have made them popular at school. At first they may impress characters as stimulating and exciting, but their relationships tend to be unstable and explosive. About 2% of all characters have borderline personality disorder. About 75% of characters with this disorder are female.

Characters afflicted with borderline personality disorder experience an increase of 2d20 in Melancholic Temperament. Further, afflicted characters must roll under their Sanguine score on a daily basis or engage in (1-30%) an act of self-mutilation or (31-100%) a self-destructive act. The socially unacceptable episode will occur while experiencing frustration. The character will not know it is going to happen until they are unable to stop themselves.

## Callomania

Over a period of (5 + 1d100) months, the character experiences an irrationally inflated self-impression regarding the sub-ability of Bodily Attractiveness and the ability of Charisma. This causes significant distress or impairment in social, occupational, or other important areas of functioning. Callomania is different than Narcissistic Personality Disorder because a callomaniac does not suffer from a delusion of self-importance, but surpassing beauty.

Whenever a character is afflicted with callomania, they must behave accordingly. A callomaniac may be afraid to do anything that has even the remote potential to damage their beauty. Because anakim have higher Bodily Attractiveness than other races, the frequency of callomania is higher among anakim.

## Choreomania

Over a period of (5 + 1d100) months, the character experiences a recurrent and intense obsession to dance (see *Chap. 8: Skills*). This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character is afflicted with choreomania and it is possible to dance at the moment, a Drive check at TH 17 must be passed or the character begins to dance and will dance until exhausted or sufficiently interrupted. While dancing, the character will ignore their surroundings.

## Coprophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual attraction with defecation, either giving or receiving. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 97. Whenever a character is afflicted with coprophilia and involved in a sexual activity or near defecation, they must pass a Drive sub-ability check at TH 10 or engage in socially unacceptable sexual behavior regarding defecation.

## Dementia

This mental illness is characterized by impaired memory and difficulties in functions such as speaking, abstract thinking, and the ability to identify familiar objects.

Characters afflicted with dementia lose (30 + 2d10)% of their sub-abilities of Rhetorical Charisma, Analytic Intelligence, and Reflection. Whenever they must identify familiar objects, they must pass a Reflection sub-ability check at TH 20 or swear they have never seen it before. Roll 1d8 to determine the number of symptoms. Next, determine the actual symptoms from the following list: (1) recent memory loss, (2) difficulty performing familiar tasks, (3) problems with language, (4) time and place disorientation, (5) poor judgment, (6) misplacing things, (7) mood swings, and (8) a (30 + 2d10)% loss of Drive.

## Dependent Personality Disorder

This disorder involves severe and disabling emotional dependency on others. Characters with this disorder have difficulty making decisions without a great deal of advice and reassurance from others. They urgently seek another relationship when a close relationship ends. Alone, they feel uncomfortable.

Characters afflicted with this disorder must pass a Drive sub-ability check at TH 20 for them to be alone. If failed, they will seek companionship, no matter how annoying their behavior.

## Depersonalization Disorder

These characters experience an unwelcome sense of detachment from their own bodies. They may feel as though they are floating above the ground, outside observers of their own mental or physical processes. Other symptoms may include a feeling that they or other characters are mechanical or unreal, a feeling of being in a dream, a feeling that their hands or feet are larger or smaller than usual, and a deadening of emotional responses. These symptoms are chronic and severe enough to impede normal functioning in a social, school, or work environment. Depersonalization disorder is a relatively rare syndrome thought to result from severe stress.

Characters afflicted with this disorder must pass a Common Sense sub-ability check at TH 16 daily, or at a random time during the day {at the 1d12 hour of either A.M. [1-3] or P.M. [4-6], at the minute of [(1d6 - 1) and 1d10 (which creates a range of 01-59)]}, an episode will occur that involves (01-20%) the feeling of floating, being an observer outside one's body (21-40%), being sure that other characters are mechanical (41-60%), being sure that other characters are not real (61-80%), feeling like they are in a dream (81-85%), sure that their hands are larger than usual (86%), sure that their feet are larger than usual (87%), sure that their hands are smaller than usual (88%), sure that their feet are smaller than usual (89%), or (90-100%) they feel a deadening of emotional responses. The episode will last for 1d100 minutes. Finally, those afflicted experience a loss of 2d20 points from their Sanguine, Choleric, and Melancholic Temperaments.

## Depression

Different than the feelings of sadness and loneliness that everyone feels from time to time, depression is a deep, unshakable sadness and disinterest in nearly all activities. Common feelings are despair, hopelessness, worthlessness, as well as thoughts of committing suicide. Some characters are only affected by depression during autumn and winter. A common mental illness, roughly 10% of the population suffers from depression, though females are between 2-3 times as susceptible. Depression usually develops during young adulthood over a period of months or years, though it may erupt suddenly in a few weeks or days. Sudden developments are often called nervous breakdowns. Depressed characters feel sad every day and may cry often. Characters, work, and activities that used to bring them pleasure no longer do. A bout of depression typically lasts 8 months. Any character who has experienced 1 bout of depression is highly likely to experience a future bout. Appetite and sleep may be affected, sometimes increased, but usually decreased. Stressful events can trigger depression in those who are predisposed to it.

Those afflicted experience an increase of 2d20 points in Melancholic Temperament and a decrease of 2d20 points in Sanguine Temperament.

## Dissociative Fugue

These characters forget their personal identity and unexpectedly wander away from home. In many cases, characters with this disorder travel to a distant location and adopt a new identity, complete with a new name, personal history, and place of residence. They may wander hundreds of miles, leaving their families mystified about their disappearance. Sometimes they appear in foreign churches unable to explain who they are. Characters with this disorder usually appear normal and do not attract public attention. Dissociative fugue typically occurs after serious stress of some kind, such as the death of a family member, the loss of a job, or a failed relationship. This disorder is quite rare, and in many cases, fugue victims will suddenly "wake up," failing to remember any of the events that occurred while in the fugue state.

## Dissociative Identity Disorder (Multiple Personality Disorder)

A character with this disorder has (1d4 + 1) distinct (1-50%) identities or (51-100%) personality states (temperament and disposition) that recurrently take control of the character's consciousness and behavior.

If the character has distinct identities, then the character often gives the alternate identities their own personal names; these identities may have characteristics that differ sharply from the primary identity of the character. If the character has multiple personality states, then each personality state consists of a randomly determined temperament and disposition.

A character with this disorder experiences some degree of amnesia, in that one identity or personality usually will not recall what occurred when another identity or personality controlled the character. With this disorder, a character experiences sudden shifts in consciousness, identity, and memory. For instance, the character may find themselves in a strange environment, not knowing how they got there.

Those afflicted with this disorder must roll 1d100 and the result must be under the score of their primary temperament in order to remain in it. Otherwise, an identity (determined by the Aedile) or another personality state (determined randomly) emerges for 1d100 minutes.

## Egomania

Over a period of (5 + 1d100) months, the character experiences an inflated opinion concerning their abilities, as well as exhibiting extreme self-interest. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character is afflicted with egomania, they must behave as though they believe that each of their sub-ability scores is (2d20)% higher than what it is. An egomaniac is disinterested in others. Egomania is different than Narcissistic Personality Disorder because an egomaniac has extreme self-interest, whereas a narcissistic character suffers from extreme self-importance.

## Eleutheromania

Over a period of (5 + 1d100) months, the character experiences recurrent and intense impulses to seek freedom. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character is afflicted with eleutheromania and involved in a situation in which they perceive their freedom to be restrained, they must pass a Drive sub-ability check at TH 15 or they will be overcome by an urge to seek freedom. The method adopted to seek freedom varies with the situation. Usually, speech is enacted, though violence may be deemed appropriate as well.

## Erotomania

Over a period of (5 + 1d100) months, the character is compelled to tell exaggerated lies about their sexual behavior. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 5. Whenever a character is afflicted with erotomania, they must pass a Drive sub-ability check at TH 15 to avoid telling exaggerated lies about their sexual behavior whenever someone begins talking to them.

## Erotophonophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving lustful murder. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 25. Whenever afflicted with erotophonophilia, a character must pass a Drive sub-ability check at TH 15 or attempt to lustfully murder the first character seen, fixating upon their death. If the check is failed, then an attempt will be made on their life. If others are around, then the erotophonophiliac must make another check each minute in order not to murder them immediately and wait until they may kill with privacy. Those afflicted experience an increase of 2d20 points in Choleric Temperament.

## Esthesiomania

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sensory hallucinations and perceived moral superiority. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character is afflicted with esthesiomania and involved in a discussion or debate about morality, this character must pass a Drive sub-ability check at TH 15 or be overcome by an urge to debate morality with others and demonstrate their own superior morality. Even if others demonstrate that the position of the esthesiomaniac is contradictory or that their own morality is higher than that of the esthesiomaniac, the esthesiomaniac will be unaffected. Esthesiomaniacs often suffer delusions that their god has contacted them or sent them a message in their dreams. The only player races to suffer esthesiomania are white dwarves, light elves, and humans. However, humans have a higher frequency of esthesiomania than white dwarves or light elves.

## Exhibitionism

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the exposure of their genitals to an unsuspecting stranger. This causes significant distress or impairment in social, occupational, or other important areas of functioning. Exhibitionists desire primarily to frighten their subject, though other motives may be to startle them, see admiration, and demonstrate superiority.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 5. Whenever a character is afflicted with exhibitionism, they must pass a Drive sub-ability check at TH 15 daily or expose their genitals in public to strangers. Anakim have been known to shun clothing in warm weather and prefer to appear naked in human communities. Many anakim are proud of their bodies, and consider the custom of wearing clothes in warm weather to be the result of low self-esteem.

## Formicophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual attraction when smaller animals or insects crawl upon parts of the body. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases to 100. Whenever a character is afflicted with formicophilia and involved in a sexual situation, they must pass a Drive sub-ability check at TH 15 or be overcome by an urge to place animals or insects on their bodies and experience sexual excitement.

## Frotteurism

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving touching and rubbing against a non-consenting character. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 5. Whenever a character is afflicted with frotteurism and they encounter a member of the opposite sex with a Bodily Attractiveness of 120 or higher, they must pass a Drive sub-ability check at TH 15 or rub them against their will.

## Generalized Anxiety Disorder

This disorder causes characters to feel anxious most of the time and worry about routine events and circumstances in their lives. Although they recognize their anxiety to be disproportionate with actual events, they are unable to control their worrying. Their worries often interfere with their ability to concentrate on, or perform, tasks. Physical symptoms include disturbed sleep, irritability, muscle aches, and tension.

Whenever a character is afflicted with this disorder during any event that may be construed as a cause of anxiety, they must pass a Drive sub-ability check at TH 15 or all skill checks requiring performance of any kind will suffer - 10.

## Histrionic Personality Disorder

Characters with this disorder constantly strive to be the center of attention. They may act overly flirtatious or dress in ways that draw attention. Characters with this mental illness may also talk in a dramatic or theatrical style and display exaggerated emotional reactions. At the discretion of the Aedile, a character with Histrionic Personality Disorder may gain 1d10 Skill Points (SP) invested into the Acting (Drama) skill (see *Chapter 8: Skills*).

## Hypersomnia

This disorder is characterized by excessive sleepiness that lasts for at least (3 + 1d12) weeks as evidenced by either prolonged sleep episodes or daytime sleep episodes that occur almost daily. This causes significant distress or impairment in social, occupational, or other important areas of functioning. This disorder cannot be accounted for by an inadequate amount of sleep.

Whenever a character is afflicted with hypersomnia, they must pass a daily Drive sub-ability check at TH 20 or need to sleep (1d12 + 7) hours. A hypersomniac will feel rested only after uninterrupted sleep beyond the number of hours determined above if the check is failed.

## Hypoxyphilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual asphyxia. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 25. Whenever a character is afflicted with hypoxyphilia, they must pass a Drive sub-ability check at TH 20 during all sexual activity or attempt to choke their partner (01-30%) into unconsciousness and experience sexual pleasure while choking them. A male hypoxyphiliac may fantasize about choking others and become erect at inopportune times. A female hypoxyphiliac may choke herself with one hand and masturbate with the other.

## Intermittent Explosive Disorder

This disorder is characterized by several discrete episodes of failure to resist aggressive impulses that result in serious acts of assault or destruction of property. The degree of aggressiveness expressed during the episodes is grossly misproportionate to any precipitating stressors.

Whenever a character is afflicted with this disorder and experiences anything that may be perceived as a stressor, they must roll higher than their Choleric Temperament score or respond to it violently for 2d4 rounds. Further, those afflicted experience an increase of 2d20 points in Choleric Temperament.

## Kleptomania

This is a recurrent failure to resist the impulse to steal objects not needed for personal use or monetary value. There is an increasing sense of tension preceding the unplanned theft, followed by a relief at the time of the theft. The theft is performed alone and not done out of anger or vengeance. Because kleptomaniacs obtain gratification from the act of stealing rather than from possession of the stolen articles, they often steal objects of little value that they could purchase easily.

Whenever a character is afflicted with kleptomania and around objects of little value in someone else's possession, they must pass a Drive subability check at TH 20 or attempt to steal a worthless object. Brown dwarves have a higher frequency (8%) of kleptomania than other races. However, 4% of all humans are kleptomaniacs. Other races rarely have kleptomaniacs.

## Mania

Mania may be characterized by an elevated or irritable mood, exaggerated self-importance, racing thoughts, and hyperactivity. Characters with mania typically feel intoxicated with themselves and life. They may display an indiscriminate enthusiasm for manipulating characters, spending money, and pursuing sexual adventure. Manic characters may also display impatience or hostility toward other characters. If frustrated, then they may physically abuse their friends, children, or spouse. Characters with mania often have inflated self-esteem and self-confidence, and assume they have more wit, courage, imagination, and artistry than everyone else. Severe mania may include delusions of grandeur, such as the belief that one is chosen by their god for a special mission. Mania typically involves a decreased need for sleep, so manic characters often wake up early in a highly energized state. Mania makes characters extremely talkative. Their loud, rapid-fire speech sometimes continues unabated without regard for others. Mania also involves a flight of ideas, racing thoughts that cause speech to go off in many different directions. Characters in a manic state become easily distracted by irrelevant sights, sounds or ideas, which further disrupts thinking and speech.

Characters with mania may also devise grandiose plans or engage in reckless self-indulgence. For example, they may invest indiscriminately in risky projects, get involved in many different social activities, flirt to the point of indecency, and intrude in other character's private lives to the point of being obnoxious. Manic characters display many signs of impaired judgment and self-destructive behavior.

## Megalomania

Over a period of (5 + d100) months, the character experiences a recurrent and intensely inflated self-impression in 1 respect. Commonly called a character who suffers a delusion of grandeur, a megalomaniac believes they are superior to every character met. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character is afflicted with megalomania, they will believe they are superior to others in whatever is most important or enjoyable to them. For some, this may be a sub-ability, for others it will be how well they perform a given skill, and for others it will be their aptitude in an occupation. The Aedile must determine the specific respect. Megalomania differs from Narcissistic Personality Disorder because megalomaniacs believe they are superior in what is important or enjoyable, while narcissistic characters believe they are more important.

## Narcissistic Personality Disorder

Characters with this disorder have a grandiose sense of self-importance. They seek excessive admiration from others and fantasize about unlimited success or power. They believe they are special, unique, or generally superior to others. However, they often have very fragile self-esteem.

## Narratophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the use of dirty or obscene words to a partner. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 10. Whenever a character is afflicted with narratophilia and alone with their partner, they must pass a Drive sub-ability check at TH 15 or begin talking filth to their partner and become excited sexually, or request their partner to speak obscenities.

## Necrophilia

This is an abnormal fascination with death and the dead, especially an erotic attraction to corpses.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases to 100. Whenever a character is afflicted with necrophilia and close to a corpse, they must pass a Drive sub-ability check at TH 20 or be unable to resist their urge to copulate with the corpse.

## Noctomania

Over a period of (5 + d100) months, the character experiences a recurrent and intense impulse to avoid the day and experience the night. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character is afflicted with noctomania, behaviors will occur such as attempting to avoid the day and all daylight, sleeping during the day, and engaging in activity at night.

## Nymphomania

Over a period of (5 + d100) months, the female experiences an uncontrollable desire for sexual intercourse. This causes significant distress or impairment in social, occupational, or other important areas of functioning. This disorder affects only females, and is also known as lagnoperissia. It is common (40%) for nymphomaniacs to also be afflicted with phallophilia, which ranges from a preference (01-60%) to an obsession (61-100%) for an exceptionally large Manhood (see *Chap. 6: Sociality*).

Due to this affliction, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 25. Whenever a female is afflicted with nymphomania and around a male whose Charisma exceeds 130, she must pass a Drive sub-ability check at TH 20 or attempt to solicit sex, usually inquiring about the size of his Manhood.

## Obsessive-Compulsive Disorder

Different than the disorder following this one, obsessive-compulsive characters persistently experience intrusive thoughts or images, or feel compelled to perform certain behaviors. Obsessions may include unwanted thoughts about inadvertently poisoning or injuring others. Common compulsions include repetitive hand-washing or mental actions like repeated counting. These obsessions or compulsions consume a large amount of their time and interfere with their daily routine. Most characters with this disorder recognize the irrationality of it, but are unable to change. The disorder develops usually in adolescence or early adulthood, and affects roughly 1% of the human population and 10% of bugbears. Although afflicted bugbears may have unwanted thoughts about poisoning others, the thoughts are usually about injuring others.

## Obsessive-Comp. Personality Disorder

Different than the Obsessive-Compulsive Disorder listed previously, this disorder is characterized by a preoccupation with details, orderliness, perfection, and control. Characters with this disorder often devote excessive amounts of time to work and productivity and fail to take time for leisure activities and friendships. They tend to be rigid, formal, stubborn, and serious. Those afflicted experience an increase of 1d20 points in Choleric and Melancholic Temperaments. 10% of bugbears are afflicted.

## Oniomania

Over a period of (5 + 1d100) months, the character experiences a recurrent and intense desire to purchase goods or equipment. Oniomania results in compulsive shopping behavior and is characterized by a lack of control. This causes significant distress or impairment in social, occupational, or other important areas of functioning. Between 2-10% of the population are oniomaniacs. The impulse to purchase things is irresistible, and failure to spend leads to anguish. Soon after the purchase, guilt and regret follow. Anything can trigger the impulse, such as a fight with a loved one. Often, oniomaniacs do not consider whether or not they can afford the object, or whether or not they need it. Oniomania occurs more frequently in females than males. The Aedile must roll 1d4 to determine how many conditions can trigger the impulse. The Aedile must determine what conditions will activate the impulse. When the oniomaniacal character fulfills 1 of these conditions, they must pass a Drive sub-ability check at TH 20 or be compelled to purchase the next thing seen. The oniomaniacal character receives a - 5 to the Haggling skill while feeling the impulse.

## Onomatomania

Over a period of (5 + 1d100) months, the character experiences a recurrent and intense desire to repeat certain words or sounds. This causes significant distress or impairment in social, occupational, or other important areas of functioning. The impulse to repeat certain words or sounds is irresistible, and failure to repeat them leads to anguish. The Aedile must roll 1d100 to determine whether the onomatomaniac has an obsession with a (01-50) word or (51-100) sound. If it is a word, then the Aedile must devise a random means of selecting a word from an available dictionary. If it is a sound, then the Aedile must devise a random means of selecting a sound. The Aedile must invent a trigger upon which the onomatomaniac must pass a Drive sub-ability check at TH 20 or repeat the word or sound until the Drive check is passed. Drive may be checked once per round.

## Panic Disorder

These characters experience repeated, unexpected panic attacks and persistent anxiety concerning the reoccurrence of panic attacks. Panic attacks are periods of intense fear, apprehension, or discomfort, and occur usually without warning. Symptoms include a racing heart, trembling, shortness of breath, and choking.

Panic attacks may last from a few seconds to a few hours, but most peak in 10 minutes and end within a half-hour. Roll 1d10 to determine whether the unit of time for panic attacks is in (1) seconds, (2-8) minutes, or (9-10) hours. If the unit of time is seconds, roll 3d20 to determine the duration. If the unit of time is minutes, roll 3d20 to determine the duration. If the unit of time is hours, roll 1d6 to determine the duration. The condition affects twice as many females as males, and affects only about 2% of the population. Often, these characters experience panic attacks daily or weekly. A phobia usually triggers the attack. Many become reluctant to leave home. Those afflicted experience a decrease of 2d20 points in Phlegmatic Temperament. A character with Panic Disorder is afraid of fear itself. The Aedile may randomly determine the time of occurrence either in game-time or real time.

## Paranoia

This is a type of psychosis in which a character suffers from logically consistent delusions of (1-50%) persecution or (51-100%) grandeur. Usually, it is characterized by an extreme distrust of others. For instance, the paranoid character may believe that every character, even close friends or family, are intending to murder them. Those afflicted experience a loss of 2d20 points of Sanguine Temperament.

## Paranoid Personality Disorder

These characters feel constant distrust and suspicion toward other characters. They believe that others are against them and constantly look for evidence to support their suspicions. They are hostile toward others and react angrily to perceived insults. Those afflicted experience a loss of 2d20 points of Sanguine Temperament, and an increase of 2d20 points of Choleric Temperament.

## Pathological Gambling

This is a behavioral disorder in which a character becomes progressively unable to resist the impulse to gamble. This disorder affects 3% of the adult population, and 80% of those afflicted are male. They are usually competitive, hardworking, and bright characters, and show little interest in passive games of chance. Dwarves have a higher frequency of pathological gambling than other races.

## Pedophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual activity with a prepubescent child or children, generally age 13 or under for humans. As a comparison, for humans the earliest permitted age for marriage is 12 for a bride and 14 for a groom. This causes significant distress or impairment in social, occupational, or other important areas of functioning. To qualify as a pedophile, a character must be at least 16 years old and at least 5 years older than the child or children. Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 25.

## Phobia

Phobias are excessive and enduring fears of clearly defined objects or situations that interfere with a character's normal functioning. Although a phobic character knows their fear is irrational, they still try to avoid the source of their fear. A comprehensive list of phobias is available as *Appendix 4: Phobias* in the end of this book. A phobia may be determined randomly from this list.

Regardless of the specific phobia, physiological symptoms include a rapid and pounding heartbeat, stomach disorders, nausea, diarrhea, frequent urination, choking feelings, flushing of the face, perspiration, tremulousness, and faintness. Roughly 10% of characters have a phobia.

## Post-Traumatic Stress Disorder

This disorder typically occurs after characters experience or witness traumatic or catastrophic events such as physical or sexual assaults, rape, torture, natural disasters, accidents, and wars. Characters with this disorder relive the traumatic event through recurrent dreams or intrusive memories called flashbacks. They avoid places or things associated with the trauma and may feel emotionally detached or estranged from others. Other symptoms include difficulty sleeping, irritability, and trouble concentrating. The disorder can last for years and severely disrupt the life of a character. Those affected experience a loss of 1d20 points in Sanguine Temperament.

## Psychosis

Psychotic characters lose contact with reality and have difficulty in everyday life. Unlike characters with less severe mental illnesses, psychotic characters do not recognize that their mental functioning is disturbed. 3 kinds of psychotic symptoms occur: hallucinations, delusions, and bizarre behavior. Hallucinations refer to hearing, seeing, smelling, feeling, or tasting something when nothing in the environment actually caused the sensation. Delusions are false beliefs that are obviously untrue to others in the culture of that character. Finally, bizarre behavior is behavior that is incomprehensible to others who know the character. Psychedelic mushrooms can cause psychosis, and brain tumors may lead to psychotic symptoms. Some psychotic characters (10%) are unable to develop new memories.

## Pyromania

This is a mental illness in which fires are repeatedly and deliberately set, without anger and not for monetary gain or other benefit, because the character cannot resist the impulse to set fires. The character experiences tension before setting the fire and pleasure, relief, or erotic gratification after setting the fire. Legally, pyromaniacs are considered arsonists.

## Raptophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the act of raping. This causes significant distress or impairment in social, occupational, or other important areas of functioning. This is also called biastophilia.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 50. Whenever a character with raptophilia is near a character who is attractive to them (usually, with a Charisma of at least 130), they must pass a Drive sub-ability check at TH 17 or attempt to isolate and rape the attractive character. For rules on rape, see the section on overbearing in the Wrestling skill (see *Chap. 8: Skills*) and the Intimidation skill.

## Satyromania

Over a period of (5 + d100) months, the male experiences an uncontrollable desire for sexual intercourse. This causes significant distress or impairment in social, occupational, or other important areas of functioning. This disorder affects only males. Satyromaniacs are also known as sex maniacs.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 25. Whenever a male is afflicted with satyromania and around females with a Charisma exceeding 130, he must pass a Drive sub-ability check at TH 20 or attempt to solicit sex, usually making lecherous comments about her body.

## Schizoid Personality Disorder

This disorder involves social isolation and a lack of desire for close personal relationships. Characters with this disorder prefer to be alone and seem withdrawn and emotionally detached. They seem indifferent to praise or criticism from other characters. Those afflicted experience an increase of 2d20 points in Phlegmatic Temperament and a decrease of 2d20 points each in Sanguine, Choleric, and Melancholic Temperament.

## Schizophrenia

Meaning 'split mind', but not to be confused with split personality or multiple personality, schizophrenia is characterized by a variety of symptoms, including:

1. loss of contact with reality
2. bizarre behavior
3. disorganized thinking and speech
4. decreased emotional expressiveness
5. social withdrawal

Usually only some of these symptoms (1d6) occur in any 1 schizophrenic character. To observers, schizophrenia seems like madness or insanity. Schizophrenics have a hard time distinguishing between the real and unreal, logical and illogical, appropriate and inappropriate, and accordingly suffer penalties of - 40 in the sub-abilities of Analytic Intelligence as well as Common Sense. Further, some (10%) pose a danger to themselves and may be suicidal. Once inflicted, schizophrenia usually remains for life, though it usually grows less severe with age. Psychotic symptoms are popular in schizophrenic characters.

## Scoptophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual pleasure from watching others have sex. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 5. Whenever a scoptophiliac observes, or has the chance to observe, others having sex, they must pass a Drive sub-ability check at TH 20 to sexually control themselves, such as refrain from touching their genitals or masturbation. A scoptophiliac may prowl a community at night, hoping to find the home of a couple who are having sex and be able to observe them. Dark elves have a higher frequency of scoptophilia than other races.

### Sexual Masochism

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the act of being humiliated, beaten, bound, or otherwise made to suffer. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 90. Whenever a sexual masochist participates, or is likely to participate, in a sexual situation, they must pass a Drive sub-ability check at TH 20 for the self-control to resist asking to be beaten, bound, humiliated, or otherwise made to suffer.

### Sexual Sadism

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving acts in which the psychological or physical suffering (including humiliation) of the victim is sexually exciting to the character. This causes significant distress or impairment in social, occupational, or other important areas of functioning. Sadists are usually males who receive sexual gratification from inflicting injuries on others. In sadists, retarded ejaculation and impotence are common. Older, archaic sexual feelings arise in sadists that would normally be subdued. In the brain, erections and aggressions are related closely.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 70. Whenever a sexual sadist participates, or is likely to participate, in a sexual or violent situation, they must pass a Drive sub-ability check at TH 20 to control themselves and not cause pain to evoke their sexual satisfaction. Those afflicted experience an increase of 2d20 points in Choleric Temperament, and a decrease of 2d20 points in Sanguine Temperament.

### Sleepwalking Disorder

This disorder is characterized by repeated episodes of rising from the bed during sleep and walking about, usually occurring during the first third of the major sleep episode. While sleepwalking, the character has a blank, staring face, is relatively unresponsive to the efforts of others to communicate, and can be awakened only with great difficulty. Upon awakening, the character has amnesia regarding the episode. Each night, those with this disorder have a 10% chance of sleepwalking for 1d100 minutes. Their actions during sleepwalking episodes are determined by the Aedile, who may make directional decisions randomly with the aid of dice.

### Somnophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving having sex with a partner who is asleep. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 25. Whenever a somnophiliac is near a sleeping character whom they find attractive (usually, with a Charisma of at least 130), they must pass a Drive sub-ability check at TH 20 to maintain self-control. Otherwise, they will sneakily and quietly attempt sex with the sleeping character.

### Trichotillomania

These characters suffer from an impulse control disorder that causes them to pull out their own hair, resulting in notable hair loss. They experience pleasure, gratification, and relief upon pulling out their hair.

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ALIQUANDO·ET·INSANIRE·IUCUNDUM·EST

It is sometimes pleasant even to act like a madman.

## Urophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the sexual attraction to urine and acts of urinating. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 97. Whenever a urophiliac has a full bladder and has the potential to be in a sexual situation, they must pass a Drive sub-ability check at TH 20 to control themselves. Otherwise, they do everything in their power to be able to urinate on a character, and are extremely satisfied if they can urinate in a character's mouth. A urophiliac enjoys the skill of Urinating (see *Chap. 8: Skills*), and receives 1d10 Skill Points (SP) invested in this skill.

## Vaginismus

A recurrent or persistent involuntary spasm of the musculature of the outer third of the vagina interferes with sexual intercourse. This disturbance causes marked distress and interpersonal difficulty. The muscles spasm with more strength than most would imagine. If this occurs during sex, then both the male and female are interrupted. Those afflicted experience a loss of 1d20 points of Sanguine Temperament. Obviously, vaginismus affects only females.

## Vomerophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the sexual attraction to the act of vomiting. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases to 100. Whenever a vomerophiliac senses vomit, they must pass a Drive sub-ability check at TH 20 to control themselves. Otherwise, they begin to sexually touch themselves while fantasizing about the vomit.

## Voyeurism

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the act of observing an unsuspecting character who is naked, in the process of disrobing, or engaging in sexual activity. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 5. Whenever a voyeur observes, or has the chance to observe, someone naked, disrobing, or engaging in sexual activity, they must pass a Drive sub-ability check at TH 20 to sexually control themselves, such as refrain from touching themselves.

## Zoophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual acts with animals. This disorder is also referred to as bestiality. Zoophilia causes significant distress or impairment in social, occupational, or other important areas of functioning. Sometimes (01-30%) a character is affected by zoophilia regarding only a particular animal, though it could encompass several fetishes (31-60% regarding 1d6 animals). Popular animals for zoophiliacs are (1) horses, (2) ponies, (3) donkeys, (4) mules, (5) goats, (6) dogs, and (7) pigs. If appropriate, roll 1d8 to determine the animal listed above. Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 25.

# Random Mental Illness

Below is a table that allows the Aedile to randomly determine a mental illness. To randomly select a mental illness, roll 1d1000 and consult the table below:

| Random Mental Illnesses | | | |
|---|---|---|---|
| **Roll** | **Result** | **Roll** | **Result** |
| 001 | Abasiophilia | 401-405 | Narratophilia |
| 002 | Acrotomophilia | 406-410 | Necrophilia |
| 003-011 | Anorexia Nervosa | 411-420 | Noctomania |
| 012-050 | Antisocial Personality Disorder | 421-450 | Nymphomania (female only) |
| 051 | Autoabasiophilia | 451-460 | Obsessive-Compulsive Disorder |
| 052-91 | Avoidant Personality Disorder | 461-470 | Obsessive-Compulsive Personality |
| 92-100 | Bipolar Disorder | 471-475 | Oniomania |
| 101-120 | Borderline Personality Disorder | 476-480 | Onomatomania |
| 121-122 | Callomania | 481-500 | Panic Disorder |
| 123 | Choreomania | 501-550 | Paranoia |
| 124-128 | Coprophilia | 551-570 | Paranoid Personality Disorder |
| 129-133 | Dementia | 571-590 | Pathological Gambling |
| 134-140 | Dependent Personality Disorder | 591-600 | Pedophilia |
| 141-145 | Depersonalization Disorder | 601-700 | Phobia |
| 146-250 | Depression | 701-710 | Post-Traumatic Stress Disorder |
| 251-255 | Dissociative Fugue | 711-730 | Psychosis |
| 256-260 | Dissociative Identity Disorder | 731-760 | Pyromania |
| 261-265 | Eleuthomania | 761-800 | Raptophilia |
| 266-270 | Egomania | 801-849 | Satyromania (male only) |
| 271-275 | Erotomania | 850-864 | Schizoid Personality Disorder |
| 276-280 | Erotophonophilia | 865-894 | Schizophrenia |
| 281-285 | Esthesiomania | 895-899 | Scoptophilia |
| 286-300 | Exhibitionism | 900-924 | Sexual Masochism |
| 301-305 | Formicophilia | 925-949 | Sexual Sadism |
| 306-310 | Frotteurism | 950-971 | Sleepwalking Disorder |
| 311-330 | Generalized Anxiety Disorder | 972-973 | Somnophilia |
| 331-335 | Histrionic Personality Disorder | 974-975 | Trichotillomania |
| 336-340 | Hypersomnia | 976-977 | Urophilia |
| 341-345 | Hypoxyphilia | 978 | Vaginismus (female only) |
| 346-350 | Intermittent Explosive Disorder | 979 | Vomerophilia |
| 351-370 | Kleptomania | 980-989 | Voyeurism |
| 371-390 | Mania | 990-998 | Zoophilia |
| 391-395 | Megalomania | 999 | Reroll once |
| 396-400 | Narcissistic Personality Disorder | 1000 | Reroll twice |

# Chapter 6: Sociality

Sociality, here, means the social factors of the character, such as social class, how many brothers and sisters exist, whether the parents were married legally at the character's birth, a character's wealth, education, and many other social factors. Beyond information relevant to character creation, information pertaining to society in general explains customs, chivalry, courtly love, communities, governments, systems of justice, and more.

## Name

To determine the name of a character, consult *Appendix 7: Names* at the end of this book.

## Society

Unless the Aedile declares otherwise, all characters have been raised in a society of their race, except for anakim, who are raised in a human society. The following character races have no society: base and kinder-fresser ogre, and borbytingarna and hill troll. Each society is covered in this chapter.

## Birthday

To determine a character's birthday in a format of (month/day/year) for Neveria (a fantasy world), simply apply the following formula:

{1d20* / [(1d12 + 1d20) - 1] / [5100 - age]**}

* Note: Reroll results of 14 or higher. In Neveria, the year consists of 13 months because months are based on lunar cycles.

** Note: In Neveria, different cultures count their years differently. The formula used above represents kobold years (KY).

If another fantasy world is used, consult the Aedile to determine a character's birthday.

## Birth Status

To many, whether or not a character's parents were married legally is an important factor worthy of note. If a character is born the result of rape, such as with the vast majority of anakim, the character is obviously a bastard. Ogres and trolls do not have a marriage ceremony. Roll 1d100 and consult the table below:

| Roll | Status | Modifier for Social Class (see below) |
|---|---|---|
| 01-20 | Illigitimate (bastard) | - 2 |
| 21-100 | Legitimate | - |

## Social Class

Social Class is a character's standing compared to their societal peers. Social Class may be changed by role-playing. Roll 1d100 and consult the following table that is appropriate to the race of the character.

A character's starting funds is the amount of money with which a character begins. If a player wants to know how their character accumulated their starting funds, then they should consult the Aedile. Education indicates whether a character is literate or illiterate. Literate characters can read and write, while illiterate characters cannot. The social classes are defined below:

**Slave:** A slave is not free and usually has no legal rights. For more information on slaves, see *Chapter 7: Occupation*. To purchase slaves, see *Chapter 9: Equipment*.

**Peasant:** A peasant is not free. Different than a slave, a peasant has some rights. Peasants do not live in towns or cities, only hamlets and villages. Peasants may be considered lower class.

**Serf:** A serf is a free character. In human societies, very few serfs live in hamlets or villages, most live in towns or cities. Serfs may be considered middle class.

**Nobility:** A noble is a free character from a wealthy family. Nobility may be considered upper class, and most do not work for a living.

**Royalty:** A royal character is a free character from a wealthy family. Moreover, a royal character has authority over members of society. This authority is either inherited or granted. Royalty is upper class.

| Bugbear | | | |
|---|---|---|---|
| **Roll** | **Social Class** | **Starting Funds** | **Education** |
| < 11 | Slave | Clothes on back | Illiterate |
| 11-20 | Slave | 1d4 s.p. | Literate |
| 21-30 | Peasant | 1d6 s.p. | Illiterate |
| 31-40 | Peasant | 1d8 s.p. | Illiterate |
| 41-50 | Peasant | Clothes on back | Literate |
| 51-60 | Peasant | 1d4 s.p. | Literate |
| 61-70 | Peasant | 1d6 s.p. | Literate |
| 71-80 | Serf | 1d8 s.p. | Literate |
| 81-94 | Serf | 1d10 s.p. | Literate |
| 95-97 | Serf | 1d20 s.p. | Literate |
| 98-99 | Nobility | 1d100 s.p. | Literate |
| 100 | Royalty | 2d100 s.p. | Literate |

| Dwarf* | | | |
|---|---|---|---|
| **Roll** | **Social Class** | **Starting Funds** | **Education** |
| < 11 | Serf | Clothes on back | Literate |
| 11-20 | Serf | 1d6 s.p. | Literate |
| 21-30 | Serf | 1d8 s.p. | Literate |
| 31-40 | Serf | 1d10 s.p. | Literate |
| 41-50 | Serf | 1d12 s.p. | Literate |
| 51-60 | Serf | 1d20 s.p. | Literate |
| 61-70 | Serf | 1d100 s.p. | Literate |
| 71-80 | Serf | 1d1000 s.p. | Literate |
| 81-94 | Serf | 2d1000 s.p. | Literate |
| 95-97 | Serf | 3d1000 s.p. | Literate |
| 98-99 | Nobility | 4d1000 s.p. | Literate |
| 100 | Royalty | 5d1000 s.p. | Literate |

*Brown dwarves do not receive starting funds.

| Elf | | | |
|---|---|---|---|
| **Roll** | **Social Class** | **Starting Funds** | **Education** |
| < 11 | Serf | Clothes on back | Literate |
| 11-20 | Serf | 1d4 s.p. | Literate |
| 21-30 | Serf | 1d6 s.p. | Literate |
| 31-40 | Serf | 1d8 s.p. | Literate |
| 41-50 | Serf | 1d10 s.p. | Literate |
| 51-60 | Serf | 1d12 s.p. | Literate |
| 61-70 | Serf | 1d20 s.p. | Literate |
| 71-80 | Serf | 1d100 s.p. | Literate |
| 81-94 | Serf | 2d100 s.p. | Literate |
| 95-97 | Serf | 3d100 s.p. | Literate |
| 98-99 | Nobility | 5d100 s.p. | Literate |
| 100 | Royalty | 1d1000 s.p. | Literate |

| Human* | | | |
|---|---|---|---|
| **Roll** | **Social Class** | **Starting Funds** | **Education** |
| < 11 | Slave | Clothes on back | Illiterate |
| 11-20 | Slave | 1d4 s.p. | Illiterate |
| 21-30 | Slave | 1d6 s.p. | Illiterate |
| 31-40 | Peasant | Clothes on back | Illiterate |
| 41-50 | Peasant | 1d10 s.p. | Illiterate |
| 51-60 | Peasant | 1d12 s.p. | Illiterate |
| 61-70 | Peasant | 1d20 s.p. | Illiterate |
| 71-80 | Peasant | 2d20 s.p. | Literate |
| 81-94 | Serf | 1d100 s.p. | Illiterate |
| 95-97 | Serf | 2d100 s.p. | Literate |
| 98-99 | Nobility | 3d100 s.p. | Literate |
| 100 | Royalty | 5d100 s.p. | Literate |

*Anakim receive a modifier of - 20 to Social Class.

| Kobold | | | |
|---|---|---|---|
| Roll | Social Class | Starting Funds | Education |
| < 11 | Slave | Clothes on back | Illiterate |
| 11-20 | Slave | 1d4 s.p. | Illiterate |
| 21-30 | Slave | 1d6 s.p. | Illiterate |
| 31-40 | Slave | 1d8 s.p. | Illiterate |
| 41-50 | Slave | Clothes on back | Illiterate |
| 51-60 | Slave | 1d4 s.p. | Illiterate |
| 61-70 | Peasant | 1d6 s.p. | Illiterate |
| 71-80 | Peasant | 1d8 s.p. | Illiterate |
| 81-94 | Peasant | 1d10 s.p. | Illiterate |
| 95-97 | Peasant | 1d20 s.p. | Iliterate |
| 98-99 | Serf | 1d100 s.p. | Illiterate |
| 100 | Royalty | 3d100 s.p. | Literate |

| Ogre, Base, Cliff, Gruagach, or Kinder | | | |
|---|---|---|---|
| Roll | Social Class | Starting Funds | Education |
| < 11 | Slave | Clothes on back | Illiterate |
| 11-20 | Peasant | 1d4 s.p. | Illiterate |
| 21-30 | Peasant | 1d6 s.p. | Illiterate |
| 31-40 | Peasant | 1d8 s.p. | Illiterate |
| 41-50 | Peasant | 1d10 s.p. | Illiterate |
| 51-60 | Peasant | 1d12 s.p. | Illiterate |
| 61-70 | Peasant | 1d20 s.p. | Illiterate |
| 71-80 | Peasant | 1d100 s.p. | Illiterate |
| 81-94 | Peasant | 2d100 s.p. | Illiterate |
| 95-97 | Peasant | 3d100 s.p. | Iliterate |
| 98-99 | Peasant | 4d100 s.p. | Illiterate |
| 100 | Royalty* | 5d100 s.p. | Illiterate |

* A royal ogre is a chieftain, except for a kinder-fresser, who must reroll.

| Troll, Subterranean | | | |
|---|---|---|---|
| Roll | Social Class | Starting Funds | Education |
| < 11 | Slave | 1d4 s.p. | Illiterate |
| 11-20 | Slave | 1d6 s.p. | Literate |
| 21-30 | Slave | 1d8 s.p. | Literate |
| 31-40 | Slave | 1d10 s.p. | Literate |
| 41-50 | Peasant | 1d12 s.p. | Literate |
| 51-60 | Peasant | 1d20 s.p. | Literate |
| 61-70 | Peasant | 1d100 s.p. | Literate |
| 71-80 | Peasant | 1d1000 s.p. | Literate |
| 81-94 | Peasant | 2d1000 s.p. | Literate |
| 95-97 | Serf | 3d1000 s.p. | Literate |
| 98-99 | Serf | 4d1000 s.p. | Literate |
| 100 | Royalty | 5d1000 s.p. | Literate |

## Birthplace

Depending on race and social class, a character's birthplace may be a hamlet, village, town, city, or capital city.

Roll 1d100 and consult the following table that is appropriate to the race and social class of the character. All characters are assumed to be born and raised in their racial culture, unless noted otherwise by the Aedile. Anakim and brown dwarves are born and raised in human cultures.

| Slave: Except Ogre | |
|---|---|
| Roll | Birthplace |
| 01-20 | Hamlet |
| 21-40 | Village |
| 41-60 | Town |
| 61-90 | City |
| 91-100 | Capital City |

| Peasant: Except Ogre | |
|---|---|
| Roll | Birthplace |
| 01-33 | Hamlet |
| 34-66 | Village |
| 67-100 | Town |

| Serf | |
|---|---|
| Roll | Birthplace |
| 01 | Hamlet |
| 02 | Village |
| 03 | Town |
| 04-80 | City |
| 81-100 | Capital City |

| Nobility | |
|---|---|
| Roll | Birthplace |
| 01-70 | City |
| 71-100 | Capital City |

| Royalty | |
|---|---|
| Roll | Birthplace |
| 01-20 | Hamlet |
| 21-40 | Village |
| 41-60 | Town |
| 61-80 | City |
| 81-100 | Capital City |

| Ogre Slave and Peasant | |
|---|---|
| **Roll** | **Birthplace** |
| 01-90 | Hamlet |
| 91-100 | Village |

## Siblings

Siblings are brothers and sisters of a character. To determine a character's siblings, observe the character's race, roll 1d100, and consult the following tables:

| Sibling Modifiers | |
|---|---|
| Anakim | Do not have siblings |
| Bugbear | - 10 |
| Dwarf | - 25 |
| Elf | - 25 |
| Human | - |
| Kobold | + 5 |
| Ogre | - 20 |
| Troll | - 15 |

| Roll | Siblings |
|---|---|
| 01-10 | Only child |
| 11-30 | 1d6 brothers |
| 31-65 | 1d6 sisters |
| 66-86 | 1d4 brothers and 1d4 sisters |
| 87-95 | 1d6 brothers and 1d6 sisters |
| 96-100 | 1d8 brothers and 1d8 sisters |

## Birth Rank

Consult the result for Siblings, determined above. If a character is an only-child, then their Birth Rank is 1 of 1. Otherwise add 1 to the number of Siblings. Obtain a die with a number of sides equal to or more than the modified number of Siblings. Discard any result that is too large.

For example, if a character has 4 brothers, then roll 1d6, rerolling a 6. If the result is 1, then the character is born 1st of 5. If the result is 4, then the character is born 4th of 5.

Characters who are born first are likely to be more driven and successful than those born later.

## Marital Status

Marriage[1] is the union of an adult male and female for life. Not all races value marriage; kobolds, ogres, and trolls do not recognize matrimony. For those who do, most characters marry during puberty. The following odds apply to both newly created characters as well as other characters in general. Roll 1d100 and consult the following table to determine a character's marital status:

| Roll | Marital Status |
|---|---|
| 01 | Divorced |
| 02-03 | Separated |
| 04-43 | Unhappily Married |
| 44-83 | Single |
| 84-100 | Happily Married (reroll if homosexual) |

Most characters marry young. By law, a human bride must be 12 and a human groom must be 14. Bugbears have no law concerning age, but females are usually at least 14 and males at least 20. For dwarves and elves, marriage is legal once the female is in puberty and the male in young adulthood (see *Chap. 2: Body*). In less than 15% of human cases, the husband is younger than the wife.

Marriage is recognized between slaves and all social classes. However, no culture condones an interracial marriage. Nonetheless, some interracial couples have fallen in love and pledged their lives to each other, and some have found or coerced a priest into legally marrying them.

The marriage of noble females is very different from peasants. With peasant females, personal choice and attraction are factors, and marriage commonly follows pregnancy. The marriages of noble females are too important to be left to predilection. Females should not be disparaged, meaning married to a character of lower social class.

Across cultures, the norm is that a marriage is arranged by the parents, though consent is emphasized. Bugbear culture, however, does not care about the consent of the bride. A bugbear wife often serves only to relieve sexual tension for her husband and produce offspring that is recognized legally.

1. Information on marriage has been referenced from Life in a Medieval Castle, Life in a Medieval City, Life in a Medieval Village, Medieval Prostitution, and Reign of the Phallus. For more information, see the References section at the end of this book.

Marriage ceremonies differ depending on the god and their religion, as well as the race or species. There is no special bridal costume. She simply wears her best clothes. The groom is also dressed in his best. Most weddings are public events and the ceremonies are detailed. By making a wedding a public event, social pressure may help to ensure the duration of the marriage. Many peasant marriages lack public ceremony, and consist only of a kiss and a promise. When not public, the nature of the alleged promise is debatable. Most marriages are arranged between families.

The ring must be placed by the husband on the 4th finger of the wife to show that true love and cordial affection is between them. This convention occurs because doctors say that there is a vein coming from the heart of a woman to her 4th finger, and therefore the ring is put on the same finger, so that she should keep unity and love with him, and he with her.

Males are valued far more than females. For this reason, a dowry exists. A dowry is a fund that the family of the bride pays the groom to take the daughter. The dowry of a peasant daughter might consist of 1-2 acres of land, but usually consists of money. A poor peasant daughter might marry, though she has no dowry at all.

A custom of some human villages is to annually auction all marriageable females. The money attained from the sale of the beautiful females goes into a local fund, which later serves as a dowry to ensure that the more homely females marry as well.

A wife is the property of her husband. However, a wife is allowed the right to sue her husband, represent herself in court, and own property. A wife cannot plead in court without her husband or make a will without his consent.

Nonetheless, the dominant understanding of marriage is that 2 characters dedicate their lives to each other, remain faithful, and raise a family as a result of their love. Even though the wife is property, it is still ideal to have a relationship defined by respect, passion, and intimacy. Married characters are expected to treat each other with respect, and many human husbands and wives refer only to each other as Sir and Madam.

AD·FINEM·FIDELIS

faithful to the end

Bugbear society considers marriage differently from human society. Bugbears truly consider a wife to be the property of her husband. She is not allowed to leave the house and has no legal rights. Although a female is given a name at birth, no other bugbears ever address a wife by her name. Instead, others refer to her as his property.

Except for white dwarves and light elves, wife-beating is common and corporeal punishment is the norm. Arguably, wives do not necessarily get the worst of it. Husbands rarely have mastery over their wives; nearly everywhere wives dominate their husbands.

Due to the unified influence of both religion and government, human characters rarely get divorced. Even though the marital relationship of bugbears is much more superficial, they rarely get divorced. Bugbear husbands keep their wives for sex and to make children. Otherwise, their greatest pleasure is derived from raiding human communities and raping the human women. Across cultures, divorce is permitted only on the grounds that the union has broken 1 of 3 laws of marriage: age, consent, or incest.

Adultery is a crime against marriage. Adultery is defined and detailed later in this chapter under *Justice*.

If a husband dies, then the widow inherits one-third of his worldly possessions. The remainder goes to the local ruler.

# Language

A language is a means of communicating by manipulating symbols. In order for meaningful communication to occur, the meaning of the symbols must be understood by both the sender and the receiver of the communication. Each language consists of a series of symbols known as an alphabet. The alphabet for each language is appropriate to the speech capabilities of its race or species. If a language is learned that belongs to a different species, then no matter how fluent a character becomes in it, it will always be obvious to those of the original species.

As a language develops, rules emerge to guide those who communicate with it. Various types of rules emerge, such as grammatical, syntactical, and stylistic conventions.

Following is a list of languages that characters may both learn to speak and encounter as they adventure.

## Angelic

Angelic is the language of angels, more correctly called eudaemons. This is a language that has progressed through 3 alphabets. The current alphabet has 22 letters. The alphabet is: Cheth, Zain, Vau, He, Daleth, Gimel, Beth, Aleph, Samech, Nun, Mem, Lamed, Caph, Iod, Theth, Tau, Schin, Res, Kuph, Zade, Pe, and Ain. The characters consist of lines and small circles. Naturally spoken Angelic occurs at frequencies higher than human ears are capable of hearing. Angelic is characterized by infinite irregularities, perhaps making it the most difficult language, along with Demonic. For this reason, characters are unable to learn Angelic.

Legends say that the word *joy* was given to ogres in Angelic, soon after a cacodaemon gave ogres the first word *fatal*. *Joy* was misunderstood and abandoned from the vocabulary of ogres, and Cigan developed into a simple, brutal language. Angelic, however, has existed for eternity. Some scholars claim that *joy* is actually the oldest word, but most find it hard to believe, once familiar with humanoids of any race.

## Buggeric

Buggeric is pronounced *boo-GARE-ic*. The tongue of bugbears, this is not a distinct language. In fact, it is merely a dialect of Kobold. Even though Buggeric has dropped the clicking sounds of Kobold, a bugbear and kobold can understand each other. Just the same, Buggeric grows more disparate from Kobold every day.

Examples abound of new Buggeric words that have entered common usage. The kobold word for sodomy has been abandoned in favor of *buggery*, from which the name of the dialect is derived. Seeming to other races as though bugbear males are obsessed with sex, they refer to their flaccid Manhood as their *little human*, roughly translated. Bugbears males refer to their erect Manhood as their *poop-poof*, which is often shortened to *pupoof*, and said quickly. The variant *poop-oops*, now quickly *pupoops*, developed in response to finding feces on a Manhood upon removal from a rectum. The Sapien word *berserker* originated in Buggeric, and the word for berserker rage is *beserkerganga*.

The distinguishing feature of Buggeric, is that it contains the most slang. For this reason, many humans refer to Buggeric as Vulgus, meaning not only crude and indecent, but of common characters.

## Cigan

Cigan is pronounced *tsee-GAHN*. This is a simple, guttural language. This is the oldest humanoid language. Cigan is a language of few words, and those who speak it often have difficulty expressing themselves. Few rules exist in Cigan. Cigan mostly has small words of no more than 5 letters. Larger words are typically the combination of 2 smaller words.

This language has only nouns and verbs; for example, no adjectives or adverbs exist. Verbs have only 4 tenses: imperative, present, future, and past; conditional, subjunctive, and progressive tenses do not exist in Cigan. Ogres frequently use imperative tense.

Cigan language has made many contributions to other languages. For example, the words *beat* and *eat*, roughly translated, originated in Cigan. Some linguists argue that *hate* first appeared in Cigan as well.

Those fluent in Cigan are able to bellow, growl, and moan. Words bellowed are in the context of aggression, words growled are in the context of hunger, and words moaned are in the context of horniness.

Cigan is very different from Underworld, since Cigan has some soft sounds and it is predominantly guttural. Cigan is also different from Kobold, namely because Cigan has no clicking sounds. Because this language is so simple, it has been around since ancient times, when ogres and trolls were the only humanoid races and engaged in a perpetual war. A demon gave ogres the first word, *fatal*, though it was too complex for ogres because it is an adjective. Shortly thereafter, angels gave ogres the word *joy*, which was soon forgotten.

In Cigan, every single syllable is accented, and there is a long pause between each sentence. An ogre can typically complete an action in less time than it takes for the ogre to say it.

Base and cliff ogres speak Cigan, while gruagach speak a different dialect, known as Gruagan. Technically, this Cigan and Gruagan are the same language, but are so different that base and cliff ogres cannot understand gruagach ogres, but gruagach ogres can understand base and cliff ogres.

## Demonic

Demonic is the language of demons, more correctly called cacodaemons. The most common letter is an inverted pentagram, which symbolizes the power to dominate nature. Naturally spoken Demonic occurs at frequencies lower than human ears are capable of hearing. Demonic is characterized by infinite irregularities, perhaps making it the most difficult language, along with Angelic. For this reason, characters are unable to learn Demonic.

Scholars argue that the oldest known word is *fatal*. Legends say that a demon taught this word to the first intelligible humanoid, who was an ogre. Demons became curious regarding the first humanoid. It has been written that the demon could read his mind, and that he considered the demon to be a god. Though the first intelligible humanoid did not have language, his mind wondered what will happen to him. The demon explained 2 things with 1 word. By teaching the first intelligible humanoid the word *fatal*, the demon educated the mortal that he will eventually die, and that it has all been predetermined, or governed by fate. Therefore, the word *fatal* means both deadly and pertaining to fate. However, it is impossible for a mortal to accurately represent a word in the demonic language. As languages mixed, the word developed into *fatum*, *fatalis*, and *fatal*.

## Dragon

Since dragons were the first mortal creatures of the world, their language is also the oldest language of the world. When spoken, the language of dragons sounds merely like a loud roar to those who are unfamiliar. To those familiar with Dragon, the roar contains numerous nuances of a very fine degree. Dragon is guttural, but it also contains a plethora of rules. Only characters with a Language Intelligence and Enunciation of at least 130 have the ability to learn introductory Dragon. While a dragon may laugh or be offended when a humanoid attempts to speak its language, if the humanoid has the ability and the fluency, then the dragon will understand them even though their voice cannot possibly go low enough. Many humans refer to Dragon as Slidrian, an ancient word that now means slither.

## Dwarven

This language is moderately difficult to learn due to the numerous rules. Each noun and verb must be adjusted to the context of the sentence in which it is inserted. Dwarven developed from Kobold by eliminating the guttural and clicking sounds, and adding parts of speech such as adjectives and adverbs. This is the most recently developed humanoid language. Though it is harsh, Dwarven allows for better expression than Kobold. For example, in Dwarven there are 10 ways to pluralize nouns.

Dwarven language has made many contributions to other languages. For example, the word gem originated in Dwarven as *gemma*, roughly translated. As languages mixed, the word developed into *gemme*, which is the Kobold and Buggeric version, while *gem* is the human version. The word ale originated in Dwarven as *ealu*. As languages mixed, the word developed into *alu*, and *ale* is the human version.

If translated, common verb prefixes include: be-, emp-, ent-, er-, ge-, miss-, ver-, voll-, and zer-. If translated, common noun suffixes include: -e, -en, -ich, -ig, -in, -keit, -li, -um, and -ung.

## Elven

An ancient tongue, Elven has its share of rules, but more than anything it may be characterized as a capricious language that is beautiful and seems to flow melodiously. Elven developed from, and in opposition to, Kobold. Guttural and clicking sounds were eliminated. Hard sounds were replaced with soft sounds. Parts of speech were added, such as adjectives and adverbs. Elven words are pronounced so softly, they almost seem whispered, even when voiced loudly.

Elven language has made many contributions to other languages. For example, the word connoisseur originated in Elven as *connoisseor*, roughly translated. As languages mixed, the word developed and was borrowed in Sapien.

If translated, elven suffixes include: -age, -ais, -et, -eur, -ie, -ier, -tion, and -ture. Elven is not phonetic; sounds are not pronounced according to which letter is voiced, but according to stylistic conventions.

## Ephesia Grammata

Ephesia Grammata is pronounced *eh-FEHS-yah grahm-MAHT-ah*. This is the language and scripture of ceremonial magic. Oftentimes when spells are cast, these phrases must be uttered with precision. Familiarity with this language does not assist a mage in casting spells more fluently, but it does assist them in magical research. When the symbols are viewed, Ephesia Grammata is often confused with Angelic. However, the languages are very different. The rules of Ephesia Grammata are fairly extensive, but the irregularities are few so it may be mastered as long as the student has ability and patience.

Ephesia Grammata has made many contributions to other languages. For example, the word *magic* originated in Ephesia Grammata as *magike*, roughly translated. As languages mixed, the word developed into *magice*, then *magica*, and *magik*. Magic is the Sapien version of the word. Ancient words for a character who uses magic include *magos* and *magus*; the modern word is *mage*.

## Gruagan

Technically, this is the same language as Cigan, but only a dialect. Gruagan is the dialect of gruagach ogres. Some linguists argue that this does not meet the minimum requirements to be called a language. Gruagan is a language of few words, and those who speak it often have difficulty expressing themselves. Rules do not exist in Gruagan. Gruagan mostly has small words of no more than 5 letters. Larger words are typically the combination of 2 smaller words.

This language has only nouns and verbs; for example, no adjectives or adverbs exist. Verbs have only 2 tenses: present and preterit; conditional, imperative, subjunctive, and progressive tenses do not exist in Gruagan. Action verbs are always preceded by being verbs. For example, instead of "I hate", a gruagach would say "I be hatin'" or "I is hatin'". As demonstrated in the previous example, gruagach shorten words, often to the point of incomprehensibility.

Hand gestures are always used to assist expressing emotion. Since most gruagach communication is emotional, hand gestures are frequent.

Those fluent in Gruagan are able to bellow, growl and moan. Words bellowed are in the context of aggression, words growled are in the context of hunger, and words moaned are in the context of horniness.

Gruagan is very different from Underworld, since Gruagan has some soft sounds and it is predominantly guttural. Gruagan is also different from Kobold, namely because Gruagan has no clicking sounds. Gruagan developed from Cigan, because Cigan was too complicated for gruagach ogres.

Base and cliff ogres speak Cigan, while gruagach speak a different dialect, known as Gruagan. Technically, this Cigan and Gruagan are the same language, but are so different that base and cliff ogres cannot understand gruagach ogres, but gruagach ogres can understand base and cliff ogres. Other ogres get frustrated when hearing Gruagan, and consider it an inferior dialect.

## Kobold

This language developed from its predecessor, Cigan. Kobold has no soft sounds and is guttural. Many words are longer than 5 letters. A characteristic feature of Kobold is a clicking sound produced by the tongue. Even though words are usually larger in Kobold than Cigan, the Kobold language typically has sentences of only 3 words: subject, verb, and object. Bugbears speak Buggeric, which is a dialect of Kobold.

Kobold language has made many contributions to other languages. For example, the word *slave* originated in Kobold as *sklabos*, roughly translated. As languages mixed, the word developed into *sklavus*, then *sclave*, and *slav*. *Slave* is the Sapien version of the word. Although kobolds still use the word *sklabos*, they call humans *slavs*, and describe them as *slavic*.

The word *silver* originated in kobold as *sarpu*, roughly translated. As languages mixed, the word developed into *seolfor*, then *siolfor*. The precious metal is now known as *silver* to humans.

Technically, Kobold does not use an alphabet or runes, but pictograms. Kobold pictograms were the first humanoid symbols. Kobold is written from left to right. Written words are not separated, and Kobold does not have punctuation.

## Sapien

Sapien is pronounced *SAEP-ee-en*. This is the language of humans. While local variations exist, with a little effort, most who speak Sapien can understand each other. Sapien is the most common language in use. Sapien has an alphabet with 26 letters. The rules of Sapien are fairly simple so it is easy to learn, though a number of irregularities make the language somewhat difficult to master. Sapien is also called Common, since it is the language used most by sentient beings of the world.

Sapien language has made many contributions to other languages. For example, the word *corrupt* originated in Sapien, and is one of its oldest known words. As languages mixed, the word developed into what is roughly translated as *corruptus* in Dwarven and *corrumpere* in Elven. Dwarves and elves rarely use the word to describe each other, but frequently use it to describe humans.

## Troll

This rare language is hardly known to any character who is not a subterranean troll. In ancient times long before humanity, the king troll god bestowed this language upon his loyal trolls, who became a separate race, the subterranean trolls. Soon thereafter, they were cursed by a jealous god to turn to stone in sunlight. The few who survived fled underground and the race has flourished below. Consequently, the language is virtually unknown.

As a language, it shares nothing in common with other languages, such as Cigan or Kobold, which all developed independently from Troll. Troll is harsh, but quiet. Since subterranean trolls hate noise, they have developed a language with nuances that can only be whispered. Little else is known of this language, except that it has been described as haunting and a torment to the ears, even if it is quiet.

## Underworld

This is a language that is spoken in some regions of the lower planes of existence. Moreover, it is the most common language below. Underworld is easy to learn. The words are small, typically no longer than 5 letters, though Underworld is thoroughly unrelated to Cigan or Kobold. Larger words are uncommon, but when they do occur they are merely the union of 2 smaller words. The rules of Underworld are few, and hardly any irregularities exist. Underworld is not guttural like Cigan, but simply harsh. No soft sounds exist in Underworld. Those below who do not have the ability to learn a complicated language like Demonic, simply learn Underworld. In fact, Underworld developed by those unable to speak Demonic.

Even though Underworld is otherworldly, it has made many contributions to other languages. For example, the word *evil* originated in Underworld as *yfel*, roughly translated. As languages mixed, the word developed into *yfles*, then *yfeles*, and *evil*. *Evil* is the Sapien version of the word. Other distant variants are *monigum* and *mongum*.

## Sexuality

The preference for a type of sexual partner is sexuality. Heterosexuals prefer the opposite sex and are the social norm. Homosexuals prefer the same sex. Bisexuals enjoy both sexes equally. Finally, asexuals prefer to avoid sexual encounters altogether. To randomly determine a character's sexuality, roll 1d100 and consult the tables below:

| Sexuality Modifiers | |
|---|---|
| **Race** | **Modifier** |
| Anakim | + 1 |
| Bugbear | + 5 |
| Dwarf | + 5 |
| Elf | - 5 |
| Human | - |
| Kobold | + 5 |
| Ogre | + 5 |
| Troll | + 5 |
| **Cup Size[1]** | **Modifier** |
| Female w/A or AA cups | - 4 |
| Female w/D or DD cups | + 4 |

| Sexuality | |
|---|---|
| **Roll** | **Sexuality** |
| < 02 | Asexual |
| 02-03 | Homosexual[2] |
| 04-05 | Bisexual (04-40 for Light Elves) |
| > 05 | Heterosexual |

1. Sexual hormones are a small factor in sexuality, though more variation exists within each gender. Cup Size correlates with estrogen. Male modifiers have not been included due to difficulty. For more information on hormones and sexuality, see Howard (2000) in the References section at the end of this book.
2. Percentages of homosexuality were estimates reported in Microsoft Encarta Encyclopedia, listed under Homosexuality.

## Debauchery

Debauchery is the willingness of a character to indulge sexual desire. Some characters refuse all sex, while others are willing to do anything. A Debauchery Score cannot fall below 1 or rise above 100. When role-playing sexual encounters, such as when a character enters a brothel, it is useful to know the degree of Debauchery of the character and the whore. Roll 1d100, consider the gender of the character, and consult the following table to determine Debauchery. Each character is generally willing to do whatever the result and all acts below it, but refuses to do what is above the result.

| Debauchery Modifiers | |
|---|---|
| **Roll** | **Modifier** |
| Anakim | + 30 |
| Bugbear | - |
| Dwarf | - 10 |
| Elf | - 10 |
| Human | - |
| Kobold | + 10 |
| Ogre | - 10 |
| Troll | + 10 |
| Asexual | - 130 |
| Buzzing | + 1d10 |
| Intoxicated | + 1d20 |

| Female Debauchery | |
|---|---|
| **Roll** | **Result** |
| < 06 | Refuse all sex |
| 06-10 | Give handjob |
| 11-15 | Give oral sex |
| 16-20 | Give oral sex and swallow |
| 21-25 | Receive fingering |
| 26-55 | Receive vaginal sex |
| 56-60 | Receive mammary sex |
| 61-65 | Receive oral sex |
| 66-70 | Entertain multiple partners |
| 71-72 | Give pain |
| 73-75 | Be bound |
| 76-91 | Receive anal sex |
| 92-93 | Urinate on partner |
| 94 | Receive pain |
| 95 | Be urinated on |
| 96 | Defecate on partner |
| 97 | Be defecated on |
| 98 | Drink urine |
| 99 | Eat defecation |
| > 99 | Do anything |

| Male Debauchery | |
|---|---|
| **Roll** | **Result** |
| < 02 | Refuse all sex |
| 02 | Receive handjob |
| 03 | Receive oral sex |
| 04 | Give vaginal sex |
| 05-25 | Give fingering |
| 26-50 | Give oral sex |
| 51-60 | Entertain multiple partners |
| 61-70 | Give anal sex |
| 71-80 | Give pain |
| 81-87 | Urinate on partner |
| 88-90 | Be bound |
| 91 | Receive pain |
| 92-94 | Be urinated on |
| 95-96 | Defecate on partner |
| 97 | Be defecated on |
| 98 | Drink urine |
| 99 | Eat defecation |
| > 99 | Do anything |

## Offspring Number

To determine the number of births per pregnancy[1], collect 7 ten-sided dice, roll 1d10,000,000 and consult the following table:

| Offspring Number | |
|---|---|
| **Roll** | **Result** |
| 0000001 | Quintuplets |
| 0000002-0000088 | Quadruplets |
| 0000089-0007658 | Triplets |
| 0007659-0666161 | Twins |
| 0666162-10000000 | Single |

## Offspring Gender

To determine whether a newborn child is male or female, roll 1d100 and consult the following table:

| Race | Modifier |
|---|---|
| Anakim | + 10 |
| Ogre | + 10 |
| Troll | + 10 |
| **Roll** | **Offspring Gender** |
| < 53 | Female |
| > 52 | Male |

1. Proportions of multiple births are referenced from Microsoft Encarta Encyclopedia, listed under Multiple Birth.

### Offspring Becoming Characters

Should it be necessary to determine abilities and bodily features of offspring, their abilities and bodily features are determined as adults, just as with characters. Thereafter, the offspring character may be modified according to age category as necessary.

However, parents do affect their offspring. For each ability, determine the average of the relevant ability between the mother and father. This is the basis of the ability of the offspring. From here, the basis may be modified. Roll 1d100 and consult below:

| Roll | Result |
|---|---|
| 01 | Decrease by (80 + 1d20)% |
| 02-04 | Decrease by (60 + 1d20)% |
| 05-10 | Decrease by (40 + 1d20)% |
| 11-22 | Decrease by (20 + 1d20)% |
| 23-48 | Decrease by (1d20)% |
| 49-52 | No Change |
| 53-77 | Increase by (1d20)% |
| 78-90 | Increase by (20 + 1d20)% |
| 91-96 | Increase by (40 + 1d20)% |
| 97-99 | Increase by (60 + 1d20)% |
| 100 | Increase by (80 + 1d20)% |

Perform the same routine as above for Height, Weight, Most Attractive/Repulsive Features, Skin Color, Hair Color, Hair Thickness & Type, Eye Color, Vision, and appropriate sexual features. Rare features may correlate as well. Consult the Aedile.

## Chivalry

Chivalry is a human system of knighthood. Not every culture or religion honors chivalry. While only moral knights are required to live by the code of chivalry (outlined below), the uneducated masses often romanticize its tenets.

For more information on the occupation of being a knight, see *Chapter 7: Occupation*. From the moment of being knighted, a knight must observe the following code of chivalry or the local ruler may rescind their status as a knight, among other punishments.

### The Ten Commandments of the Code of Chivalry

Below are 10 core tenets of the code from which no knight may falter without incurring a severe penalty. Inconsistencies may arise depending on the religion to which the knight adheres. When an inconsistency arises, consult the Aedile.

1. A knight must believe everything taught by their religion.
2. A knight must defend their religion.
3. A knight must respect and defend all weaknesses.
4. A knight must love the country in which they were born.
5. A knight must not recoil before their foe.
6. A knight must make war against the infidel without cessation or mercy.
7. A knight must scrupulously perform all feudal duties that do not contradict the laws of their god.
8. A knight must never lie and remain faithful to their pledged word.
9. A knight must be generous and give to every character when possible.
10. A knight must always fight as the champion of ethicality and morality against unethicality and immorality.

## The Code of Chivalry

The following list constitutes every chivalric ideal. If a knight breaks any of the following, consequences may range from insignificant to severe, and may vary according to the religion to which the knight adheres, or circumstances regarding the local ruler or country. When in doubt, consult the Aedile.

- Live to serve king and country.
- Live to defend crown and country and all it holds dear.
- Live one's life so that it is worthy of respect and honor.
- Live for freedom, justice, and all that is good.
- Never attack an unarmed foe.
- Never use a weapon on a foe who is unequal to the attack.
- Never attack from behind.
- Avoid lying to your fellow character.
- Avoid cheating.
- Avoid torture.
- Obey the law of king, country, and chivalry.
- Administer justice.
- Protect the innocent.
- Exhibit self-control.
- Show respect to authority.
- Respect women.
- Exhibit courage in word and deed.
- Defend the weak and innocent.
- Destroy evil in all of its monstrous forms.
- Crush the monsters that steal our land and rob our people.
- Fight with honor.
- Avenge the wronged.
- Never abandon a friend, ally, or noble cause.
- Fight for the ideals of king, country, and chivalry.
- Die with valor.
- Always keep one's word of honor.
- Always maintain one's principles.
- Never betray a confidence or comrade.
- Avoid deception.
- Respect life and freedom.
- Die with honor.
- Exhibit manners.
- Be polite and attentive.
- Be respectful of host, women, and honor.
- Loyalty to country, king, honor, freedom, and the code of chivalry.
- Loyalty to one's friends and those who trust the knight.

# Courtly Love

Courtly love is an idealized and often illicit form of love in which a knight or courtier devotes himself to a noblewoman who is usually married and feigns indifference to preserve her reputation. Just as with chivalry, the uneducated masses often romanticize courtly love. Not every culture practices courtly love, but of those that do, the 12 chief rules in love are known by all.

## The 12 Chief Rules in Love

If the following rules in love are not observed by a knight or squire, then they may not be considered to be experiencing genuine courtly love, either by themselves or others.

1. A character in love must avoid avarice like deadly pestilence, and must embrace its opposite.
2. A character in love must remain chaste for the sake of their lover.
3. A character in love must not knowingly participate in breaking up a correct love affair in which someone else is engaged.
4. A character in love must not choose a lover for whom a natural sense of shame would forbid marriage.
5. A character in love must avoid falsehood.
6. A character in love must not have many who know of their love affair.
7. A character in love must be obedient in all things to the commands of ladies, and should always strive to serve their lover.
8. A character in love must be modest while giving and receiving the solaces of love.
9. A character in love must speak no evil.
10. A character in love must not reveal love affairs.
11. A character in love must always be polite and courteous.
12. A character in love must not exceed the desires of their lover.

## The Art of Courtly Love

In cultures that practice the art of courtly love, it is admissible for both common folk, as well as knights and courtiers, to adhere to the following guidelines, hoping to demonstrate their genuine love for another:

- Marriage is not an excuse for not loving.
- He who is jealous cannot love.
- No one can be bound by a double love.
- It is well known that love is always increasing or decreasing.
- That which a lover takes against the will of his beloved has no relish.
- Boys do not love until they reach the age of maturity.
- When a lover dies, a widowhood of 2 years is required of the survivor.
- No one should be deprived of love without the very best of reasons.
- No one can love unless he is propelled by the persuasion of love.
- Love is always a stranger in the home of avarice.
- It is improper to love any woman whom one would be ashamed to seek to marry.
- A true lover does not desire to embrace in love with anyone except his beloved.
- When made public, love rarely endures.
- The easy attainment of love makes it of little value: difficulty of attainment makes it prized.
- Every lover regularly turns pale in the presence of his beloved.
- When a lover suddenly catches sight of his beloved, his heart palpitates.
- A new love puts an old one to flight.
- Any character is worthy of love who has temperance.
- If love diminishes, it quickly fails and rarely revives.
- A man in love is always apprehensive.
- Real jealousy always increases the feeling of love.
- Jealousy increases when one suspects his beloved.

- He whom the thought of love vexes eats and sleeps very little.
- Every act of a lover ends in the thought of his beloved.
- A true lover considers nothing good except what he thinks will please his beloved.
- Love can deny nothing to love.
- A lover can never have enough of the solaces of his beloved.
- A slight presumption causes a lover to suspect his beloved.
- A man who is vexed by too much passion usually does not love.
- A true lover is constantly and without intermission possessed by the thought of his beloved.
- Nothing forbids 1 woman from being loved by 2 men, or 1 man by 2 women.

## Demographics and Occupational Level

While occupations are described in the next chapter (*Chap. 7: Occupation*), the occupational level of characters usually correlates well to the population. Observe the table below to determine by occupational level and race where an individual ranks in a random population of their culture.

For instance, if a human village has a population of 400, then there are roughly 20 characters at the 7th occupational level or higher, ranking in the top 5%. Similarly, 20% of the working human characters met randomly are level 1 or have never worked.

This table may be used to consider each occupation, or the entire population. For example, if we are considering a city of bugbears that has a population of 15,000, then there should statistically be 1,500 characters who are level 9 or higher. To figure this: [15,000 - (15,000 x .9)]. However, if this given city has 69 slave-traders, then there are probably 6 slave-traders who are level 9 [to figure this: [69 - (69 x .9)]], 3 who are level 10 [69 - (69 x .95)], and none who are level 11 or higher [69 - (69 x .99)].

**Demographics by Occupation and Race**

| Occupational Level | Percentile in a Random Population | | | | |
|---|---|---|---|---|---|
| | Bugbear and Troll | Dwarf | Elf | Human and Kobold | Ogre |
| 1 | 10% | 10% | 14% | 20% | 20% |
| 2 | 20% | 15% | 16% | 30% | 25% |
| 3 | 30% | 20% | 18% | 40% | 30% |
| 4 | 40% | 25% | 20% | 50% | 35% |
| 5 | 50% | 30% | 22% | 65% | 40% |
| 6 | 60% | 35% | 24% | 80% | 45% |
| 7 | 70% | 40% | 26% | 95% | 50% |
| 8 | 80% | 45% | 28% | 99% | 55% |
| 9 | 90% | 50% | 30% | 99.5% | 60% |
| 10 | 95% | 55% | 32% | 99.9% | 65% |
| 11 | 99% | 60% | 34% | 99.95% | 70% |
| 12 | 99.5% | 65% | 36% | 99.99% | 75% |
| 13 | 99.9% | 70% | 38% | 99.9995% | 80% |
| 14 | 99.95% | 75% | 40% | 99.9999% | 85% |
| 15 | 99.99% | 80% | 42% | 99.999995% | 90% |
| 16 | 99.995% | 85% | 44% | 99.999999% | 95% |
| 17 | 99.999% | 90% | 46% | 99.9999995% | 99% |
| 18 | 99.9995% | 95% | 48% | 99.99999999% | 99.5% |
| 19 | 99.9999% | 99% | 50% | 99.999999995% | 99.9% |
| 20 | 99.99995% | 99.5% | 52% | 99.999999999% | 99.95% |

## Death Customs

With the exception of ogres and trolls, all races available to characters burn their dead; the dead are not embalmed[1]. Corpses are burned because after time they smell and may cause disease. Anakim do not have their own societies, so their corpses are treated according to the society in which they reside, if they are social at all.

Bugbears send each corpse to sea on a vessel, and the size of the vessel is proportionate to the importance of the bugbear. The vessel is laden with straw and soaked in oil. Once the vessel is at sea, a bugbear who is usually a family member shoots a flaming arrow at the vessel. The funeral vessel ignites and the corpse burns while the family and friends of the corpse mourn. Bugbears do not cry when they mourn, though they are unhappy. More than anything, all bugbears are bothered by the death of another bugbear, because that bugbear who is dead could have contributed to dominating the world.

When a dwarf dies, their body is rushed to a forge. As their corpse burns, the family members of the dead character use the forge to create an item of craftsmanship as a tribute. Some of these items are later imbued with magic and passed on from generation to generation. Such an item is always considered to be an extension of the dead character to whom it was a tribute. Dwarves do not mourn or weep, but craft this item furiously and with dedication. Forges are used only at night.

When an elf dies, the corpse is burned in the nearest glade and the ashes are sprinkled around the oak tree that was nearest the character when they died. Thereafter, that oak tree is regarded as a link between the dead elf and those who wish to talk to them. Light elves who are family and friends weep and mourn for an entire day, continually drinking water so that they can produce many tears. Conversely, dark elves do not weep or mourn, but family and friends partake in an orgy in the honor of the dead dark elf so that life continues.

When a human dies, their family will place them on the ground for their dying breath, if possible. Once dead, a family member will close the eyes of the corpse. Immediately after death, family members are expected to gather around the corpse and mourn. Then, the corpse is placed on a litter in a lively pose as though relaxing and 8 slaves carry the litter to a public building. Musicians in front of the procession will play flutes if the character died young, or trumpets if they died aged. Family members follow the procession. Once in the public building, a speech is presented by the closest family member and the dead character is praised. Finally, the corpse is transported to a funeral pyre. The same relative who delivered the speech must ignite the corpse. Once burned, the ashes are cooled with water or wine and placed in an urn. If a character died in poverty and could not afford the above ritual, then they were simply burned and their ashes are not gathered but blow away. For those who could afford it and are distinguished, their urn is placed in a private or family tomb. Otherwise, if a character could afford the ritual but was not distinguished, then their urn is placed in a large, common tomb called a catacomb. The inside of a catacomb is honeycombed with little niches in the walls. Each niche is to be filled with an urn, and over 1,000 urns may be placed in each catacomb. The largest cities may have hundreds of catacombs.

Kobolds seem to lack respect for the dead, merely gathering corpses into a pile and burning them in mass if possible. Kobolds do not care what happens to the ashes. More amazingly, family and friends do not weep or show signs of interest. Kobolds know that life is short and prefer to get back to their lives.

Ogres bury their dead. Sometimes, ogres bury prized possessions with corpses. Trolls eat their dead. To a troll, a corpse should not be wasted. Some believe that by eating them, they may absorb some of their traits.

1. The reason that corpses are not embalmed, is because F.A.T.A.L. attempts to isolate Europe from outside influence. Embalming originated in Egypt, not Europe. Part of the fantasy of F.A.T.A.L. is in how Europe may have developed without influence from foreign cultures. It is impossible to remove all influence, but outside influence has been minimized wherever possible. Bugbear death resembles the Vikings, ogre death copies Neandertals, and human death mimics what happened in Rome, as referenced from Cowell's book, Life in Ancient Rome. For more information, see the References section at the end of this book.

# Communities

Ranging in size from hamlets to capital cities, many characteristics of communities vary widely. Communities are outlined according to size below:

## Hamlet

Hamlets are comprised of no more than 100 characters, usually a collection of a few families. Hamlets are too small to have a guild or temple, though 1-2 shrines may be present. Hamlets never have walls, and are rebuilt continually.

## Village

Villages have from 100-1,000 characters. Most villages are too small to have guilds, have a local lord and 1-2 temples, and probably have several shrines. Village guilds are likely to be negligible in quality and service. Rarely, villages may have walls, and are rebuilt continually.

## Town

Towns have a population between 1,000 and 10,000. Towns typically have a handful of guilds, temples, and a local lord of some sort such as a baron, depending of course on the state. Towns usually are not walled.

## City

Cities have populations of at least 10,000. Cities have numerous guilds, temples, and at least 1 local lord such as a duke. Cities are usually walled and have a castle, citadel, or fortress of some type.

## Capital

Capital cities are the seats of governmental power to a state, usually being the size of a large city. Capital cities are almost always walled, sometimes having multiple walls, and are well defended. It seems that anything can be found for the right price if searched diligently for in a capital city.

# Governments

A government is an authoritative unit that is organized to control masses of characters, and is usually classified according to the distribution of power within it. Following are the definitions of several forms of government that may be used by the Aedile to add realism to a gaming world:

## Anarchy

The antithesis to all governments, proponents of anarchy prefer a lack of government, preferring chaos to order and nature to civilization. Anarchists believe that no creature has a right to impose on another; anarchists refuse to be governed.

## Autocracy

A government wherein 1 character possesses unlimited power is an autocracy. Oftentimes, autocracies are called dictatorships[1]. If the character with unlimited power centralizes their control, then this form of government may be called totalitarianism. An autocracy is rarely established as such. Usually, a previous form of government is established, and the leader changes it into an autocracy. According to some[2], the most common government to precede autocracy is democracy.

## Aristocracy

This is a government wherein the power is vested in a minority consisting of those thought to be best qualified to rule. This is different from an oligarchy, because the populace believes that a characteristic of the aristocratic class distinguishes them and makes them fit to rule. Historically, membership in an aristocracy was based on wealth. An aristocracy based on wealth is a plutocracy.

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1. According to E. Lyon's Assignment in Utopia, "People under dictatorships, it has been well said, are condemned to a lifetime of enthusiasm. It is a wearing sentence. Gladly they would burrow into the heart of their misery and lick their wounds in private. But they dare not; sulking is next door to treason. Like soldiers weary unto death after a long march, they must line up smartly for parade." For more information, see the References section at the end of this book.
2. The following agree that historically, democracy precedes autocracy: Plato's Republic, Aristotle's Politica, and Bertrand Russell's Power. For more information, see the References section at the end of this book.

## Bureaucracy

A bureaucracy is a government wherein the power lies with numerous departments and their heads. It is a systematic administration characterized by the specialization of functions. Bureaucracies are often criticized as an overabundance of government consisting of too many clearly demarcated laws and statutes. A bureaucracy is often combined with other forms of government. For example, a republic may organize itself into a bureaucracy.

## Confederacy

Usually a political balancing act, a confederacy is a government consisting of many smaller units that cooperate, yet prefer to remain independent or distinct. Sometimes these units are called states. Unfortunately, the units often do not cooperate and are subject to divisiveness. A confederacy refers only to the relationship between states. How each state rules its population is another form of government.

## Communism

A government wherein the state owns all property and equally distributes wealth is a communist government. The goal of each citizen is to support each other as a community or as a state, not as individuals. It has been advocated that children should be removed from their parents upon childbirth, so that no parent knows their child; consequently, no favoritism will exist[1]. Because the state owns everything, and therefore has considerable power, communism easily devolves into an autocracy or oligarchy. However, because power corrupts, communism has never been successful.

## Democracy

A government wherein the general populace rules is a democracy. Each member of the populace is able to vote directly for policies. Note that this is different from a republic. Oftentimes, a government in the form of a republic will declare itself to be a democracy because it appeals to the people, though safeguards ensure that each character does not truly get an equal vote. Many have considered democracy to be an undesirable form of government[2,3]. In fact, historically, democracy tends to change into autocracy or oligarchy.

## Feudality

A government wherein great landowners or hereditary overlords exact revenue from the land and also exercise the functions of government in their domains is a feudality. Typically, the great landowner is called the lord, and everyone else is a vassal. Feudality is associated commonly with monarchy or a confederacy.

## Gerontocracy

This is a government wherein elders or old men rule. Many times, the government of a tribe is a gerontocracy. This form of government is primitive, and is based on the Wisdom that is assumed to be gathered from age and experience.

## Gynarchy

A government wherein women rule is a gynarchy. Note that a matriarchy is not necessarily a governmental form, but a social organization such that descent is traced solely or primarily through the female line. In a true gynarchy, the most womanly will rule. A gynarchy may be combined with other governmental forms.

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1. This view comes from Plato's Republic. It has been argued that this work of Plato's was the groundwork for communism. For more information, see the References section at the end of this book.

2. The following have asserted that historically, democracy has been an undesirable form of government: Plato's Republic, Aristotle's Politica, and Bertrand Russell's Power. For more information, see the References section at the end of this book.

3. In Bertrand Russell's Power, he asserts that in Classical Greek states, "in every city, the rich favoured oligarchy and the poor favoured democracy; when the partisans of democracy were victorious, their leader usually succeeded in making himself a tyrant." He also claimed that "One of the advantages of democracy, from a governmental point of view, is that it makes the average citizen easier to deceive" (Russell, 1996, p. 96). Russell also stated that "When all opposing propaganda is forbidden, rulers are likely to think that they can cause anything to be believed, and so to become over-weening and careless. Lies need competition if they are to retain their vigour" (Russell, 1996, p. 97). Therefore, democracy is the most successful form of government with propaganda. For more information, see the References section at the end of this book.

## Hierarchy

This is a government administered by an authoritarian group of characters classified by ability, economic, or social standing. Sometimes, this is referred to as a militocracy. Males tend to establish hierarchies, while females prefer floating power sources[1].

## Magocracy

A government wherein a mage or mages (or sorcerer or sorcerers) rule is a magocracy. In primitive societies, a leader may be elected because they are believed to be gifted with magic.

## Meritocracy

A meritocracy is a government wherein responsibility is awarded to those who exhibit the most effort. A meritocracy is often associated with a hierarchy or pedocracy.

## Monarchy

A government wherein rule is inherited, such as with a king and queen, is a monarchy. Monarchy is often associated with feudality. Rebellion against the government is an offense against the king, usually punishable by death.

## Oligarchy

A government wherein the few or a small faction rule is an oligarchy. This form of government is similar to, yet distinct from, an autocracy.

## Ochlocracy

A government wherein the mob rules is an ochlocracy. Mobs usually coalesce into families. Families compete for power in an ochlocracy.

## Pedocracy

A government wherein the educated and scholarly rule is a pedocracy. Educational standards are strict. Education is free to all citizens, though strict rules regulate its pursuit. A pedocracy tends to be associated with a bureaucracy.

## Plutocracy

This is a government wherein the wealthy rule. A plutocracy is a form of aristocracy. The wealthy usually take measures to assure that the they remain in power, and the poor remain powerless.

## Republic

A government wherein representatives are elected to represent their electorate as they make policy decisions is a republic[2]. The duty of each representative is to represent their constituents.

## Theocracy

A theocracy is a government wherein rule is administered by a god or religious officials. Theocracy has been considered a form of oligarchy[3]. Usually, a religion dominates a theocracy, and characters who disagree with the religion must be either banished, converted, or killed. Few religions are tolerant of dissidents.

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1. This statement is from the Owner's Manual for the Brain. For more information, see the References section at the end of this book.
2. According to this definition, Plato's Republic is not a republic. For more information, see the References section at the end of this book.
3. In Bertrand Russell's Power, he considers theocracy to be a form of oligarchy. For more information, see the References section at the end of this book.

# Society

Different races have different societies. Hereafter, the society of each race is described.

## Bugbear

The worldly population of bugbears is small. Bugbears value organization and congregate into communities that are structured like humans, but also somewhat like ants. Bugbears refer to their communities as colonies. Bugbear colonies range in size from hamlet to capital city, and have a king, dukes, barons, and lords. Since bugbear society is extremely patriarchal, no queens or duchesses exist who have any power or influence. Bugbears are highly organized. Even though few in number, bugbears intend to dominate the world, proclaiming they need more living space.

Bugbears are fascinated with ant colonies. They admire these simple creatures for creating complex social structures. For example, bugbears observe that multiple ant colonies may coexist, jointly having a million queen ants and hundreds of millions of worker ants. Yet, deviant ants do not exist; all ants simply do what they are supposed to do within their structure. Bugbears understand that the queen ant produces numerous eggs, and that she is protected for the survival of the colony. In bugbear society, however, females do not lay eggs, and so the bugbear social structure is inherently different. Bugbears respect the orderliness of ants, but consider the superior humanoid society to be patriarchal.

Bugbears also are fascinated with bees, and cultivate beehives for honey nearby bugbear colonies. A noteworthy criminal punishment is to cover the criminal in honey, bind them to a tree amidst beehives, and throw small stones at nearby beehives. The criminal is abandoned to their fate. Ants usually swarm the honeyed criminal, who may be dead already from multiple beestings.

Nourishment is valued by bugbears. Probably the most common daily food of bugbears is berries. This race enjoys black currants, red currants, blackberries, elderberries, hawthorne berries, and lingonberries. Bugbears often make jams or preserves from berries. Cherries are rarer, but always taken symbolically. Plums are another rare food, but enjoyed nonetheless. Honey is common, because bugbears tend beehives. Most bugbears eat berries, honey, and salmon every day. Seafood eaten less frequently include cod, eels, mussels, oysters, scallops, and shrimp. Some bugbears believe that eating mussels causes big muscles. The rarest food for bugbears is a beached whale.

Most bugbear colonies are coastal, since bugbears are adept at seamanship. In fact, bugbears use the sea as a quiet means to approach human communities at night. When convinced that the time is right, the captain will beach the raiding ship and the warriors plunder the community and pillage the women. The crews of these raiding vessels often have bugbear males who are celebrating their 12th birthday and will become adults with full rights and citizenship if successful. If unsuccessful, then they are castrated so that their seed cannot perpetuate failure. Young bugbears train for raiding by attacking local slaves in subjecting facilities. Most adult males savor the experience of taking human communities by force. Human males are usually killed during the raid. Bugbears find it easier and less risky to transport females and children by sea.

Bugbears organize their slaves within subjecting facilities, which usually consist of either humans or light elves. The humans are either forced or encouraged to breed so that bugbears may enjoy their delicacy: devouring naughty human children. Most bugbears agree that naughty human children taste best when eaten with blackberries, but naughty elven children taste best with elderberries. All elven or human children are encouraged to be naughty. Any elven or human child who refuses to be naughty must be killed and eaten by their parents; hence, even the parents of children in subjecting facilities encourage their children to be naughty. All slaves in subjecting facilities are subject to medical experimentation. Otherwise, these slaves are merely worked to death and given just enough food to survive, but not enough to revolt. The amount of food in ounces needed to keep a slave alive is known by bugbears, based on their famous calculations that involve height and weight.

Though bugbear engineers design their colonies, the unskilled labor is performed by human slaves. Subjecting facilities are on the outskirts of bugbear colonies, and often used to show a contrast between the lives of bugbears and humans. Bugbears consider human communities to be subjecting facilities without walls. Elves and humans are fed at a high-density feedlot. While elves and humans feed, their hands are tied behind their backs and they drink from a trough. The slaves are all forced to urinate and defecate in a central cesspool that is above ground. All characters within 100 feet of the cesspool must pass a daily Health subability check at TH 5 or become nauseated in 1d10 seconds and vomit violently.

The internal environment of subjecting facilities is void of vegetation, but laden with urine-soaked clay soil. Living conditions are wretched. Elven slaves are far fewer in number, but more aghast because there is no vegetation and they are not allowed to play music. In fact, if an elf is caught humming or singing, then they are isolated, restrained upside-down, and are deprived of water for 1d4 days. The food of slaves consists of poor quality grain that has little or no protein or nutrients, which lowers their Drive, keeps them weak, and prevents reprisal. Death is their only acquittance.

Bugbear females have almost no worth in bugbear society. The only purpose for a bugbear female is to relieve sexual tension and make babies for bugbear males. Although a bugbear female is named at birth, it is rare for others to refer to her by name, but instead as an object or property.

Nonetheless, for a bugbear female to become an adult, she is tied to an altar in the middle of an arena on her 12th birthday. Any adult male may enter the arena without weapons and brawl or wrestle against other suitors. The winner deflowers her before spectators and may propose marriage. If no suitors enter the arena, then she is spayed.

Bugbears greet each other with bear-hugs. The Strength and duration of the bear-hug are proportional to feelings for others. Bugbears of the same family may bear-hug firmly and for several minutes, while strangers bear-hug for less than a second. Bugbear greetings are rare compared to other races. Most bugbears communicate without emotion within their colony, unless angered or aroused. Angry bugbears rarely bear-hug as a wrestling technique. When wrestling, most bugbears prefer to choke a foe by torquing their radial bone into the windpipe of the foe.

Bugbears combine the following types of government: bureaucracy, feudalism, hierarchy, meritocracy, and monarchy.

## Dwarf

Since the worldly population of dwarves is small, dwarves congregate into communities that are no smaller than cities, though few exist. Dwarves value organization and strictly regulated freedom. Dwarves are ruled by a king. Since no dwarven community is smaller than a city, there are no dwarven barons, knights, or lords. Because dwarven society is patriarchal, no queens exist who have any power or influence. Since dwarves are immortal unless killed, they value their own life above all else. For this reason, dwarves withdraw from others, deep into the heart of mountains, where they form subterranean cities. Brown dwarves are part of human, not dwarven, society.

Grains such as oats, barley, and wheat are often grown on or near the mountain, and harvested at night, secretly, by the dwarves for their ale. Alfalfa is alternated with grains in crop rota-

tion and grown in the winter for better soil. However, like kobolds, the main staple of dwarves is mushrooms.

Dwarves tend to do things with vigor or not at all. Their greatest passion is work, though some argue it must be drinking ale. The only time dwarves feel like they accomplish something is when they work. For this reason, dwarves are usually the best craftsmen, gemcutters, jewelers, and smiths.

The entrances to their communities are clandestine, and guarded jealously. It is said that if a stranger breaks into a dwarven community, then they will never break out. Although black dwarves will kill intruders, white dwarves will merely imprison them for life, fearing that others outside the mountain may learn of their location. Dwarven forges are used only at night, so that the smoke that emerges from hidden vents on the surface is unseen.

The ritual to adulthood for a black dwarf or white dwarf consists of drinking 10 ales and winning a wrestling match against a sober foe of the same age and gender. The ritual is conducted on the 24th birthday of each dwarf. If failed, then the dwarf must attempt again on their next birthday.

Dwarves combine the following types of government: hierarchy, meritocracy, and monarchy. Although dwarves value heritage, the social class and occupation of a dwarf are often determined based on a review of their efforts. Lazy dwarves are rare.

## Elf

The worldly population of elves is small, and concentrated in forests. Elves congregate into communities that are no smaller than cities, though few exist. Elves value their forest, freedom, Wisdom, and tricks. Although ruled by a king, elven communities do not have elven dukes, barons, lords, or knights. Since elven society is patriarchal, queens do not exist who have any power or influence.

The main purpose of elven society is to protect their forest, usually from what other races consider civilization. Elves are disappointed in the other humanoid races, considering them to lack respect for nature.

Both dark elves and light elves survive on the same foods. Since vegetables do not grow in forests due to lack of light, elves eat berries in the summer and save nuts for the winter. Other seasonal foods include alfalfa sprouts, apples, cherries, and mushrooms. Most elven communities are large enough that the forest does not supply enough fruits and nuts. Large elven commmunities harvest wheat and grow vegetables on the edge of the forest. Lichens growing on the sides of trees are eaten by elves when all other food is scarce. Usually, however, elves avoid lichens, saving them due to herbal properties.

Elven communities are often protected by elven sentries who are hiding amid the treetops and armed with bows. Dark elven sentries have poison-tipped arrows, while light elves have blunted arrows.

Each family of dark elves selects a tree and burrows underneath the root system. Their homes rarely flood, because the roots absorb most water. The entrance to such a home is somehow hidden. Trespassers rarely know they are trespassing into a community of dark elves until it is too late. Humanoid trespassers are beheaded and their skulls decorate the interior of dark elven homes. The skulls of trespassers are placed above doors, crafted into bedpans, and used as doorstops.

In a dark elven community, 10-20% of the dark elves partake in a nightly orgy, known as a *werg*, in elven. The community draws lots to determine the participants. The purpose of a *werg* is not procreation, but celebration. During a *werg*, participants wear ceremonial half-masks. Vaginal intercourse is forbidden and mutual masturbation is encouraged. However, every month during a full moon all dark elves participate in a community orgy for the purpose of procreation. The sexual position from this ceremony has become known as dark-elven-style. Dark-elven-style consists of the male entering the female from behind, who is on her knees with vagina exposed and head on the ground.

For a dark elven female to become a citizen, she must masturbate a male and make him ejaculate a horizontal distance at least half his height. For a male to become a citizen, he must masturbate on a female and ejaculate at least 8 streams.

Each family of light elves selects a large, hollow tree, and makes their home inside it. It is easier for a trespasser to discover the home of a light elf than dark elf. Light elves make fun of dark elves, saying that because they live underground, they are lower than light elves, and that their skin is darker because they are dirty.

Light elves are not lecherous, like dark elves. Yet, their mating ritual is odd because it includes music. When a female intends to get pregnant, she plays an improvised melody on a flute during mating. More attention seems to be devoted to the melody than the act of mating. Later, the melody is recalled, interpreted, and used to foretell the fate of the child.

Elves combine the following types of government: aristocracy, monarchy, and pedocracy. Although heritage is valued, the elven version of pedocracy places more importance on Wisdom. The demonstrated Wisdom of an elf is used often to determine their social class and occupation.

## Human

Humans congregate into communities that range in size from hamlets to the largest cities. Most humans are corrupt and value money and power over all else. For these reasons, human societies have slaves and peasants, in addition to free characters such as serfs, nobility, and royalty. Slaves are exploited. The most common slaves are other humans, though bugbears and kobolds may also be found. Peasants do not live in towns and cities, but only rural communities such as hamlets and villages.

Humans are ruled by a king and queen. The king is assisted by a hierarchy of lesser royalty including dukes, barons, and lords; female equivalents also exist. Human society is patriarchal, since their king is male and their sovereign ruler. Males have emerged naturally as the dominating gender of all successful human societies.

Humans are likely to try any type of government. Modern governments tend to involve the following: bureaucracy, communism, feudality, monarchy, and republic.

## Kobold

The only race more populous than kobolds is humans. Kobolds value dominance and live in hierarchical societies. The strong dominate the weak. Many kobolds are slaves at the bottom of the hierarchy. Kobolds are ruled by a king and queen, and their dukes and duchesses. Each kobold squabbles for more power, then abuses those beneath them with less. Kobold society is patriarchal, since their king is male and their sovereign ruler. Males have emerged naturally as the dominating gender of all successful kobold societies.

Each kobold king rules at least 1 mountain. If a mountain is inhabited by kobolds, then it is fully mined and the king resides at the internal summit. The interior of kobold mountains are organized into levels based on social class, occupation, military influence, wealth, and the number of slaves owned. Generally, slaves reside at the bottom and are continually digging mines near or away from their mountain, while kobold serfs live high in the mountain. Slaves must bring goods to those above them in the mountain.

Entrances to kobold mines never occur higher than the foothills at the base of the mountain. In remote areas, such entrances may not be hidden. However, entrances to kobold mines are usually hidden and protected with numerous traps. The most numerous entrances to kobold mines occur in wells that are in or near human communities. Kobolds send scouts on the surface at night to find wells, then bring detailed maps back to their superiors. Next, kobolds mine into a well, about halfway up its shaft. Numerous traps are set in the mine shaft near the well. Then, at night kobolds emerge and capture humans, forcing them down into the mines to become slaves. If successful, the kobolds will be able to steal humans without other humans in the community knowing what happened. Just the same, many human communities watch their wells with suspicion.

Kobolds have a complicated system of slavery that includes rituals and customs. All female slaves must wear a collar that locks upon closing and may only be opened by cutting it off. Each kobold male who is a soldier usually has several kobold slaves who are female, petite, and perform

many duties including sexual gratification. When a kobold soldier takes a kobold female as a slave, she must get into the position of submission, which is to kneel before her new master with her back straight and head hanging low in front of her. During sex, males despise any sexual position in which the female is above the male. In fact, the sexual position known as kobold-style consists of the male entering the female from behind. In kobold-style, the female is on her knees with vagina exposed and back arched, while the male both penetrates and chokes her from behind. The goal is to bring the female close to unconsciousness and cause her to orgasm from his dominance and her lack of breath.

Because the greatest passions in kobold society are mining for silver and collecting slaves, kobolds often organize raids on human caravans at night that they suspect are transporting slaves. This is easier, but riskier, than mining into wells. Humans do not last long as slaves in kobold mines. Most human slaves die within 1 month in kobold slaves due to the dangerous fumes in silver mines. All kobolds are unaffected by the dangerous fumes in silver mines, as well as gaseous arsenic when released.

Since humans know that kobolds are experts at underground traps, humans are usually reluctant to enter kobold mines, even to retrieve a family member or administer vengeance. Those humans who are brave enough to enter kobold mines hardly ever return. If an army of humans enters the mines, kobolds let them get close to their community, and then ignite underground fires, which are calculated to kill the humans with smoke inhalation before they are able to escape back to the surface. Such escapes usually fail, because the kobolds also favor collapsing the entrance to their mines. Kobolds are immune to smoke-inhalation, as long as some air remains.

Communities occur near mines that have concentrations of silver and crustaceans, as well as an underground stream. The spores of various mushrooms grow plentifully around kobold communities. Since underground kobold mines are extensive, some mines have been depleted and abandoned.

Since kobolds are colorblind, they see only shades of gray. Kobolds may use colors, such as for clothes or art, but are unaware of the aesthetic value to those who see colors. Most other races think that kobolds have horrible artistic tastes, since their colors clash often. Artistic kobolds enjoy sculpting silver and other precious metals or stones. Kobold mines are supported sometimes with timber, sometimes with columns of stone. The upper half of each mountain is usually decorated extensively with silver.

Kobolds hate dirt, and consider other humanoids to be no different than dirt. Some humans claim that many foothills near mountains are the result of kobolds dumping dirt on the surface as a result of their mining.

Kobolds combine the following types of government: confederacy, hierarchy, and monarchy.

## Ogre

Base ogres gather in patriarchal clans that are never larger than a hamlet. Each clan lives in a different cave. Trade between clans is limited to food, hides, and fertile females. Females are traded between clans when old enough to reproduce, which prevents inbreeding. Males have also been known to abduct female ogres from other clans if they are found foraging alone. Base ogres also collect shiny trinkets in their caves, though they do not trade these between clans as a currency. Base ogres know how to make fire and roast their food. For roughly 4 hours each day, males hunt and females forage. The remainder of the day is spent resting in their caves or engaging in social interaction, usually around a campfire.

Cliff ogres gather in patriarchal family units, never larger than a hamlet. Each mother and father remain together for joint benefit, and are loyal to feeding their children. To feed their children, 1 of the parents tosses creatures over a cliff, and their children wait below, ready to feed on the victims. Cliff ogres may use fire at night to drive scared animals over a cliff. When a male cliff ogre child becomes an adult, he claims his independence by throwing his parents off a cliff. Then, he searches for a mate from a nearby cliff ogre family. If he finds one to his liking, then he takes her from her

family by force, if necessary. Together, they find a cliff with jagged rocks below and begin a family. Although cliff ogres know how to make fire, they often eat their food raw. Cliff ogres are anarchists, and so trade between families is minimal. When cold, cliff ogres wear hides for warmth.

Gruagach ogres dwell only in forests. Gruagach do not dwell in forests inhabited by elves, who drive them away. They never form a community larger than a hamlet. Known as the wild ones or hairy ones, gruagach dominate each other based on size, Strength, Intimidation, and aggression. Ultimately, their tribal societies are best characterized as autocratic; the strongest ogre forces the others into submission. Some scholars mistakenly think that bugbears are related to gruagach because of their hairiness; bugbears and gruagach are 2 distinct species. Female gruagach are battered more often than females of other races. Oddly, female gruagach rarely retaliate against males, but become aggressive with other females. When a confrontation occurs between 2 gruagach, usually males, the foes bump chests and attempt to intimidate each other. If the confrontation escalates, then gruagach rarely fight bare-handed, but grab clubs. If a foe loses but is not killed, then he retaliates as soon as possible by attempting to rally other gruagach. Of all races, gruagach plan the least for the winter. Like hungry wolves, gruagach expand their territory in winter in search of food, and have been known to wander into human communities. When gruagach enter human communities for food, their most popular first targets are stabled horses. These ogres love horse-meat and horseflesh. Gruagach react aggressively toward all other creatures, including gruagach from other clans. Gruagach ogres smell horribly, and humans train hunting dogs to pick up their scent to warn them while hunting.

Kinder-fressers are solitary ogres, so they do not form a society. Nonetheless, they know how to make fire and wear hides when cold. Kinder-fressers spend about 4 hours each day hunting children. Otherwise, they reserve energy by staying within their cave and only venturing forth to find a mate.

## Troll

Borbytingarna and hill trolls do not form societies, but roam the land as malicious monsters. Only subterranean trolls form a society.

The worldly population of subterranean trolls is small compared to humans. Since these trolls hate noise and are turned to stone in sunlight, they retreated long ago into caverns where they have created underground palaces. Few palaces exist, though the few that exist are marvels to behold. Trolls value freedom and money, and are ruled by a king. Subterranean troll society is patriarchal, since their king is male and their sovereign ruler. Males have emerged naturally as the dominating gender of all successful troll societies.

Ever since ancient times, subterranean trolls have an intense hatred of ogres, borbytingarna, and hill trolls. For a male subterranean troll to become an adult, he must leave the underground palace on his 13th birthday and return with the carcass of 1 or more ogres or other races of trolls. The young troll will not be permitted to return without such a carcass. If he returns, then the carcass is offered to an adult female to encourage her to mate with him. In this respect, the most influential carcass is a male ogre who is a young adult.

If the female rejects this carcass, and if she is at least 13 years in age, then she is obligated to venture to the surface to capture alive an attractive human female. When a trollish female sees an attractive elven or human female, she must pass a Drive sub-ability check at TH 24 or maim her. If she is able to restrain herself, then she must bring the slave back for the suitor. In this case, the male suitor usually disarticulates the human and never bothers this female again. Most females use this ritual as an excuse to go to the surface and hope to have their way with an attractive anakim or human male.

Subterranean trolls are governed by their troll-king, who establishes himself by, and with, absolute power. Trolls succumb to autocracy and magocracy. Therefore, the king is usually the most powerful sorcerer in the community. In subterranean troll society, sorcerers are the most valued and powerful citizens. Although subterranean trolls have a king, there are no dukes, barons, lords, or knights.

## Roads

Although roads[1] may differ by culture, the information provided here is meant to be the norm. Roads are formal trails that are made by characters.

Main roads are paved with hewn stones and bolstered underneath by masses of tightly packed sand. Main roads are paved with polygonal paving stones of durable igneous rock such as basalt, granite, or porphyry. Typically, the stones measure 12" across by 8" deep. The stones are fitted together in a cunning pattern to form an absolutely smooth surface. The work on roads is done by the army. The following tools are used: pick, hammer, and spade.

Great thoroughfares have a raised border along each side. Outside the border is an unpaved track. The unpaved track is roughly 2' wide and is used by pedestrians and pack-animals. At intervals, high stones are set along the sides to help a traveler mount a horse or climb into a high-wheeled carriage. All roads have channels along one side or both to divert rainwater.

The width of roads varies. 2-lane roads are at least 8' wide, but usually 10'. 3-lane roads have a width of 14-18'. Most roads widen to 30' or more near a major central city. In mountainous areas, width is minimized. A single-lane road is about 6' wide. Secondary roads are simple, dirt roads.

Main routes are carefully maintained. They are marked with road signs every mile, called milestones. Every 6 miles exists a guard post that offers protection and the opportunity to communicate with the next down the line by means of fire signals. Mileage is always counted outward from the capital. Settlements are sometimes named by the stone it is nearest. Each road has its own curator or commissioner charged with keeping it repaired and adequately policed.

Also lining the roadsides are religious monuments. These range from sanctuaries to only mounds of stones. When only a mound of stone, passersby will toss an additional stone on the mound.

Traders travel throughout the year and comprise the largest percentage of travelers. Females on the road wear the same clothes as males, except that their clothes are longer, reaching to the ankles. If females bring jewelry while traveling, they keep it hidden. Only exiles, refugees, and the like travel alone; ordinary voyagers bring at least 1 slave. When traveling, characters take care to plan their arrival at their destination to occur during daylight.

## Inns

An inn[1] is an establishment that allows travelers a place to rest, and usually eat and other necessities. If there are no inns, then a traveler must attempt to appeal to the private hospitality of a local character. Owners of private houses also rent rooms. If allowed to stay, then it is expected that guest and host exchange gifts upon the departure of the guest. Since inns are so pervasive, it is rare that a traveler must appeal to private hospitality.

A traveler comes upon inns before reaching the town proper. Inns line the roads outside the city limits. Just inside the gates are more inns, and still more can be found around the center of the town. Inns in town are not hard to identify. Even a traveler who arrives late at night can identify an inn, since inns have lit lanterns over their doors. Often, the innkeeper advertises by hanging a sign with an appropriate picture. Often the picture is of wine jars or erotic scenes. In many establishments, the innkeeper stands in the doorway and attempts to attract customers. Since a female innkeeper is most common, it is likely that she will rave about the charm and cool of her place, and assure passersby that they will not only find bread and wine, but love. Even respectable inns include whores among services offered. The staff of inns are usually slaves, including the doorman (doorwoman), bellboys and porters, waiters, wenches, and chambermaids (who double as whores, at the request of a guest).

1. Information on roads and inns has been referenced from Travel in the Ancient World, by Lionel Casson. For more information, see the References section at the end of this book.

In an inn, a traveler strikes a bargain with the innkeeper for each item separately – bed, drink, meals, and whores. Rates including everything are the exception. Inns vary widely in selection and quality of provisions. Some inns offer room service, so that a guest can request a meal brought to them. An inn able to accommodate royalty is called a praetoria, while an inn for peasants is called a hostel. A fully-equipped inn offers meals and sleeping quarters, a change of animals, carriages, porters, veterinarians, and cartwrights. Since inns do not include baths, a traveler must go to a public bath.

When ushered to a room, a traveler shares it with as many fellow guests as the innkeeper can cram into it. The furniture is minimal: a bed, chamber-pot, and candleholder. Experienced travelers carefully search the bed for bedbugs. The decor of an inn is minimal as well. Frequently, previous guests vent their feelings by scribbling on the bedroom walls. From history, "Innkeeper, I pissed in the bed. I did wrong, I admit it. Want to know why? There was no chamber-pot!"

A standard inn is 2 stories, roughly 40' x 70', with a short side facing the road. Paralleling one of the long sides is a court for wagons and carriages. The ground floor includes a stable that can handle a dozen or so animals, a repair shop complete with a blacksmith's forge, an office, a kitchen measuring 6.5' by 19.5', and a dining room about the same size. Hot-air ducts under the floor provide heat for a chamber. The upper floor contains the bedrooms.

A large inn is a complex of stables, a court, and buildings that covers an area of 60' x 216'. There is a court of 36' x 75' surrounded on 3 sides by 2 floors of chambers. Most rooms measure 16.5' x 16.5', and a few are much larger. No heating ducts exist, so the rooms have fireplaces or braziers. Large inns have 30 or more rooms.

A small inn rarely offers more than a dozen rooms to rent. The smallest of inns is a rectangular building about 47.5 feet long and 21 feet wide. It is divided into 3 rooms, a central chamber flanked by a kitchen on one side and a bedroom on the other. The kitchen measures 5' x 12.5' and the bedroom measures 3' x 7.5', leaving most of the space for the central hall. All 3 rooms are heated, the kitchen by its hearth, the bedroom by a fireplace, and the long chamber by a floor fitted with hot-air ducts. The stables, forge, and other facilities are in sheds behind or alongside the inn.

A type of inn of low repute is a caupona. It caters to sailors, carters, and slaves. Its dining room has the atmosphere of a tavern more than a restaurant. The copa (female) or copo (male) is one who runs a caupona. A traveler is completely at their mercy. When a character is robbed here, law declares the character can only find satisfaction from the thief, not the innkeeper.

## Cursus Publicus

This is a government post that is part of a network of inns. Every user has to have a diploma signed by the king. A diploma entitles a character to travel with the use of government-maintained facilities. A diploma is a prized possession. Routes have stations at strategic intervals. At a station, a traveler with a diploma may eat, sleep, and change beasts or vehicles. Stations are 25-35 miles apart, the distance of an average day's travel. The king simply selects inns of the required quality and incorporates them into his system, making them stations and requiring them to accommodate any holder of a diploma for free. Selling a diploma to an unauthorized user occurs rarely and is punishable by death.

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AUDIERIS·IN·QUO·
FLACCE·BALNEO·PLAUSUM·
MARONIS·ILLIC·ESSE·
MENTULAM·SCITO

If from the baths you hear
a round of applause,
Maron's great prick
is bound to be the cause.

## Public Baths

Not every culture has public baths[1], though cultures with public baths consider their culture to be more civilized because of them. Public baths may contain gymnasiums, beauty treatments, concerts, art exhibitions, lectures, promenades, and the chance to meet and talk with practically every character in the community.

A traveler undresses in a dressing room, but is advised to make sure that their clothing and possessions are in the care of a character while bathing, since robbing garments from dressing rooms is practically an occupation. The managers of public baths assume no responsibility for stolen possessions.

Public baths may also function as brothels. However, public baths employ chambermaids, not outright whores. At a public bath, chambermaids must be attractive and skilled at Cleaning, Contortion, Massage, Seduction, and Sexual Adeptness.

In addition to steam rooms, public baths also have bedchambers. Some public baths have hours reserved for only 1 gender or the other. Otherwise, bath houses receive both genders. The public baths are closed during epidemics, just as commercial gatherings and dancing throughout the communities are prohibited. Normally, however, public baths are open all day, every day.

## Taverns

A tavern[1] is a drinking shop, though much more occurs in a tavern besides drinking. Other names for a tavern include the kapeleia and potisteria. In addition to being a place for drinking, other activities also occur in taverns, such as gambling, watching dancing girls, and whoring. Tavernkeepers are mostly female. Their chief business is supplying drinks and women. Decent characters do not patronize taverns. Females rarely go to taverns. If they do, then it is understood that they must be there to fornicate. In fact, husbands may spend so much time lounging and drinking at taverns that they hardly have any use for their homes or wives, and may rent both of them out to others.

The tankards of most taverns are inscribed with names of gods or other things, such as Love, Health, and Joy. An interesting inscription is *Pausikraipalos*, which means 'Stop the hangover' when translated from Kobold.

## Restaurants

Downtown, many restaurants[1] may be found. A taberna is essentially a snack bar. It has a marble counter that opens onto the road and is about 6-8 feet in length. The customer stands in the street and orders are slapped onto the counter before them. Popular orders are bread and wine, and sometimes meat.

If a hungry character wants to sit down to eat, then they enter a restaurant, called a popina. Characters prefer to eat while reclining rather than seated. Tables are surrounded on 3 sides by couches, rather than chairs. To dine while seated is considered to be for the poor or hurried. Wine is popularly ordered. A popina also provides entertainment, such as whores and gambling. Most who enter spend the whole evening, if not the whole day. A popina opens about 11 A.M. or earlier. Most of these establishments offer music and dancing. Most supply whores, have erotic scenes on the walls, and are decorated with an erect phallus. A popina caters to carters/teamsters, sailors, and their ilk. Many moral priests are forbidden by their religion to eat at restaurants, except when there is no alternative, such as when one is on the road.

IN·VINO·VERITAS

The truth is in wine.
(Drunk characters tell the truth.)

1. Information on public baths, taverns, and restaurants has been referenced from Travel in the Ancient World, by Lionel Casson. For more information, see the References section at the end of this book.

## Mail

A government mail[1] service exists. However, it is only for governmental use. The rich, however, often have their own postmen. Among their slaves they have a certain number to serve as messengers. They are called tabellarii or 'tablet-men.' The vast majority of letter-writers, of course, do not have messengers. Their only recourse is to find some traveler who happens to be heading in the right direction. Travelers have no objections to filling the role of messenger – it is, after all, the only way they can get word to anyone themselves.

The only writing instrument is a reed pen. The ink is a mixture of lampblack gum and water. Letters are written most often on papyrus or parchment. Writing and sending letters is expensive, due to paper, ink, and messengers. Since it is expensive, lengthy missives are rare. When finished writing, the writer either rolls the sheet or folds it, keeping the message on the inside, and ties it. Finally, a fixed blob of clay or wax is placed on the tie and a seal is impressed on it. When the wax or clay dries, the address is written on it. The address is very simple, such as 'To John from his brother Mauger.' There is no need for anything more. Some characters desire to prevent others from being able to read their mail, and so they write a message in ink, though vital information is omitted. Vital information is written with milk, not ink. When the milk dries, it will be unnoticed by others. Messages written in milk may be read by spreading ashes over the letter. Milk is commonly called invisible ink.

Mail moves quite fast over short distances. But long distances, especially when crossing water, are another matter. The messenger checks the waterfront to determine if any vessels are rowing or sailing in the desired direction. If not, all the messenger can do is sit, wait, and hope.

## Around Town

Communities have different mores depending on the culture. Information detailed here is meant to be the norm around town[1].

Wheeled traffic is banned in towns during daylight hours. Heavy transport must take place between dusk and dawn. Along the main streets of a town, light is no problem; oil lamps in the open-fronted shops provide plenty of illumination. A typical main street may have 45 shops on either side over the distance of 1,500 feet. Since each shop has 1 lamp burning, this equates to a light every 30 feet or so. Street lights, distinct from the casual lighting of shops, are limited to main intersections. Side streets are in total darkness at night, and any character who plans to wander there should hire a linkboy to light the path either with a torch or lantern.

In town, daytime has perils for characters who stroll leisurely about the streets. Though there may be no wheeled traffic about which to worry; a character who is carelessly walking may easily be stampeded by a team of horses speeding along at a brisk trot. Further, there are shysters who run about the city and swindle the well-to-do strangers who come to town. Some writers warn that a character must guard with all their might against the whores, since they are a pleasant means to ruin without realizing it.

Since street signs and house numbers do not exist, in some towns and most cities a guidebook exists for strangers. Guidebooks highlight individual places and monuments. These works are commonly entitled "Guidebook of...". They are intended as preparatory reading, not for use on the spot. Since these books are handwritten on relatively thick papyrus or leather sheets, these books are too bulky for casual use; they are also too valuable due to expense. Some tourists are interested in having a pictorial memento of what they see. If they have an aptitude for sketching, they can bring papyrus, reed pen, and ink, or perhaps wax tablets and stylus. Local guides lie in wait for tourists; they are called periegetai, meaning 'leaders around' or exegetai, meaning 'explainers.' They are everywhere, and tourists are unable to avoid them.

1. Information on mail and around town has been referenced from Travel in the Ancient World, by Lionel Casson. For more information, see the References section at the end of this book.

# Education

Formal education[1] consists of attending a religious school until the human age of 14. If education is pursued beyond religious school, it is continued at a university.

## Religious School

There are no public schools. The elite of the city's youth attend school, mostly the sons of nobility and royalty. Education places them permanently above peasants and ignorant serfs. In a religious school, pupils sit on the floor, all ages together. Instruction is predominantly oral. The schoolmaster lectures, and students take notes on oblong wooden tablets coated with black or green wax, using a stylus of bone, ivory, or metal. The whitish scratches it makes can be erased by rubbing with its rounded end.

In drill, pupils repeat in chorus after the teacher and continue repeating an exercise until they have memorized it. Since books have to be copied by hand and writing materials are expensive, memory and oral exercises are indispensable. The schoolmaster reads aloud. The attention of the students does not wander, for each of them must recite tomorrow part of what he has heard today. The lecture, the main teaching session of the day, takes place in the early afternoon. Following it, there is a period of free discussion, then drill. The next morning is devoted to the repetition.

Theoretically, the curriculum consists of the 7 liberal arts. But schools rarely teach all 7 of the arts, and the emphasis is unequal. These arts are liberal because their purpose is not money-making and because they are worthy of a free man. There are 7 mainly because characters are fond of the number 7, which is a numerological key to an ordered universe. Liberal arts are divided into the trivium (3 roads) and quadrivium (4 roads). The trivium is comprised of grammar, rhetoric, and logic. The quadrivium is comprised of the scientific: arithmetic, geometry, astronomy, and music. Recent additions have been the subjects of theology and philosophy. The function of higher education has been absorbed by the universities.

The grammar of religious school embraces not only linguistics but writing, spelling, composition, speech, and general literature, including poetry and history. In grammar, the student is exposed to a series of authors. Anything written in a book has a certain sacredness; all the established authors are considered authorities. Some are surprisingly profane and even erotic, but they are nevertheless studied for their rhetorical artifices.

In geometry, the class studies a map of the circular world, composed of 3 continents equal in size, separated by narrow bands of water.

## University

Universities are closed to women, but they are equally closed to men except those who are being trained to be a barrister, doctor, or priest. At a university, scholars break for lunch, meeting again in the afternoon for another lecture or disputation. When the day is over, scholars may turn to studying or copying by candlelight, or since all forms of athletics are prohibited, scholars may turn to gaming, drinking, and whoring. Although human scholars usually enter the university at 14 or 15, their private lives are almost entirely unsupervised. There are no university buildings. Classes are held in the masters' houses. Student lodgings, schools, and brothels are cheek by jowl, and sometimes masters and students conduct disputations on the second floor, whores and pimps on the first.

The favorite sport of university students is fighting – with each other, with the townspeople, or with the provost's guard.

After 6 years of studying, a student may face the examiners. If the student passes the exams, then he receives a license to teach. Otherwise, he may become a scribe, or go on to study medicine or law.

Wandering scholars drift from one school or one patron to another, passing their days in taverns and living by their wits. Some contribute to worthy literature.

1. Information on medieval education was referenced from Gies' Life in a Medieval City. For more information, see the References section at the end of this book.

# Justice

Different races have established different laws. The justice of each race is described. Thereafter, a table lists each crime and its severity to each race. Finally, each crime and punishment is considered.

## Anakim

Anakim usually live in a human society and are subject to human justice.

## Bugbear

Bugbear law is more concerned with the wealth of the criminal than the crime committed. For bugbear justice, wealth means the total estimated assets of the criminal. A criminal worth less than 100 s.p. has a severity of 1-3, a criminal worth between 100-1,000 s.p. has a severity of 4-6, while greater than 1,000 s.p has a severity of 7-10. Any character accused of a crime must attend court.

Each court has a jury comprised of 11 bugbears who have sworn an oath. Magic is forbidden in court. Although each crime is handled differently, the punishment relates to the crime. Usually, a prisoner is confined in chains to await ransom or sentencing. Once convicted and punished, a character may seek pardon; most punished characters are pardoned. Any character who is not a bugbear, and who is deemed subject to their law, is sentenced to death if found guilty of a crime. All criminals are shaved, numbered, and cataloged. The numbers are burned into the back of the criminal, where a detailed criminal history may be listed.

If a slave in a subjecting facility commits a crime, which includes disobeying orders, then the sentence of the slave is subject to the whim of the facility commander. Sometimes such slaves are killed on the spot, other times they are removed and dropped in a pit beneath a tower where their screams will not be heard as they starve to death.

Bugbear culture encourages crimes to be committed in other cultures. Therefore, if a bugbear goes abroad, commits a crime, and their home colony discovers it, then the bugbear will not be punished. In fact, a bugbear who commits crimes abroad may become legendary.

## Dwarf, Black

Black dwarven law distinguishes between major and minor crimes. Minor crimes have a severity of 1-5, while major crime severity is 6-10. Any character accused of a major crime must attend court. Each court has a jury comprised of 5 dwarves who have sworn an oath. Magic is forbidden in court.

Although each crime is handled differently, the punishment is being struck with a hammer of justice for most minor crimes and being axed to death for most major crimes. Imprisonment is a rare form of punishment. Usually, a prisoner is confined in a chamber deep within a mountain to await ransom or sentencing. Once convicted, a character is never pardoned.

A criminal is not punished for crimes committed outside a black dwarven community. The black dwarves believe that leaving society means returning to natural law from societal law.

## Dwarf, Brown

Brown dwarves usually live in a human society and are subject to human justice.

## Dwarf, White

White dwarven law distinguishes between major and minor crimes. Minor crimes have a severity of 1-5, while major crime severity is 6-10. Any character accused of a major crime must attend court. Each court has a jury comprised of 5 dwarves who have sworn an oath. Magic is forbidden in court.

Although each crime is handled differently, the punishment is either a fine or being forced to work for free for the community for most minor crimes and banishment for most major crimes. Imprisonment is a rare form of punishment. Usually, a prisoner is confined in a chamber deep within a mountain to await ransom or sentencing. A convicted character may seek a royal pardon.

A criminal is punished for crimes committed outside a white dwarven community. The white dwarves believe that their law extends everywhere.

## Elf, Dark

Dark elven law is more concerned with the age of the criminal than the crime committed. A crime committed by a character younger than middle age has a severity of 1-5, while middle age and older is 6-10. Next, a character who commits a major crime receives more severe punishment, while a minor crime causes punishment that is less severe. Any character accused of a crime must attend court.

Each court has a jury comprised of 13 elves who have sworn an oath. The judge often uses magic to aid the search for truth. The best dark elven courts have numerous sorcerers, who cast the following spells during the hearing: Detect Lie, Detect Magic, Detect Surface Thoughts, and Detect Thoughts.

Although each crime is handled differently, the punishment is a prohibition against sex for most minor crimes and being beaten to death with sticks by their immediate family for most major crimes. Imprisonment is a rare form of punishment. Usually, a prisoner is confined in a yew tree to await ransom or sentencing. Once convicted, a character is never pardoned. Any character who is not a dark elf, and who is deemed subject to their law, is sentenced to death if found guilty of a crime.

A criminal is not punished for crimes committed outside a dark elven community or forest. The dark elves do not consider themselves subject to the law of other races, including light elves.

## Elf, Light

Light elven law is more concerned with the age of the criminal than the crime committed. A crime committed by a character younger than middle age has a severity of 1-5, while middle age and older is 6-10. Next, a character who commits a major crime receives more severe punishment, while a minor crime causes punishment that is less severe. Any character accused of a crime must attend court.

Each court has a jury comprised of 7 elves who have sworn an oath. The judge often uses magic to aid the search for truth. The best light elven courts have numerous sorcerers, who cast the following spells during the hearing: Detect Lie, Detect Magic, Detect Surface Thoughts, and Detect Thoughts.

Although each crime is handled differently, the punishment is a prohibition against playing pranks and making music for most minor crimes and being starved to death for most major crimes. Imprisonment is a rare form of punishment. When a light elf has committed a minor crime, the other elves in the community will refuse to speak to or look at them, but will hold their nose high in the air. Usually, a prisoner is confined in a yew tree to await ransom or sentencing. Once convicted, a character is never pardoned. Any character who is not a light elf, and who is deemed subject to their law, is banished if found guilty of a crime.

A criminal is punished for crimes committed outside a light elven community or forest. The criminal is considered subject to light elven law. Light elves will go to great expense to find a criminal and bring them to justice.

## Human

Human[1] law distinguishes between major and minor crimes. Minor crimes have a severity of 1-5, while major crime severity is 6-10. Any character accused of a major crime must attend a royal court in a city or the capital city. Otherwise, a character accused of a minor crime must attend their local court, which is held in a manor.

Each court has a jury comprised of 9 men who have sworn an oath. A character accused of a minor crime is permitted no more than 9 postponements, including 3 summons. Some excuses are accepted for failure to appear. Human manorial courts appear merciful, because criminals who are unable to pay a fine are often pardoned. Magic is forbidden in court.

Although each crime is handled differently, the punishment is a fine for most minor crimes and death for most major crimes. Imprisonment is a rare form of punishment. Usually, a prisoner is confined in a castle tower or basement to await ransom or sentencing. A character convicted in a royal court may seek a royal pardon.

A criminal is not punished for major crimes committed outside a human community, although minor crimes are punished no matter where they are committed. If a criminal is wanted by another community, then the local community may hold the criminal for extradition.

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ET·QUI·NOLUNT·OCCIDERE·
QUEQUAM·POSSE·VOLUNT

Those who do not wish to kill anyone,
wish they were able.

## Kobold

Kobold law is more concerned with the social class of the criminal than the crime committed. A crime committed by a royal character has a severity of 1-2, noble 3-4, serf 5-6, peasant 7-8, and slave 9-10. Next, a character who commits a major crime receives extreme punishment, while a minor crime causes light punishment. Any character accused of a crime must attend court.

Each court has a jury comprised of 3 kobolds who have sworn an oath. Magic is forbidden in court.

Although each crime is handled differently, the punishment is a fine for most minor crimes and slavery for most major crimes. Imprisonment is a rare form of punishment. Usually, a prisoner is confined in an abandoned mine shaft to await ransom or sentencing. Once convicted, no character is ever pardoned. Any character who is not a kobold, and who is deemed subject to their law, is sentenced to death if found guilty of a crime.

A criminal who commits a crime outside a kobold community becomes a slave until extradition arrangements are made.

## Troll, Subterranean

The law of subterranean trolls does not distinguish between major and minor crimes. Instead, each crime is considered based on its severity. Any character accused of a crime must attend court.

A subterranean troll court does not have a jury. The judge often uses magic to aid the search for truth. The best subterranean troll courts have numerous sorcerers, who cast the following spells during the hearing: Detect Lie, Detect Magic, Detect Surface Thoughts, and Detect Thoughts.

Although each crime is handled differently, the punishment is usually mutilation or death. Once convicted, no character is ever pardoned. Any character who is not a subterranean troll, and who is deemed subject to their law, is sentenced to death if found guilty of a crime.

A criminal is not punished for crimes committed outside a community of subterranean trolls. They do not care about the outside world.

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1. Human justice is based on justice mentioned in Life in a Medieval Village and Life in a Medieval Castle. For more information, see References at the end of this book.

| Crime Severity | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| Crime | Severity from 1 to 10 | | | | | | | |
| | Bugbear | Dwarf, B. | Dwarf, W. | Elf, D. | Elf, L. | Human | Kobold | Troll, S. |
| Adultery | 1,5 | 3 | 5 | 5 | 5 | 5 | 2 | 5 |
| Arson | 6 | 7 | 7 | 8 | 8 | 7 | 5 | 5 |
| Assault | 3 | 3 | 5 | 3 | 5 | 4 | 3 | 4 |
| Assault in Palace, Court, or Church | 5 | 5 | 7 | 5 | 7 | 6 | 5 | 6 |
| Assault in Victim's Home | 4 | 4 | 6 | 4 | 6 | 5 | 4 | 5 |
| Blasphemy | 2 | 4 | 4 | 4 | 3 | 4 | 6 | 4 |
| Breaking and Entering | 4 | 2 | 2 | 2 | 2 | 2 | 5 | 4 |
| Burglary | 6 | 6 | 7 | 5 | 7 | 7 | 8 | 7 |
| Counterfeiting | 7 | 7 | 7 | 6 | 7 | 6 | 7 | 7 |
| Covetous Eyes | - | 1 | 2 | - | - | 4 | 5 | 5 |
| Debt | 2 | 3 | 2 | 2 | 2 | 3 | 4 | 3 |
| Dishonest Merchant | 3 | 4 | 5 | 2 | 2 | 3 | 1 | 2 |
| Drawing Blood | 3 | 4 | 5 | 5 | 7 | 5 | 5 | 6 |
| Extortion | 2 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| Failure to Pay Rent | - | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| False Weights and Measures | 7 | 8 | 8 | 2 | 2 | 4 | 8 | 5 |
| Gambling | - | - | - | 1 | 1 | 1 | 1 | 1 |
| Heresy | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Homosexuality | - | - | - | - | - | 1 | 5 | - |
| Ignoring a Crime | 4 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Incest | 7 | 1 | 1 | - | 1 | 1 | 1 | 2 |
| Issuing a Threat | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| Kidnapping | 5 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| Libel | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| Lycanthropy | 8 | 7 | 7 | 7 | 7 | 7 | 7 | 7 |
| Murder | 8 | 7 | 9 | 7 | 9 | 8 | 8 | 8 |
| Mass Murder | 9 | 8 | 10 | 8 | 10 | 9 | 9 | 9 |
| Perjury | 5 | 2 | 6 | 2 | 6 | 5 | 5 | 5 |
| Pimping | 5 | - | 7 | - | 7 | 2 | 5 | 5 |
| Poaching | - | - | - | 9 | 9 | 1 | - | - |
| Rape | 2 | 3 | 7 | - | 7 | 5-6 | 3 | 2 |
| Slander | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Sodomy (Buggery) | - | - | 3 | - | - | 1 | - | - |
| Theft | 6 | 3 | 6 | 3 | 6 | 6 | 7 | 7 |
| Theft, Petty | 3 | 2 | 5 | 2 | 4 | 3 | 5 | 6 |
| Treason | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| Treason, Petty | 5 | 8 | 4 | 6 | 2 | 7 | 10 | 6 |
| Trespassing | 1 | 1 | 1 | 2 | 2 | 1 | 3 | 3 |
| Vagrancy | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Whoring | - | - | 3 | - | 3 | - | - | - |
| Witchcraft | 5 | 9 | 9 | - | - | 7 | 5 | - |

# Crime and Punishment

Crimes are listed below and defined. The corresponding punishments are organized by race per crime.

## Adultery

Adultery is voluntary sexual intercourse between a married character and another character different than their spouse, and without the consent of the spouse.

**Bugbear:** Adulterers are forced to publicly beg their wives for forgiveness. This is an unusually cruel punishment for a bugbear male. The wronged wife may ask to divorce the adulterer upon a second occurrence; officials frequently approve the request. Adulteresses are subject to any punishment decided by their husband, including death. The usual and popular punishment is to burn their vaginal lips and sew them together, thereby sealing the orifice so the crime can never be committed again. If her lips are sewn together, then she is usually pardoned for her crime. If it happens again, then the lips of her mouth may be sewn together as well.

**Dwarf, Black:** The criminal is struck in the crotch with a footman's war hammer.

**Dwarf, White:** The criminal is fined 1d100 g.p.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are spanked and forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** Slaves are castrated. Peasants are publicly whipped 2d10 times. Serfs, nobility, or royalty are fined 2d100 s.p. The female may be sentenced to work at the local brothel for 1d100 days.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** Males are castrated. Females have Seal Orifice cast on their vagina and/or anus.

## Arson

Arson is the willful and malicious burning of any building, structure, or property of another character. If a character attempts to burn a structure, then they are considered guilty whether it burns or not.

**Bugbear:** Criminals worth less than 100 s.p. are burned at the stake. Criminals worth between 100-1,000 s.p. must repay thrice the damages. Criminals worth more than 1,000 s.p. must pay reparations or repair the building.

**Dwarf, Black:** 1 arm is cutoff at the elbow with a footman's battle axe.

**Dwarf, White:** The criminal is banished.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are spanked and forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** Slaves, peasants, and serfs are hanged. Noble and royal characters are beheaded.

**Kobold:** The criminal is killed, if a slave. Otherwise, the criminal becomes a slave for life if a peasant, for 1d10 years if a serf, 1d6 years if nobility, and 1d4 years if royalty.

**Troll, Subterranean:** The criminal is burned, ranging from slightly to fatally, according to the severity of the crime.

## Assault

Assault is a violent attack with or without weapons.

**Bugbear:** Criminals must pay 1 s.p. per LP damaged. If the criminal cannot afford to pay, then they are beaten for twice the number of LP taken.

**Dwarf, Black:** The criminal is struck on the most offending hand with a footman's war hammer.

**Dwarf, White:** The criminal is fined 1d100 g.p.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d100 s.p. The criminal of vicious assault is blinded.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The criminal becomes a gladiator for 1d10 years.

## Assault in Palace, Court, or Church

Assault is a violent attack with or without weapons. If committed in a palace, court, or church, then the assault is considered more serious.

**Bugbear:** Criminals worth less than 100 s.p. are fined 3 s.p. per LP done in damage. Criminals worth between 100-1,000 s.p. are fined 5 s.p. per LP done in damage. Criminals worth more than 1,000 s.p. are fined 10 s.p. per LP done in damage.

**Dwarf, Black:** The criminal is struck on both hands and shoulders with a footman's war hammer.

**Dwarf, White:** The criminal is banished.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d100 s.p. and blinded.

**Kobold:** The criminal is killed, if a slave. Otherwise, the criminal becomes a slave for life if a peasant, for 1d10 years if a serf, 1d6 years if nobility, and 1d4 years if royalty.

**Troll, Subterranean:** The criminal becomes a gladiator for 1d100 years.

## Assault in Victim's Home

Assault is a violent attack with or without weapons. If committed in the home of the victim, then the assault is considered more serious than if committed on neutral ground.

**Bugbear:** Criminals worth less than 100 s.p. are fined 3 s.p. per LP done in damage. Criminals worth between 100-1,000 s.p. are fined 5 s.p. per LP done in damage. Criminals worth more than 1,000 s.p. are fined 10 s.p. per LP done in damage.

**Dwarf, Black:** The criminal is struck on both hands with a footman's war hammer.

**Dwarf, White:** The criminal is banished.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d100 s.p. and blinded.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The criminal becomes a gladiator for 1d100 years.

## Blasphemy

Blasphemy is irreverence that is vocalized or otherwise expressed toward the local god or gods worshipped by local characters.

**Bugbear:** Criminals are beaten for public entertainment, and must publicly denounce their beliefs or perish.

**Dwarf, Black:** The criminal is struck on the front teeth with a footman's war hammer.

**Dwarf, White:** The criminal is fined 1d100 g.p.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is either fined 1d100 s.p. or their tongue is removed, depending on the severity of the blasphemous remark.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The tongue is cut out of the criminal.

## Breaking and Entering

Breaking and entering occurs when a character forces unwelcome entry into a building or location that has a closed or locked door, window, or other portal. This crime is a more serious version of trespassing.

**Bugbear:** Criminals worth less than 100 s.p. have their tailbones broken and rectums entered with a sledge. Criminals worth between 100-1,000 s.p. have their tailbones broken. Criminals worth more than 1,000 s.p. are chastised severely.

**Dwarf, Black:** The criminal is struck on both ankles with a footman's war hammer.

**Dwarf, White:** The criminal is fined 1d100 g.p.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d100 s.p.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The home of the criminal is destroyed and all possessions ruined or stolen. Finally, the criminal is beaten.

## Burglary

Burglary is the act of illegally breaking into a building, especially with the intent to steal. This crime is a more serious version of breaking and entering, which in turn is more serious than trespassing.

**Bugbear:** Criminals worth less than 100 s.p. become slaves for the plaintiff, repaying 4 s.p. per day until 5 times the debt is repaid. Burglars who refuse slavery or are unable to work are killed upon sentencing. Criminals worth between 100-1,000 s.p. become slaves for the plaintiff, repaying 10 s.p. per day until twice the debt is repaid. Criminals worth more than 1,000 s.p. are chastised severely and must repay their debt.

**Dwarf, Black:** The hands and feet are cut off with a footman's battle axe.

**Dwarf, White:** The criminal is banished.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** Slaves, peasants, and serfs are hanged. Noble and royal characters are beheaded.

**Kobold:** The criminal is killed, if a slave. Otherwise, the criminal becomes a slave for life if a peasant, for 1d10 years if a serf, 1d6 years if nobility, and 1d4 years if royalty.

**Troll, Subterranean:** The home of the criminal is destroyed and all possessions ruined or stolen. Finally, 1 limb of the criminal is maimed.

## Counterfeiting

To counterfeit is to endeavor or succeed in having the appearance or characteristics of something. Most often, counterfeiting relates to false currency.

**Bugbear:** Criminals worth less than 100 s.p. are killed upon sentencing. Criminals worth between 100-1,000 s.p. are forced into a forge and killed. Criminals worth more than 1,000 s.p. have their assets liquidated and must watch it all be auctioned.

**Dwarf, Black:** The fingers are cut off with a footman's battle axe.

**Dwarf, White:** The criminal is banished.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family. All worldly possessions are confiscated by the government.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death. All worldly possessions are confiscated by the government.

**Human:** Slaves, peasants, and serfs are hanged. Noble and royal characters are beheaded.

**Kobold:** The criminal is killed, if a slave. Otherwise, the criminal becomes a slave for life if a peasant, for 1d10 years if a serf, 1d6 years if nobility, and 1d4 years if royalty.

**Troll, Subterranean:** The face of the criminal is disfigured.

## Covetous Eyes

When a character desires to have the property of another, usually a wife, looks at the object of desire, and the look is noticed by the owner of the property, then the character has covetous eyes. To qualify, the look must have a longer duration than appropriate or normal, or the object of gaze must be suggestive of desire, such as breasts or rumps.

**Dwarf, Black:** The criminal is struck on 1 eye with a footman's war hammer.

**Dwarf, White:** The criminal is fined 1d10 g.p.

**Human:** The criminal is fined 1d100 s.p.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** An eyeball is plucked from the criminal and eaten by the plaintiff.

## Debt

If a character owes money to another character or their government and is unable to pay their debt, then a character must be punished for the crime of not being able to properly pay their debt.

**Bugbear:** Criminals worth less than 100 s.p. are forced to work off their debt as slaves; this is considered to repay 1 s.p. per month. Criminals worth between 100-1,000 s.p. are forced to work off their debt as slaves; this is considered to repay 1 s.p. per week. Criminals worth more than 1,000 s.p. are forced to work off their debt as slaves; this is considered to repay 1 s.p. per day. In all cases, the criminal may negotiate with the plaintiff to pay by other means.

**Dwarf, Black:** The criminal is struck on a hip with a footman's war hammer.

**Dwarf, White:** The criminal is fined an additional 1d10 g.p for each g.p. owed.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d10 s.p. for each s.p. owed.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The criminal is forever forbidden from owning currency.

## Dishonest Merchant

Any merchant who is dishonest or not forthright about their goods is a considered a criminal for being a dishonest merchant.

**Bugbear:** Criminals worth less than 100 s.p. are forced for 1d10 years to grant free goods to the plaintiff and their families for personal use only. Criminals worth between 100-1,000 s.p. are forced for 1d10 years to grant free goods to the plaintiff for personal use only. Criminals worth more than 1,000 s.p. are forced for 1d4 years to grant free goods to the plaintiff for personal use only.

**Dwarf, Black:** The criminal is struck on each palm with a footman's war hammer.

**Dwarf, White:** The criminal is fined 2d100 g.p.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d100 s.p.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The criminal may be beaten for 1d10 hours by the plaintiff.

## Drawing Blood

If blood is drawn against the will of a character, usually by violence, then the crime of drawing blood has been committed.

**Bugbear:** Criminals must pay 1 s.p. per LP damaged. If the criminal cannot afford to pay, then they are beaten for twice the number of LP taken.

**Dwarf, Black:** The criminal is struck on both hands and knees with a footman's war hammer.

**Dwarf, White:** The criminal is fined 1d100 g.p.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 2d100 s.p. If the blood was drawn intentionally, then the criminal is also blinded.

**Kobold:** The criminal is killed, if a slave. Otherwise, the criminal becomes a slave for life if a peasant, for 1d10 years if a serf, 1d6 years if nobility, and 1d4 years if royalty.

**Troll, Subterranean:** The criminal is forced to enter a gladiatorial arena.

## Extortion

Extortion is the act of obtaining from an unwilling or reluctant character by physical force, Intimidation, or the abuse of legal or official authority. If extortion is attempted but nothing is obtained, then the crime is usually considered issuing a threat.

**Bugbear:** Criminals worth less than 100 s.p. must repay what was extorted by 5 times. Criminals worth between 100-1,000 s.p. must repay what was extorted twice. Criminals worth more than 1,000 s.p. must repay what was extorted and are publicly chastised.

**Dwarf, Black:** The criminal is struck in the middle of the back with a footman's war hammer.

**Dwarf, White:** The criminal is fined 1d100 g.p. and must repay the victim twofold.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d100 s.p. and must repay the victim twofold.

**Kobold:** The criminal is killed, if a slave. Otherwise, the criminal becomes a slave for life if a peasant, for 1d10 years if a serf, 1d6 years if nobility, and 1d4 years if royalty.

**Troll, Subterranean:** The criminal becomes the slave of the plaintiff.

## Failure to Pay Rent

Failure to pay rent is a special form of debt, considered separately due to its frequency. Any character who fails to pay their rent, is subject to punishment.

**Bugbear:** Bugbears always pay rent in advance, so this is never a crime. However, if rent is not paid in advance, then the bugbear is evicted immediately.

**Dwarf, Black:** The criminal is struck on a big toe with a footman's war hammer.

**Dwarf, White:** The criminal is fined 1 g.p. for each s.p. owed.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1 s.p. for each s.p. owed, and the landlord is permitted to publicly flog the criminal 2d10 lashes.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The criminal is beaten for 1d10 hours by the plaintiff.

## False Weights and Measures

Any time a weight or measure is altered or reported falsely, a character is guilty of this crime. This crime is often committed when coins or bullion (bars of precious metal) is underweight, which may indicate inferior metal due to an improper alloy.

**Bugbear:** Criminals worth less than 100 s.p. are starved to death, their weight becomes so false, they die. Criminals worth between 100-1,000 s.p. are starved nearly to death and forced to remain severely undernourished for 1d10 years. Criminals worth more than 1,000 s.p. are publicly chastised while they are weighed daily; these criminals must lose 2 lbs. per week for 1d10 weeks. If a criminal fails to lose weight, then they will be imprisoned and starved until they lose it.

**Dwarf, Black:** The fingers and toes are cut off with a footman's battle axe.

**Dwarf, White:** The criminal is banished.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** Slaves, peasants, and serfs are hanged. Noble and royal characters are beheaded.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The criminal is beaten with measuring instruments for 1d10 hours.

## Gambling

Gambling is the illegal act of playing a game and consciously risking money or other stakes on its outcome.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d100 s.p.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The criminal is forced to enter a gladiatorial arena.

## Heresy

Heresy is adherence to a religious opinion that is contrary to an established dogma of a local church. The opinion does not need to be vocalized or expressed such as with blasphemy.

**Bugbear:** Criminals worth less than 100 s.p. are tortured publicly until they renounce their beliefs and convert; if they resist, then they are thrown into a pit of vermin, mostly large rats, until killed. Criminals worth between 100-1,000 s.p. are tortured publicly until they renounce their beliefs and convert; if they resist, then they are thrown into a pit of fire ants. Criminals worth more than 1,000 s.p. are whipped publicly until they renounce their beliefs and convert, starve, or die.

**Dwarf, Black:** The criminal is struck on the forehead with a footman's war hammer.

**Dwarf, White:** The criminal is fined 1d100 g.p.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d100 s.p.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The criminal is forced to enter a gladiatorial arena.

## Homosexuality

Homosexuality is an atypical sexuality characterized by a manifest sexual desire toward a member of the character's own sex.

**Human:** The criminal is fined 1d100 s.p.

**Kobold:** Female homosexuality is legal and often encouraged. Male homosexuality is a crime. Slaves are dismembered and burned. Peasants, serfs, and nobles are castrated and become slaves for 1d100 years. Royalty disappears without a trace and no character speaks about them again.

## Ignoring a Crime

Ignoring a crime occurs when a character sees or hears a crime being committed, such as when signaled by a victim's cry. Any character who sees or hears a crime being committed or having just been committed is obligated by law to act to restrain or subdue the criminal, or at least alert other characters to the crime.

**Bugbear:** Criminals worth less than 100 s.p. are imprisoned and ignored for 1d100 years. Criminals worth between 100-1,000 s.p. are imprisoned and ignored for 1d10 years. Criminals worth more than 1,000 s.p. are imprisoned and ignored for 1d10 months.

**Dwarf, Black:** The criminal is struck on 1 ear with a footman's war hammer.

**Dwarf, White:** The criminal is fined 1d10 g.p.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d100 s.p.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The criminal is forced to enter a gladiatorial arena.

## Incest

Incest is a crime of sexual intercourse or interbreeding between closely related characters. Examples include father and daughter, mother and son, brother and sister, and between 1st cousins.

**Bugbear:** Incestuous criminals who have penetrating sexual intercourse are covered in honey, tied to trees near beehives, and abandoned to their fate. Stones are thrown at nearby beehives and criminals are often stung to death. Criminals who have sex without penetration, such as frottage, must be publicly tortured until they apologize to their family and community.

**Dwarf, Black:** The criminal is struck on both testes or breasts with a footman's war hammer.

**Dwarf, White:** The criminal is fined 1d100 g.p.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d100 s.p.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** Together, the criminals are forced to enter a gladiatorial arena and fight to the death against each other.

## Issuing a Threat

Issuing a threat occurs anytime a character verbally promises or announces an intended punishment, reprisal, or other distress to another character.

**Bugbear:** Criminals worth less than 100 s.p. are beaten for 1d10 hours. Criminals worth between 100-1,000 s.p. are beaten for 1d10 minutes. Criminals worth more than 1,000 s.p. are fined 1d100 s.p.

**Dwarf, Black:** The criminal is struck on their braced tongue with a footman's war hammer.

**Dwarf, White:** The criminal is fined 1d10 g.p.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d100 s.p.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The criminal is forced to enter a gladiatorial arena.

## Kidnapping

Kidnapping is the act of stealing, abducting, or carrying away a character by force or fraud often with a demand for ransom.

**Bugbear:** Kidnappers are blindfolded, bound, beaten, and abandoned in the wilderness.

**Dwarf, Black:** The criminal is struck in the middle of each forearm with a footman's war hammer.

**Dwarf, White:** The criminal is fined 1d100 g.p.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** Slaves, peasants, and serfs are hanged. Noble and royal characters are beheaded.

**Kobold:** The criminal is killed, if a slave. Otherwise, the criminal becomes a slave for life if a peasant, for 1d10 years if a serf, 1d6 years if nobility, and 1d4 years if royalty.

**Troll, Subterranean:** The criminal is forced to enter a gladiatorial arena.

## Libel

Libel is a written attack or defamation that conveys an unjustly, unfavorable impression against a character. The victimized character is usually exposed to public hatred, contempt, or ridicule.

**Bugbear:** Criminals must publicly apologize and correct their libelous work. If a character is guilty of libel again, then their hands are cut off so that they can no longer commit libel.

**Dwarf, Black:** The criminal is struck on all fingers of their writing hand with a footman's war hammer.

**Dwarf, White:** The criminal is fined 1d100 g.p.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d100 s.p.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The writing hand of the criminal is crushed with a maul.

## Lycanthropy

Lycanthropy is a state in which a character magically assumes the characteristics of a wolf or other predatory animal.

**Bugbear:** Lycanthropes are fed to the wolves (or appropriate animal) for public entertainment.

**Dwarf, Black:** The head is cut off with a footman's battle axe.

**Dwarf, White:** The criminal is beheaded with a footman's battle axe.

**Elf, Dark:** All lycanthropes are beaten to death.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is burned alive at the stake.

**Kobold:** The criminal is killed.

**Troll, Subterranean:** The criminal is killed.

## Murder

Murder is the willful, unlawful, and premeditated killing of a character.

**Bugbear:** Criminals worth less than or equal to 1,000 s.p. are tortured and killed. Criminals worth more than 1,000 s.p. are forced to pay reparations to the family of the victim equal to the annual income of the victim. If payment cannot be afforded, then the family of the victim may kill the criminal by any method deemed appropriate.

**Dwarf, Black:** The head is cut off with a footman's battle axe.

**Dwarf, White:** The criminal is banished.

**Elf, Dark:** Younger criminals are beaten to death by the family of the victim, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are banished, while older criminals are starved to death.

**Human:** Slaves, peasants, and serfs are hanged. Noble and royal characters are beheaded.

**Kobold:** The criminal is killed, if a slave. Otherwise, the criminal becomes a slave for life if a peasant, for 1d10 years if a serf, 1d6 years if nobility, and 1d4 years if royalty.

**Troll, Subterranean:** The criminal is forced to enter a gladiatorial arena.

## Mass Murder

Mass murder is the willful and unlawful killing of multiple characters.

**Bugbear:** Criminals worth less than or equal to 1,000 s.p. are tortured and killed. Criminals worth more than 1,000 s.p. are forced to pay reparations to the family of the victim equal to the annual income of the victim. If payment cannot be afforded, then the family of the victim may kill the criminal by any method deemed appropriate.

**Dwarf, Black:** The body is dismembered with a footman's battle axe.

**Dwarf, White:** The criminal is banished.

**Elf, Dark:** Younger criminals are beaten to death by the families of the victims, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Criminals are starved to death.

**Human:** The criminal is hanged, regardless of social class.

**Kobold:** The criminal is killed.

**Troll, Subterranean:** The criminal is forced to enter a gladiatorial arena.

## Perjury

Perjury is the voluntary violation of an oath or vow either by swearing an untruth or by omission to do what has been promised under oath.

**Bugbear:** Criminals worth 1,000 s.p. or less have their tongues cut out so they can no longer commit perjury. Criminals worth more than 1,000 s.p. must pay 100 s.p. per point of severity of the crime for which the perjurer is in court.

**Dwarf, Black:** The criminal is struck on their braced tongue with a footman's war hammer.

**Dwarf, White:** The criminal is banished.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d100 s.p.

**Kobold:** The criminal is killed, if a slave. Otherwise, the criminal becomes a slave for life if a peasant, for 1d10 years if a serf, 1d6 years if nobility, and 1d4 years if royalty.

**Troll, Subterranean:** The criminal is beaten to death by their best friend.

## Pimping

Pimping is the act of pandering or offering a whore to others. The pimp cohabits with the whore and lives off her earnings, and often solicits for her.

**Bugbear:** Although bugbears have no legal issues with whores, it is illegal for a husband to pimp his wife. If a husband pimps his wife, then he is publicly chastised.

**Dwarf, White:** The criminal is banished.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d100 s.p.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

## Poaching

Poaching is the act of taking game or fish by illegal methods.

**Bugbear:** See theft or petty theft.

**Elf, Dark:** Younger criminals are tortured for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d100 s.p.

## Rape

Rape is illicit sexual intercourse without the consent of the victim and conducted with force, duress, Intimidation, or deception as to the nature of the act.

**Bugbear:** Criminals worth less than 100 s.p. must wear a chastity belt for 1d10 weeks. Criminals worth between 100-1,000 s.p. must wear a chastity belt for 1d10 days. Criminals worth more than 1,000 s.p. are chastised publicly and must apologize to the victim.

**Dwarf, Black:** The criminal is struck on the erect Manhood with a footman's war hammer.

**Dwarf, White:** The criminal is banished.

**Elf, Dark:** Younger criminals are castrated, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** In an average community, an average of 20 rapes occur annually. In 80% of cases, rapes are committed by between 2-15 characters. They force the female's door at night, do not disguise themselves, and either rape[1] the victim in her home and in the presence of terrorized witnesses, or drag her through the streets into 1 of their houses, where they have their pleasure all night long. In 80% of cases, the neighbors do not intervene. Almost all rapes involve extreme brutality, though they never attempt to wound or kill her. The rapists come from all levels of society, but the majority are artisans and laborers. Less than 10% of rapes occur by ruffians. In 50% of cases, human rapists are between 18-24 years old. The group is composed, on average, of 6 characters. Only 20% of rapes are committed by a group of more than 9 characters. Half the male youth participate at least once in gang rape. Sexual violence is an everyday dimension of community life. There tends to be less in smaller communities such as hamlets and more in larger communities such as cities.

If identified, rapists are imprisoned for weeks, though no more than a month. If the victim withdraws the complaint, the rapist is freed immediately. Imprisonment for rape consists of flogging, unless the rapist is an outsider, in which case the rapist is banished. When freed from imprisonment, a rapist is not considered criminal or bad.

The social reaction to rape is rarely favorable to the victim. The human victims of gang rape are age 15-33. Child rape is rare. The rape of a child under the age of 14 or 15 is considered a serious crime, even though the female could marry at age 12. The victim loses her good name in almost all cases, and encounters difficulty in regaining her place in society and family. If the victim of rape is single, then fewer males desire her as a wife. If she is married, then her husband may abandon her.

Priests comprise 20% of the clientele at private brothels and public baths. Some priests are even members of nightly gang rapes. The victim of gang rape almost never accuses them of committing sodomy.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The criminal is kneed in the groin by the plaintiff until satisfied with justice.

1. Information on medieval rape was referenced from Rossiaud's Medieval Prostitution. For more information, see the References section at the end of this book.

## Slander

Slander is a malicious utterance of false charges or misrepresentations that defame and damage reputation regarding a character.

**Bugbear:** Criminals must apologize publicly and renounce their slander. If a character is convicted of slander again, then their tongue is removed.

**Dwarf, Black:** The criminal is struck on their braced tongue with a footman's war hammer.

**Dwarf, White:** The criminal is fined 1d10 g.p., and must make a public apology.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d100 s.p.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The criminal is beaten publicly by the plaintiff until satisfied with justice.

## Sodomy (Buggery)

Sodomy is the penetration of the Manhood into the mouth or anus of another character.

**Bugbear:** In bugbear society, unnatural sexual acts are considered buggery, but are legal.

**Dwarf, White:** The criminal is fined 1d10 g.p for oral sex, 2d10 for anal.

**Human:** The criminal is fined 1d100 s.p.

## Theft

Theft is the act of taking personal property with the intent to deprive the rightful owner of it. To qualify as theft, more than 12 s.p. or equivalent value must be stolen.

**Bugbear:** Criminals worth less than or equal to 1,000 s.p. are stripped of all possessions, beaten, and banished. Criminals worth more than 1,000 s.p. are stripped of all possessions, beaten, and chastised publicly.

**Dwarf, Black:** The hands of the criminal are struck with a footman's war hammer, and the victim must be repaid twofold.

**Dwarf, White:** The criminal is banished.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** Slaves, peasants, and serfs are hanged. Noble and royal characters are beheaded.

**Kobold:** The criminal is killed, if a slave. Otherwise, the criminal becomes a slave for life if a peasant, for 1d10 years if a serf, 1d6 years if nobility, and 1d4 years if royalty.

**Troll, Subterranean:** The criminal is forced to enter a gladiatorial arena and will be attacked until dead.

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VIM·LICET·APPELLES·
GRATA·EST·VIS·ISTA·PUELLIS·
QUOD·IUVAT·INVITAE·
SAEPE·DEDISSE·VOLUNT

Some force is permissible:
women are often pleased
By force, and like what they're
giving to be seized.

## Theft, Petty

Petty theft is the act of taking personal property with the intent to deprive the rightful owner of it. To qualify as petty theft, no more than 12 s.p. or equivalent value must be stolen.

**Bugbear:** Criminals worth less than 100 s.p. become slaves and repay 1 s.p. per week. Criminals worth between 100-1,000 s.p. become slaves and repay 1 s.p. per day. Criminals worth more than 1,000 s.p. are chastised publicly.

**Dwarf, Black:** 1 hand of the criminal is struck with a footman's war hammer, and the victim must be repaid threefold.

**Dwarf, White:** The criminal is fined 1d10 g.p. for each s.p. stolen.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal has their thumb cut off, is fined 1d100 s.p., and the victim must be repaid twofold.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The criminal is forced to enter a gladiatorial arena, and will continue 1 fight per day until the plaintiff has won the money back by betting or the criminal dies.

## Treason

Treason is any attempt by overt acts to overthrow the government of the state to which the traitor owes allegiance, or to act against a member of the government with the intention of injury or death.

**Bugbear:** Criminals worth less than or equal to 1,000 s.p. are boiled in oil and fed to animals. Criminals worth more than 1,000 s.p. have their assets seized by the government. Wealthy traitors have their hands cut off, tongue cut out, knees broken, so that they cannot write, speak, or run. Finally, wealthy traitors are chastised publicly.

**Dwarf, Black:** The body is publicly dismembered with footman's battle axes.

**Dwarf, White:** The criminal is beheaded with a footman's battle axe.

**Elf, Dark:** Younger criminals are beaten to death by officials, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are banished, while older criminals are starved to death.

**Human:** The criminal is drawn and quartered. Each limb is tied to a separate horse. The 4 horses are startled, run away from the criminal, and each remove a limb. Eventually, the limbless criminal dies. If the act of treason was minimal, then the criminal may be only blinded.

**Kobold:** The criminal is killed, if a slave. Otherwise, the criminal becomes a slave for life if a peasant, for 1d10 years if a serf, 1d6 years if nobility, and 1d4 years if royalty.

**Troll, Subterranean:** The criminal is hung upside-down in public until dead.

## Treason, Petty

Petty treason is any act of a slave or apprentice against their master, mistress, or family thereof.

**Bugbear:** Criminals worth less than 100 s.p. are beaten by the master or mistress until satisfied of justice. Criminals worth between 100-1,000 s.p. become a slave to the master or mistress for 1d10 years. Criminals worth more than 1,000 s.p. are chastised publicly. Slaves in subjecting facilities are not protected under bugbear law, especially if they commit a crime. The facility commander may do anything he pleases with them.

**Dwarf, Black:** The slave or apprentice is beheaded with a footman's battle axe, and the blow is dealt by the offended master.

**Dwarf, White:** The criminal is fined 1d10 g.p.

**Elf, Dark:** Younger criminals are beaten to death by their master or mistress, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The slave or apprentice is publicly flogged for 2d10 lashes.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The criminal is beaten by the master or mistress until satisfied with justice.

## Trespassing

Less of a crime than breaking and entering, trespassing is to enter illegally upon the land of another character.

**Bugbear:** If the court believes the character trespassed unknowingly, then the criminal is chastised publicly. Otherwise, the criminal has an ankle broken. If a non-bugbear trespasses into a community bugbears, then the trespasser becomes a slave in the local subjecting facility.

**Dwarf, Black:** The kneecaps of the criminal are struck with a footman's war hammer. If a character trespasses into a community of black dwarves, then the trespasser is killed so that others cannot learn of the location of the community.

**Dwarf, White:** The criminal is fined 1d10 g.p. If a character trespasses into a community of white dwarves, then the trespasser is imprisoned for life so that others cannot learn of the location of the community.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family. Humanoids who trespass into a dark elven community are beheaded.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death. If an unwelcome non-elf trespasses into a light elven community, then the trespasser is encouraged to leave and possessions will probably be stolen.

**Human:** The criminal is fined 1d100 s.p.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4. If a non-kobold character trespasses into a community of kobolds or their mines, then the trespasser will become a slave of the kobolds, though they may be killed as well.

**Troll, Subterranean:** The criminal is forced to enter a gladiatorial arena.

## Vagrancy

Vagrancy is when a character has no established residence and wanders idly from place to place without legal support.

**Bugbear:** Criminals become a slave to the government for 1d10 years.

**Dwarf, Black:** The rump of the criminal is struck with a footman's war hammer.

**Dwarf, White:** The criminal is banished.

**Elf, Dark:** Younger criminals are forbidden sexual relations for 1d10 years, while older criminals are beaten to death by their immediate family.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

**Human:** The criminal is fined 1d100 s.p. Those who cannot pay, or are repeat offenders, are banished.

**Kobold:** Slaves are fined 1d12 s.p., peasants 1d10, serfs 1d8, nobility 1d6, and royalty 1d4.

**Troll, Subterranean:** The criminal is forced to enter a gladiatorial arena.

## Whoring

Whoring is when a whore solicits or has sexual intercourse with a character who will pay, or has paid, for her services.

**Dwarf, White:** The criminal is fined for 10 times the price paid to the whore.

**Elf, Light:** Younger criminals are forbidden from playing pranks and making music for 1d10 years, while older criminals are starved to death.

## Witchcraft

Witchcraft is the illegal use of sorcery.

**Bugbear:** In bugbear society, all sorcerers must register with the government. It is legal to cast any spell that does not harm or impede another member of the community. Unregistered criminals are sentenced and immediately beaten to death. Criminals who are registered, but misuse their spells, are subject to the punishment of the crime committed. If no other crime is committed, then the criminal is beheaded.

**Dwarf, Black:** Sorcery is never legal. The criminal is beheaded with a footman's battle axe.

**Dwarf, White:** Sorcery is never legal. The criminal is banished.

**Human:** Sorcery is never legal. The criminal is often raped, then burned alive.

**Kobold:** It is legal for a priest to cast spells that do not harm or impede another member of the community. All other practicing sorcerers are considered criminals. The criminal is killed, if a slave. Otherwise, the criminal becomes a slave for life if a peasant, for 1d10 years if a serf, 1d6 years if nobility, and 1d4 years if royalty.

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TU·SCRONIUM·ES

You are a whore!

# Recipes

A recipe is a formula for cooking or preparing something to be eaten or drunk. Herein, a recipe is a list of ingredients and possibly some notes about how to cook or prepare food or drink. Recipes do not include information about quantities of ingredients, optimal cooking temperature, or time. These variables are left to be determined by each cook to their preference. Ingredients below are listed alphabetically.

## Aliter Dulcia

**Ingredients:** Coarsely ground nuts, coarsely ground stone-pine kernels, eggs, ground pepper, honey, milk, minced rue, and sweet wine sauce

**Instructions:** Mesh the pepper, pine kernels, honey, rue, and sweet wine sauce with milk and eggs, and then boil the dough. Serve topped with honey and sprinkled with pepper.

## Dulcia Domestica

**Ingredients:** Coarsely ground nuts or stone-pine kernels, fresh or dried dates, and salted honey or red wine with honey

**Instructions:** First, remove the stones from the dates and fill them with nuts or stone-pine kernels. Sprinkle some salt on the filled dates and stew them in honey or honey-sweetened red wine. The dates must be cooked on low heat until their paring begins to come off.

## Fabaciae Virides Et Baianae

**Ingredients:** cumin seeds, minced branch of leek, minced coriander leaves, oil, salted wine, soybeans with pod or green beans

**Instructions:** Cook the beans with the salted wine, oil, leek, and spices. Serve.

## Gingerbrede

**Ingredients:** breadcrumbs, cloves, ginger, honey, pepper, and sugar

**Instructions:** Boil honey, then stir in breadcrumbs until evenly mixed. Remove from the heat and stir in ginger and pepper. Let it cool. Then, knead it to evenly distribute the spices. Put it in a box and sprinkle sugar and cloves around the edge. Allow the clove flavor to permeate the bread, but do not eat the cloves with it.

## In Mitulis

**Ingredients:** Cumin, fresh sea mussels, finely minced leek, salt, water, and white wine

**Instructions:** Water the fresh sea mussels, then clean them. Mix salt, wine, water, and spices. Boil the broth, then add the fresh sea mussels. Boil until ready.

## Makke

**Ingredients:** beans, onions, salt, and wine

**Instructions:** Soak the beans overnight then simmer until tender. Drain the beans. Heat wine and add to the beans. Finely chop onions. Upon each dish, apply cooked onions over it.

## Mustacei

**Ingredients:** anise seeds, bay leaves, cumin seeds, grape juice or young wine, lard, grated sheep cheese, and wheat flour

**Instructions:** Pour some young wine over the wheat, flour, lard, and cheese. Add anise and cumin seeds. Work them together until dough results, producing several rolls. Then bake each roll.

## Ova Sfongia Ex Lacte

**Ingredients:** Eggs, honey, milk, oil, and pepper

**Instructions:** Mix eggs, milk, and oil until a pancake-like dough results. Fry the dough in a pan and serve topped with honey and pepper.

## Porridge

**Ingredients:** half-pound of wheat, water, and milk

**Instructions:** Thoroughly wash the wheat, rub the husk, and rinse it. Put it in a pot and cook it well. Then, slowly add milk until there is a thick porridge[1].

## Rapes in Potage

**Ingredients:** chicken broth, ginger, onions, rapes (turnips), saffron, salt, and sugar

**Instructions:** Wash, peel, and quarter the rapes (turnips). Cover the rapes with boiling water. Mince the onions. Drain the rapes and put them with chicken broth and onions in a pot. Bring this to a boil. Add saffron and seasonings to the potage. Cook until the rapes are soft to the touch with a serving fork.

## Tiropatinam

**Ingredients:** Eggs, ground pepper, honey, and milk

**Instructions:** Sweeten the milk by adding honey. Then, add eggs and mix together until smooth. Cook with low heat until stiff. Finally, sprinkle pepper on it and serve.

## White Pudding

**Ingredients:** Breadcrumbs, butter, eggs, milk, and saffron

**Instructions:** Beat eggs, add milk, and beat again. Grind saffron and add to milk and eggs. Add breadcrumbs. Apply heat, put in a dish, and add butter.

1. This recipe is mentioned by Cato the Censor in the middle of the second century B.C.E., and also by Apicius in his ancient book The Art of Cookery. However, it referenced here from Cowell's book Life in Ancient Rome. For more information, see the References section at the end of this book.

# Chapter 7: Occupation





At the age of 10, most humans begin to learn an occupation. Bugbears begin at 12, dwarves at 24, elves at puberty, kobolds at 6, ogres at 18, and trolls at 13. This chapter explicates the various occupations available. If a character is older than the age listed above, then their occupation must be determined randomly according to their Social Class (see *Chap. 6: Sociality*). If a character is equal to or younger than the age listed above, then the player may choose an occupation for their character. The most popular choice for a player is an adventuring occupation, such as an assassin or mercenary. Historically, most simply chose the same occupation as their parents. Royal occupations are always determined randomly. If a character begins with previous experience in an occupation, then the player may opt to change the occupation at any time. However, up until that point, Advancement Points must be determined by the Aedile. As a general rule of estimation, the occupational level of a character equals the square root of the number of years of experience in the occupation. Slaves and peasants are not free, so their master or lord will not allow them to change their occupation. Serfs and nobility, however, are free to abandon their current occupation at any time and begin another.

If a character is a slave, then avoid the following tables and proceed directly to the occupation. If a character is free and considers changing occupations, then the player must consult with the Aedile. Some occupations are available only in certain sizes of communities. For example, it is impossible to be a baron in a hamlet. Consider Social Class, and consult the following tables. All occupations are listed alphabetically after guilds and the tables based on Social Class.

# Guilds

Hundreds of occupations exist. Human society gradually developed a means of organizing most occupations. A guild[1] is a governing body for an occupation or group of occupations. Historically, alternative names for a guild have been a college, fraternity, and brotherhood. All guilds are owned by the king, though much regulation is internal as well as mandated royally. All members of a guild are either an apprentice, journeyman or journeywoman, master or mistress, or guild official.

## Apprentice

An apprentice is a character who is learning an occupation from a master. To become an apprentice, a notarized agreement must be signed between apprentice and master. Once the contract is signed, the apprentice becomes the lowest member of the appropriate guild. An apprentice works for a period of time, in which the apprentice is obliged to learn from the master. Since all masters have a limited right to physically punish and correct their apprentice, most apprentices receive occasional beatings. The daily routine of most apprentices consists of chores, instruction, corporal punishment, and an increase of knowledge and skill. Some apprentices also perform domestic duties unrelated to their occupation. Fewer than 10% of all apprentices are female. When females are employed for physical labor, their wages are usually half of the wages of males. Apprentices work each day as long as their master. Oftentimes, apprentices resent their masters and serve their term 'with a clenched fist,' as they put it. Once the contract is completed, the apprentice is either accepted or rejected as a journeyman in the guild. Usually, a masterpiece must be crafted to demonstrate proficiency in the occupation. If accepted, then the apprentice must pay 200 s.p. to the guild, unless they are the son or daughter of a member, in which case the fee is waived. If a player creates a character who has enough years of experience in their occupation to be a journeyman, then consult the Aedile to determine if they are a journeyman or a failed apprentice.

## Journeyman or Journeywoman

A journeyman or jouneywoman is a character who has completed an apprenticeship or is otherwise recognized as competent at an occupation. Where a guild exists for a given occupation in a community, a journeyman must be a member of the guild to work legally at their occupation. However, journeymen are not fully members, since they cannot employ their own apprentices. Most journeymen negotiate their daily wage in their employment contracts, though they are hired usually for months and collect their pay weekly. However, in some occupations it is the norm to be paid by piece-rate. The journeyman promises their labor to their master and no one else in the agreed period. Some journeymen are former masters who have reverted due to poverty. A journeyman may not serve as a guild official. There is no limit on how many journeymen a master may employ.

## Master or Mistress

A master is a character who is experienced at their occupation, is a full member of their guild, owns a shop, and is self-employed. When employing an apprentice or journeyman, a master has a clerk of the guild write a contract, which will be signed by the master and the employee. Some guilds limit the number of apprentices that each master may have at 1 time, though immediate family members of the master always have the right to apprenticeship. In the contract between master and apprentice, the master promises to treat the apprentice like their own child. Also, in the contract the master promises to provide work on every day that is not a holy day. Each guild has a list of days considered holy by their guild, and on which members do not work. All masters consider corporal punishment to be part of educating an apprentice, and all masters have a limited right to physically punish and correct their apprentice. When applicable, the master gives a set of tools to each apprentice at the end of their service.

1. Information on guilds has been mostly obtained from Epstein's Wage Labor and Guilds in Medieval Europe. For more information, see the References section at the end of this book.

### Guild Official

A guild official is a master in a guild who serves a term of 1 year. During this term, it is the duty of a guild official to inspect members of the guild and ensure that statutes are obeyed. In most guilds, inspection is no sham formality. Visits are made unexpectedly and scales are checked. Substandard products are confiscated immediately by guild officials, either to be destroyed or given to the poor, while the culprit pays a fine commensurate with the value of the merchandise.

Nonetheless, guild officials make decisions regarding the guild. For example, when an apprentice completes the term of their contract, guild officials vote whether or not to accept the apprentice as a journeyman or journeywoman.

### Trademark

A trademark is a method of identifying the shop of origin regarding products. Each master must register their own trademark with their guild. Each master's trademark must be permanently included with the product, according to guild statutes. Characters associate the quality of a product, or lack thereof, with familiar trademarks. A guild uses trademarks to identify masters whose products are below the standard of the guild, and to praise the masters whose products surpass the standard. Noteworthy trademarks may be renowned even in distant lands.

## List of Guilds

Not all guilds in the following list exist in all communities. Each community in the gaming world should have a list of its guilds, as well as their size in relation to each other.

Bakers' Guild
Bankers' Guild (money-lenders)
Barbers' Guild
Bookbinders' Guild
Bowyers' Guild
Brewers' Guild
Brickmakers' Guild
Butchers' Guild
Cabinetmakers' Guild
Carpenters' Guild
Cartwrights' Guild
Carvers' Guild
Chandlers' Guild
Cheesemakers' Guild
Colliers' Guild
Coopers' Guild
Dancers' Guild
Dicemakers' Guild
Drapers' Guild
Dyers' Guild
Enamelers' Guild
Engravers' Guild
Fishmongers' Guild
Fletchers' Guild
Fullers' Guild
Furriers' Guild
Gilders' Guild
Girdlers' Guild
Glassblowers' Guild
Glovers' Guild
Grocers' Guild
Hatters' Guild
Herbalists' Guild
Inkmakers' Guild
Innkeepers' Guild
Ironmongers' Guild
Jewelers' Guild
Knackers' Guild
Lacemakers' Guild
Marblers' Guild
Masons' Guild

Millers' Guild
Miners' Guild
Minters' Guild
Musicians' Guild
Papermakers' Guild
Pawnshopmans' Guild
Perfumers' Guild
Potters' Guild
Poulterers' Guild
Pursemakers' Guild
Ropemakers' Guild
Saddlers' Guild
Sailmakers' Guild
Sheathers' Guild
Shipwrights' Guild
Skinners' Guild
Smiths' Guild
Soapmakers' Guild
Tailors' Guild
Tanners' Guild
Tavernkeepers' Guild
Thatchers' Guild
Tilemakers' Guild
Tinkers' Guild
Vintners' Guild
Wainwrights' Guild
Weavers' Guild
Wheelwrights' Guild

## Family Occupation

Roll 1d1000 and consult the table for the appropriate occupation by Social Class. When children become old enough to work, they tend to do the same occupation as their parents.

## Peasant Occupations

Peasant occupations are listed in the following table. Although there are far fewer peasant than serf occupations, far more peasants exist than serfs. Peasants travel to cities for a fair, where they purchase goods. If it is necessary to randomly determine a peasant's occupation, then roll 1d1000 and consult the following table:

| Peasant Occupations | |
|---|---|
| **Roll** | **Result** |
| 001-020 | Animal Conditioner |
| 021-040 | Baker |
| 041 | Bailiff |
| 042-100 | Bandit |
| 101-105 | Barber |
| 106 | Beadle |
| 107-150 | Beggar |
| 151-200 | Berserker |
| 201-220 | Blacksmith |
| 221-230 | Bladesmith |
| 231-250 | Brewer |
| 251-270 | Butcher |
| 271-290 | Carpenter |
| 291-295 | Carver |
| 296-325 | Chambermaid |
| 326-360 | Cook |
| 361-365 | Cowherd |
| 366-375 | Dairymaid |
| 376-380 | Dockwalloper |
| 381 | Druid |
| 382-700 | Farmer |
| 701-750 | Gardener |
| 751 | Gladiator |
| 752-760 | Hewer |
| 761-780 | Hierophant |
| 781-830 | Laborer |
| 831-860 | Laundress |
| 861-865 | Messenger |
| 866-870 | Miller |
| 871-875 | Poulterer |
| 876-879 | Ranger |
| 880 | Reeve |
| 881-910 | Shepherd |
| 911 | Sorcerer |
| 912-920 | Stabler |
| 921-940 | Swineherd |
| 941-950 | Trapper |
| 951-1000 | Whore |

# Serf Occupations

Serf occupations are listed in the following table. Although there are far more serf than peasant occupations, far more peasants exist than serfs. If it is necessary to randomly determine a serf's occupation, then roll 1d1000 and consult the following table:

| Serf Occupations | | | | | |
|---|---|---|---|---|---|
| **Roll** | **Result** | **Roll** | **Result** | **Roll** | **Result** |
| 001-002 | Acrobat | 221-224 | Dyer | 476-480 | Mountaineer |
| 003-007 | Animal Conditioner | 225-228 | Enameler | 481-485 | Musician/Minstrel |
| 008-011 | Appraiser | 229-232 | Engraver | 486-490 | Navigator |
| 012-020 | Armorer | 233-238 | Fisherman | 491-495 | Papermaker |
| 021-024 | Artist | 239-240 | Fishmonger | 496-500 | Pawnshopman |
| 025-028 | Assassin | 241-245 | Fletcher | 501-505 | Perfumer |
| 029-035 | Baker | 246-250 | Forester | 506-510 | Pewterer |
| 036-040 | Barber | 251-255 | Fuller | 511-555 | Pick Pocket/Cutpurse |
| 041-045 | Bard | 256-260 | Furrier | 556-560 | Potter |
| 046-050 | Beggar | 261-265 | Gardener | 561-565 | Poulterer |
| 051-055 | Blacksmith | 266-270 | Gemcutter | 566-570 | Public Executioner |
| 056-060 | Bladesmith | 271-273 | Gilder | 571-575 | Pursemaker |
| 061-063 | Bookbinder | 274-278 | Girdler | 576-580 | Ranger |
| 064-070 | Bounty Hunter | 279-290 | Gladiator | 581-585 | Ropemaker |
| 071-075 | Bowyer | 291-295 | Glassblower | 586-590 | Ruffian |
| 076-080 | Brazier | 296-300 | Glover | 591-595 | Saddler |
| 081-085 | Brewer | 301-305 | Goldsmith | 596-600 | Sage |
| 086-090 | Brickmaker | 306-310 | Grocer | 601-605 | Sailmaker |
| 091-095 | Brotheler | 311-315 | Groom | 606-635 | Sailor |
| 096-100 | Butcher | 316-320 | Hatter | 636-645 | Scholar |
| 101-103 | Cabinetmaker | 321-325 | Healer | 646-650 | Schoolmaster |
| 104-112 | Carpenter | 326-330 | Herbalist | 651-660 | Scribe |
| 113-115 | Carter/Teamster | 331-335 | Hewer | 661-665 | Sheather |
| 116-119 | Cartwright | 336-340 | Hierophant | 666-670 | Shipwright |
| 120-124 | Carver | 341-345 | Hunter | 671-675 | Silversmith |
| 125-145 | Chambermaid | 346-350 | Inkmaker | 676-685 | Skinner |
| 146-147 | Chandler | 351-355 | Innkeeper/Hosteler | 686 | Slave-Trader |
| 148-149 | Charioteer | 356-360 | Interpreter | 687-690 | Soapmaker |
| 150-152 | Cheesemaker | 361-365 | Ironmonger | 691-790 | Soldier |
| 153-155 | Claspmaker | 366-370 | Jeweler | 791-795 | Sorcerer |
| 156-163 | Clerk | 371-375 | Juggler | 796-800 | Spy |
| 164 | Clockmaker | 376-380 | Knacker | 801-830 | Squire |
| 165-170 | Cobbler | 381-382 | Knight | 831-835 | Stabler |
| 171-172 | Collier | 383-387 | Laborer | 836-840 | Tailor |
| 173-181 | Cook | 388-390 | Lacemaker | 841-850 | Tanner |
| 182-185 | Cooper | 391-395 | Laundress | 851-865 | Tavernkeeper |
| 186-190 | Coppersmith | 396-400 | Linkboy | 866-875 | Thatcher |
| 191-200 | Courtesan | 401-405 | Locksmith | 876-880 | Tilemaker |
| 201 | Cowherd | 406-410 | Mage | 881-885 | Tinker |
| 202 | Cupbearer | 411-415 | Marbler | 886-890 | Trapper |
| 203-204 | Cutler | 416-420 | Mason | 891-900 | Vintner |
| 205-206 | Dairymaid | 421-440 | Mercenary | 901-905 | Wainwright |
| 207-210 | Dancer | 441-445 | Messenger | 906-910 | Weaponsmith |
| 211-212 | Delouser | 446-455 | Militiaman | 911-920 | Weaver/Embroiderer |
| 213 | Dicemaker | 456-460 | Miller | 921-945 | Wench |
| 214-216 | Dockwalloper | 461-465 | Miner | 946-950 | Wheelwright |
| 217-219 | Draper | 466-470 | Minter | 951-999 | Whore |
| 220 | Druid | 471-476 | Money-Lender | 1000 | Wine-Crier |

## Noble Occupations

Noble occupations are listed in the following table. If it is necessary to randomly determine a noble's occupation, then roll 1d1000 and consult the following table:

| Noble Occupations | |
|---|---|
| **Roll** | **Result** |
| 001-050 | Artist |
| 051-075 | Assassin |
| 076-100 | Bard |
| 101-140 | Barrister |
| 141-150 | Brotheler |
| 151 | Chancellor |
| 152-250 | Clerk |
| 251-350 | Courtesan |
| 351-400 | Doctor |
| 401-410 | Druid |
| 411-425 | Engineer |
| 426-450 | Gladiator |
| 451-550 | Hierophant |
| 551-600 | Interpreter |
| 601-675 | Knight |
| 676-710 | Mage |
| 711-750 | Money-Lender |
| 751-800 | Musician/Minstrel |
| 801-805 | Sage |
| 806-810 | Schoolmaster |
| 811-875 | Scribe |
| 876 | Sheriff |
| 877-900 | Spy |
| 901-975 | Squire |
| 976-1000 | Whore |

## Royal Occupations

The occupation of a royal character is determined with the following table, and is not chosen. To randomly determine a royal occupation, roll 1d1000 and consult the following table:

| Royal Occupations | |
|---|---|
| **Roll** | **Result** |
| 001-300 | Chieftain |
| 301-800 | Lord/Lady |
| 801-975 | Baron/Baroness |
| 976-997 | Duke/Duchess |
| 998-999 | Prince/Princess |
| 1,000 | King/Queen |

## Advancing Levels

Each occupation for a character has goals that are different, yet the same; each character advances by accomplishing goals specific to their occupation. For example, warriors generally advance by attacking foes in open combat, while wizards advance by casting spells and thereby gain more familiarity with magic. It is the player's responsibility to keep track of what their character has done that counts toward their advancement. At the end of each gaming session, the Aedile will review the accomplishments of the characters and award points accordingly.

While the goals of each occupation are different, the number of Advancement Points (AP) required to advance in level are the same regardless of occupation. On the table below, regardless of occupation a character must accumulate 1,000 AP to advance to 2nd level, though training may be required (see *Training* later in this chapter).

| Level | AP |
|---|---|
| 1 | 1,000 |
| 2 | 2,000 |
| 3 | 4,000 |
| 4 | 8,000 |
| 5 | 16,000 |
| 6 | 32,000 |
| 7 | 64,000 |
| 8 | 128,000 |
| 9 | 256,000 |
| 10 | 512,000 |
| 11 | 1,024,000 |
| 12 | 2,048,000 |
| 13 | 4,096,000 |
| 14 | 8,192,000 |
| 15 | 16,384,000 |
| 16 | 32,768,000 |
| 17 | 65,536,000 |
| 18 | 131,072,000 |
| 19 | 262,144,000 |
| 20 | 524,288,000 |

For more information on how a character advances in level, see *Chapter 16: Advancement*.

## Format

Initially, each occupation is introduced.

**Ability Requirements:** In order to legitimately be a member of the occupation in question, minimum ability requirements must be met. For instance, warriors generally require Strength. It is possible for a remarkably weak character to consider themselves a warrior, but it is doubtful that the military would hire a weak soldier.

**Gender:** Sometimes occupations tend to be characterized by one gender over another. For instance, there are no female druids.

**Race:** As the races offered to players for their characters are diverse, some races are better suited at different occupations. For example, anakim are well-suited to be gladiators.

**Disposition:** Some occupations tend to be occupied by characters with certain ethical and moral dispositions. For instance, it should be virtually impossible to find an ethical and moral assassin.

**Temperament:** Some occupations tend to be occupied by characters with certain temperaments. For instance, it should be virtually impossible to find a sanguine ruffian.

**Sociality:** Oftentimes, occupations differ according to social class and urbanity. For example, assassins in hamlets are as rare as berserkers in civilized capital cities.

**Religion:** Occupations may be characterized by religion. The likelihood, for instance, of finding an atheistic hierophant is very small.

**Skills:** Certain occupations are better gifted in certain skills, sometimes because they formally train in them, and other times because these are the type of characters attracted to the occupation. The purpose of listing skills here is to grant bonuses in addition to the character's initial roll for Skill Points as determined in the beginning of *Chap. 8: Skills*. If a character switches occupations after already having gained a level in their current occupation, these new skills are not freely gained; instead, Skill Points must be invested as usual after level advancement. Normally, only 5 Skill Points may be initially put into a skill. The granted points in the bonus skills are in addition to this normal limit.

**Equipment:** Adventuring occupations may limit the type of weapon, armor, or apparel. For example, bards do not play lutes while wearing platemail. Occupations for the general public may have equipment that is necessary for their occupation listed, such as an anvil for a blacksmith.

**Magic Points:** Usually, both priests (druids and hierophants) and wizards (mages and sorcerers) are able to cast spells. Magic Points (MP) are listed here, if applicable.

**Advancement Points:** Different occupations gain Advancement Points (AP) by different means. For instance, warriors advance by killing foes on the battlefield, while pick pockets advance by successfully picking pockets.

**Training:** Before characters of some occupations can receive the benefits of advancing a level, they must train properly. Not all occupations require training prior to advancing an occupational level.

**Guild:** Some occupations are governed by guilds. Information regarding the structure of guilds and their statutes is listed here, including how many years an apprentice must serve, whether or not a masterpiece must be produced to become a journeyman, and criteria to become a journeyman or master.

## Acrobat

Acrobats are entertainers who are talented regarding Agility, Balance, Climbing, Juggling, and Jumping. Oftentimes, acrobats travel from town to town, entertaining the public with their daring feats. Usually, groups of acrobats work together to satisfy the crowd. A common feat is for an acrobat to throw knives at a character on a wall, not to hit them but to get as close as possible and impress the crowd with their superior Aim skill. Walking a tightrope is also a trademark feature. Acrobats thrive on impressing crowds with dangerous acts. Daily wages are 5 s.p.

**Ability Requirements:** Physical Fitness 110, Strength (must be able to bench press own weight), Hand-Eye Coordination 110, Agility 110, Intelligence 80, and Drive 105.

**Gender:** Female acrobats are uncommon.

**Race:** Any but ogre and troll.

**Disposition:** Any.

**Temperament:** Acrobats tend not to be phlegmatic.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Aim + 3, Animal Handling + 3, Balance + 8, Climb + 3, Juggling + 5, Jump + 5, Rope Use + 3, and 1 Weapon (Specific).

**Equipment:** Acrobats usually prefer light armor or none at all, so that armor does not restrict their acrobatic movement. The most common weapons of acrobats are throwing knives and a well-balanced quarterstaff.

**Magic Points:** Inapplicable.

**Advancement Points:** Acrobats gain AP with each successful skill check for the skills listed above when under life-threatening conditions or risk of serious injury. Hence, an acrobat who successfully balances themselves on a chair receives no AP, while one who successfully balances themselves on a tightrope over a starving beast gains AP. The points gained equal twice the adjusted number that passed the skill check. Acrobats must train to advance.

**Training:** 1 week. Training consists of learning new feats. An acrobat must train with an acrobat higher in occupational level.

**Guild:** None.

## Animal Conditioner/Handler

This occupation specializes in either training or subduing animals that are either domesticated or wild. An animal conditioner or handler may work with a wide variety of animals, but most commonly includes: dogs, falcons, and horses. Daily wages are typically 7 s.p.

**Ability Requirements:** Intelligence 75, Drive 100, and Intuition 110.

**Gender:** Both males and females are common animal conditioners/handlers.

**Race:** Any but ogre and troll.

**Disposition:** Animal conditioners/handlers may be of any disposition, but are commonly moral.

**Temperament:** Animal conditioners/handlers tend not to be phlegmatic.

**Sociality:** Peasant or serf.

**Religion:** Any.

**Skills:** Animal Conditioning + 5, Animal Handling + 5, and Grooming + 3.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each animal that has been successfully trained in all respects for at least 3 months, the animal conditioner acquires 1 AP for every point when the Intelligence of the animal is subtracted from 100. For each subdued domestic animal, an animal handler acquires 3 AP. For each subdued wild animal, an animal handler acquires 10 AP.

**Training:** None.

**Guild:** None.

## Appraiser

This occupation specializes in appraising gems and precious metals, not magical items. Having far-sighted Vision is a detriment to any appraiser; a penalty is applied to the Appraise skill check. Daily wages are typically 11 s.p., earning 1 s.p. per item to be appraised.

**Ability Requirements:** Analytic Intelligence 90 and Intelligence (overall) 75.

**Gender:** Female appraisers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Appraise + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each appraisal, the appraiser acquires 1 AP.

**Training:** None.

**Guild:** Jewelers' Guild. Each apprentice must serve 10 years. Once an apprentice for 10 years, they may apply for employment as a journeyman with the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Armorer

This occupation demands skill that is more technical than that of a blacksmith. These smiths specialize in the manufacture of armors such as chainmail and platemail. On average, armorers charge 1 s.p. to clean the rust from each piece of armor. Daily wages are typically 12 s.p.

**Ability Requirements:** Strength 90, Spatial Intelligence 90, and Intelligence (overall) 85.

**Gender:** Female armorers are rare.

**Race:** Troll platemail is most valued, followed by dwarven armor. Human armor is considered the norm, though bugbear and kobold armor is acceptable. Ogres, borbytingarna, and hill trolls do not make armor.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any, but most favor gods of war.

**Skills:** Armorsmithing + 5, Blacksmithing + 8, and Haggling + 3.

**Equipment:** Armorsmithing requires access to a forge, anvil, hammers, tongs, and many fine tools.

**Magic Points:** Inapplicable.

**Advancement Points:** For each suit of chainmail crafted, an armorer acquires 5 AP. For each suit of platemail crafted, an armorer acquires 20 AP.

**Training:** None.

**Guild:** Smiths' Guild. Each apprentice must serve 10 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, then it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. A master may not have more than 2 apprentices or own a slave; otherwise, a fee of 100 s.p. is charged.

Once an apprentice for 10 years, they may apply for employment as a journeyman with their guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Artist

This occupation is usually freelance, consisting of those who prefer to paint or sculpt. The artist must choose a specialty. If multiple forms of art are pursued, then separate occupations must be noted. Daily wages are typically 4 s.p.

**Ability Requirements:** Hand-Eye Coordination 110, Spatial Intelligence 100, and Intuition 90.

**Gender:** Female artists are uncommon, unless elven.

**Race:** Bugbear art is always sexual or violent, and usually both; bugbear painters are rare compared to sculptors. Dwarven painters are also rare compared to sculptors of stone or casting metal, though elven sculptors are rare compared to painters. Dark elven art usually depicts orgies, while light elven art is innocent. Humans produce art of moderate quality in general. Kobolds specialize in sculpting silver; dominance and submissiveness are not only features, but criteria. Ogre art may exist, but it is unappreciated. Subterranean trolls are expert smiths, so sculptors exist, but many artists prefer painting because it is quiet; the most common subject among subterranean trolls is female beauty.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf or noble.

**Religion:** Any.

**Skills:** The skill appropriate to the specific type of art receives a + 5. Possible art forms include: Painting or Sculpture.

**Equipment:** Either pigments and brushes for painting or a variety of equipment for sculpting, such as material (stone, bronze, clay, etc.), chisels, knives for carving, or possibly a forge for casting.

**Magic Points:** Inapplicable.

**Advancement Points:** For each piece of artwork completed, 1 AP is acquired per 2 hours invested.

**Training:** None.

**Guild:** Artists' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

## Assassin

Thieves are popular both in cities and the wilderness. They are a constant threat to any society. In general, thieves tend toward unethical dispositions, though some spies or assassins may be very loyal. There are 5 classes of thief, including the assassin[1], bandit, pick pocket, ruffian, and spy.

For any character to hire the expensive services of an assassin, the assassin must have an above-average reputation in requisite abilities; otherwise, any drunk could be hired in a bar. Assassins are thieves, but they are regarded as professionals.

Assassins often develop a favored method of assassination, something of which becomes peculiar to their personal touch or style. For some assassins, a ritual is performed with the cadaver of the victim, such as removing their eyes from their sockets and stuffing them up the victim's nose. For other assassins, they focus on 1 strict manner of murder, specializing in it beyond all others. For example, throat-slitting with a chosen weapon is a specialized method of murder. Usually, personal style is explored as they practice killing characters and become familiar with the occupation.

Upon advancing an occupational level, all assassins must declare their personal style: either a ritual or a specialized means of murder. Rituals tend to enhance the popularity of an assassin, which usually brings higher wages. A specialized murderous method increases the likelihood of instantly killing the intended victim when the method is employed successfully. The player must announce the specialized murderous method to the Aedile; popular choices include throat-slitting, eye-gouging, strangulation, hitting the temple of the head, and stabbing into the armpit so the lungs fill with blood and the victim dies within a minute – drowning from their own blood.

If a character specializes in a specific technique of murder, then everything about this method consumes them; it becomes the goal of their life to master this technique, and it is studied and considered, if not practiced, at every waking opportunity. Specializing in a murderous method, with practice, allows an assassin to instantly kill a foe regardless of their LP upon rolling high enough on their attack roll after they have declared that they are using their specialized murderous technique. Perfect application of the murderous technique and the instant death of the victim is a Memorable Murder.

Initially, achieving a Memorable Murder occurs only when an unmodified 30 is rolled for an attack skill check, provided that the specialized murderous technique is attempted. If a Memorable Murder results, then the victim dies instantly, regardless of LP; the assassin flawlessly used the murderous technique. In later years, assassins are likely to reflect on these murders, forgetting the rest, except for Memorable Mistakes (see below). As occupational level increases, the odds of Memorable Murder increase exponentially; consult the following table:

**Memorable Murder**

| Level of Assassin | Unmodified Attack Roll Needed |
|---|---|
| 2-5 | 30 |
| 6-8 | 28 |
| 9 | 26 |
| > 9 | 24 |

There may be instances when this is unreasonable and the Aedile may rule that Memorable Murder does not happen. For example, if an assassin is specialized in strangulation and attacks an adult dragon. No matter how perfected the choking technique becomes, a dragon's neck is simply too big for it to be choked effectively by a humanoid.

1. The word 'assassin' did not originate in Europe, so its use here contradicts a premise of F.A.T.A.L. However, no other English word shares the same connotations as 'assassin'.

The counterpart of a Memorable Murder, however, is a Memorable Mistake. The likelihood of making a Memorable Mistake while an assassin employs their specialized murderous technique decreases as the assassin increases in occupational level; the higher the level of the assassin, the lower the likelihood of a Memorable Mistake. A Memorable Mistake is distinctly different from a Fumble (see *Chap. 10: Combat*). A Memorable Mistake may not have the physical consequences of a Fumble, though at higher levels they both only occur together. A Memorable Mistake is literally a mistake made when attempting to employ the specialized murderous technique. This mistake may not have combat consequences, but it certainly affects the assassin, since the assassin specializes in the chosen technique and therefore invests so much in it. For every attack roll made after the player declares that their assassin will attempt their murderous technique, results that constitute a Memorable Mistake are listed below:

| Memorable Mistake | |
|---|---|
| **Level of Assassin** | **Unmodified Attack Roll Needed** |
| 2-5 | 9 |
| 6-8 | 6 |
| 9 | 4 |
| > 9 | 3 |

For every Memorable Mistake that occurs, the assassin must pass a Common Sense sub-ability check at TH 10 or acquire a Random Mental Illness (see *Chap. 5: Mind*).

Upon attaining 3rd level as an assassin, and assuming all assassinations have happened within the same town, the average character bumped into on the street will have heard (20% of the time) of the style of murder becoming problematic. This chance increases by 5% per level gained beyond 3rd, though no higher than 90% may be obtained.

**Ability Requirements:** Physical Fitness 105, Hand-Eye Coordination 110, Agility 110, Reaction Speed 105, Intelligence 85, Drive 105, and Intuition 105.

**Gender:** Female assassins are rare, though female courtesans have been known to work as assassins.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Assassins tend to be ethical and are most often immoral.

**Temperament:** Assassins tend to be melancholic.

**Sociality:** Serf or noble. Noble assassins are paid more for their services than serf assassins.

**Religion:** Any immoral god, though some assassins are irreligious.

**Skills:** Aim + 3, Disguise + 3, Haggling + 3, Hide + 3, Silence + 3, Toxicology + 5, and 1 Weapon (Specific).

**Equipment:** Assassins always restrict themselves to light armor, such as leather. Favored weapons of assassins tend to be the garrote, dagger, stiletto, and any bow.

**Magic Points:** Inapplicable.

**Advancement Points:** Assassins gain AP by successfully killing a character whom they have been hired to kill. Points gained equal the target's LP multiplied by the equivalent of the agreed-upon wages in s.p. An assassin must train to advance a level.

**Training:** 3 weeks. To train, an assassin must learn better killing techniques and better methods to get close to a victim unnoticed. An assassin must train with an assassin higher in occupational level.

**Guild:** None.

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UTINAM·CONIURATI·TE·IN·FORO·INTERFICIANT

May conspirators assassinate you in the hall.

## Bailiff

The duty of a bailiff is to be a chief law officer and manager of a lord's manor. He represents the lord to both the villagers and strangers. Often, the bailiff protects local villagers against characters from another lord. The bailiff also tortures apprehended criminals, though not in all human communities and never in communities of light elves or white dwarves.

The main concern of a bailiff is management. The bailiff can read and write. He must make sure that crops and stock are tended properly, and that the manor is supplied from outside of the village. A formidable list of purchases include millstones, iron, building timber and stone, firewood, nails, horseshoes, carts, cartwheels, axles, iron tires, salt, candles, parchment, cloth, utensils for dairy and kitchen, slate, thatch, quicklime, quicksilver, tar, baskets, livestock, and food.

There are 2 other uncommon officials who are subordinate to the bailiff: the macebearer (claviger) and the serjeant. These subordinate officials are soldiers from a nearby town or city. The reeve is the chief official who is subordinate to the bailiff. The bailiff's residence is the lord's manor house. The main room, the hall, is the setting for the manorial court, but otherwise it remains at the disposal of the bailiff. Daily wages are typically 10 s.p.

**Ability Requirements:** Intelligence 85.
**Gender:** Male only.
**Race:** Any but ogre, borbytingarna, and hill troll.
**Disposition:** Any, but usually ethical.
**Temperament:** Any.
**Sociality:** Peasant.
**Religion:** Any.
**Skills:** Etiquette + 3 and Law + 3.
**Equipment:** None.
**Magic Points:** Inapplicable.
**Advancement Points:** For every legal case won against another village, 10 AP is acquired. For every month that the lord's manor has been supplied properly, 10 AP is acquired.
**Training:** None.
**Guild:** None.

## Baker

This occupation specializes in baking bread and preparing various edible products. Flour, the main ingredient, is purchased from millers. Prices of different loaves of bread are legally fixed for a baker, as are the weights. Bakers must mark their bread with their own trademark. A baker who cheats on quality is sent to the stocks with 1 of their fraudulent loaves hung around their neck. Daily wages are typically 7 s.p.

**Ability Requirements:** Intelligence 75.
**Gender:** Female bakers are uncommon.
**Race:** Any but ogre and troll.
**Disposition:** Any.
**Temperament:** Any.
**Sociality:** Peasant or serf.
**Religion:** Any.
**Skills:** Cooking + 5, Haggling + 3, and Smell + 3.
**Equipment:** Baking requires a hearth.
**Magic Points:** Inapplicable.
**Advancement Points:** For every loaf of bread baked, $1/10^{th}$ of 1 AP is acquired.
**Training:** None.
**Guild:** Bakers' Guild. Each apprentice must serve 4 years. By guild statute, the maximum allowable profit is 4 s.p. per measure of grain.

Once an apprentice for 4 years, they may apply for employment as a journeyman with their guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Bandit

Thieves are popular both in cities and the wilderness. They are a constant threat to any society. In general, thieves tend toward unethical dispositions, though some spies or assassins may be very loyal. There are 5 classes of thief, including the assassin, bandit, pick pocket, ruffian, and spy.

Also called highwaymen, bandits reside in rural areas and usually ambush and violently rob those who travel through the wrong place at the wrong time.

A pirate is a type of bandit who is seagoing instead of land-based. A pirate is also skilled at sailing and advances both as a bandit and as a sailor.

**Ability Requirements:** None.

**Gender:** Female bandits are uncommon.

**Race:** Any.

**Disposition:** Bandits tend to be unethical and immoral.

**Temperament:** Bandits tend to be phlegmatic.

**Sociality:** Peasant or escaped slave; this is why they need to rob.

**Religion:** Any. Many are irreligious.

**Skills:** Aim + 3, Hide + 3, Silence + 3, Tracking + 5, and 2 Weapons (Specific).

**Equipment:** Bandits prefer light armor so that they may ambush others, react quickly, and move unhindered. Bandits prefer bows and usually have cheap weapons, but depending on the circumstances, use whatever is most appropriate.

**Magic Points:** Inapplicable.

**Advancement Points:** Bandits gain AP by ambushing and robbing characters. For every silver piece or equivalent in treasure stolen in such a way, bandits gain 1 AP. For every successful attack in an ambush, bandits gain AP equal to half of the amount of damage dealt.

**Training:** None.

**Guild:** None.

## Barber

This occupation specializes in cutting and styling hair. In some cultures, hairstyles are very important and a sign of affluence. Additionally, a barber shaves male facial hair and pulls teeth as services.

Barbers are most famous for styling hair. To determine the quality of a haircut, see Hairstyling in *Chapter 8: Skills*.

By custom, a barber will not shave a character more than once per week. Only a rough shave can be achieved, so faces of adult males are stubbly. Barbers do not shave or cut the hair of slaves or barbarians from uncivilized lands.

Bloodletting is done commonly by barbers, some of whom have abandoned the shave and a haircut to devote themselves solely to bloodletting.

Many also specialize in pulling teeth. Owing to poor diet, teeth are a chronic health problem, more because of bad gums than cavities. Wealthy patients have been known to pay as much as 5 s.p. for an extraction, while barbers get as much as 15 s.p. for a bleeding. Slaves and peasants are spared these luxuries. Daily wages are typically 8 s.p.

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EXITUS·ACTA·PROBAT

The end justifies the means.

**Ability Requirements:** Hand-Eye Coordination 100, Spatial Intelligence 100, and Intelligence (overall) 80.

**Gender:** Female barbers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Peasant or serf. Barbers are rarely seen in villages or hamlets.

**Religion:** Barbers may worship any god.

**Skills:** Haggling + 3 and 2 Weapons (Specific). The specific weapons are scissors and knives.

**Equipment:** Knife and scissors.

**Magic Points:** Inapplicable.

**Advancement Points:** For every successful styling of hair of a new customer, 10 AP is acquired. For each tooth pulled, the barber acquires 10 AP. For each character shaven, the barber acquires 10 AP.

**Training:** None.

**Guild:** Barbers' Guild. Each apprentice must serve 5 years. Once an apprentice for 5 years, they may apply for employment as a journeyman with their guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Bard

Wandering minstrels seek out adventure so that they may be inspired to craft wondrous ballads and other musical or poetic works. Fame is very important to bards. Daily wages are typically 5 s.p.

**Ability Requirements:** Charisma 105, Hand-Eye Coordination 105, Enunciation 105, Language 105, Math 90, and Analytic 90.

**Gender:** Female bards are uncommon.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Bards of all dispositions are possible, though most are not immoral.

**Temperament:** Bards tend to be melancholic.

**Sociality:** Serf or noble.

**Religion:** Any.

**Skills:** Acting Drama + 3, Buffoonery (comedy) + 3, Comedy (Pun) + 3, Dance + 3, History Legends + 3, History Local + 3, Music (Counterpoint) + 3, Music Theory + 3, Music Instrument + 3, Persuasion + 3, and Storytelling + 3.

**Equipment:** If unable to afford a musical instrument, then it is assumed that the bard focuses on singing as their musical instrument. Most bards restrict themselves to light armor or none at all.

**Magic Points:** Inapplicable.

**Advancement Points:** Bards gain AP with each successful skill check for the skills listed above. For musical skills and performances, the points gained equal the adjusted number that passed the skill check. If a skill check is passed for 1 of the above skills, but it is not part of a musical performance or skill, then the points gained equal half of the adjusted number that passed the skill check.

**Training:** None.

**Guild:** Musicians' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman. The masterpiece must be a musical piece in which it is indisputable to the guild that it was composed as a result of adventure. For example, the apprentice bard may employ musical devices that are foreign, or sing of foreign things that are verifiable to the guild. Finally, the masterpiece must be acceptable both in terms of music theory and counterpoint.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d100 days. Finally, the masterpiece must be performed before guild officials. The performance constitutes a Musical Instrument skill check. The TH is determined by the Aedile depending on complexity. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The Aedile decides the TH.

## Baron/Baroness

This occupation is for royalty. Only a king or queen can make a character become a baron or baroness. If the character accepts, then the baron or baroness pledges allegiance to their king or queen. Then, the king or queen grants the baron or baroness a castle and shire, which is their fief. A baron or baroness answers to a duke or duchess as well as the king or queen. Otherwise, the baron or baroness may command the characters of their castle and shire as desired, who are their vassals. Each hamlet and village on the land of the baron or baroness will be in the safekeeping of a lord or lady. Each lord and lady on their land is subordinate to the baron or baroness.

Additionally, a baron or baroness is usually a member of a council of the king or queen and must often travel to their court. The daily duties of a baron or baroness are overwhelming. Instead of lounging around their castle, a baron or baroness is busy constantly. Daily wages are typically 50 s.p.

Due to the military nature of this occupation, most barons are experienced knights.

**Ability Requirements:** Intelligence 85 and Common Sense 115.

**Gender:** Barons are male, baronesses are female.

**Race:** Anakim, bugbear, dwarf, human, and kobold.

**Disposition:** Barons tend to be ethical.

**Temperament:** Barons tend to be choleric and melancholic.

**Sociality:** Royalty.

**Religion:** Barons may worship any god endorsed by their king or queen.

**Skills:** Cartography + 3, Etiquette + 3, Genealogy + 3, Heraldry + 5, History (Cultural) + 3, History (Local) + 3, History (Military) + 3, Law + 5, and Language (Read/Write).

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** A baron advances according to the profit and prosperity of their vassals and shire. Every 7 years the wealth of each vassal is recorded. If the wealth of the vassals increases by 5% since the previous record, then the baron increases 1 occupational level. Every 6 months the economy is recorded, which is comprised of local and foreign trade. If, as a whole, the local or foreign economy increases by 5%, then the baron increases 1 occupational level.

**Training:** None.

**Guild:** None.

## Barrister

This occupation consists of council that is allowed to plead for a defendant in a trial. To be a barrister, a character must have graduated from a university, specializing in law. The manorial court of the lord of a hamlet or village will not allow a barrister to represent a defendant. Not all cultures allow barristers, and many characters despise them since it is impossible for them to be objective regarding the law.

Barristers do not write contracts, such as wills – this is the duty of a clerk. However, it is common for barristers to negotiate or contest contracts.

Each barrister receives piece-rate wages. Each fee is negotiated between the barrister and their potential client. Daily wages are typically 50 s.p., though this depends on the crime.

**Ability Requirements:** Rhetorical Charisma 120 and Intelligence 100.

**Gender:** While a female may represent herself or someone else in court, all barristers are male.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Barristers tend not to be phlegmatic.

**Sociality:** Noble.

**Religion:** Any.

**Skills:** Acting (Drama) + 3, Etiquette + 5, Haggling + 5, Law + 5, Logic + 3, Persuasion + 5, Remember Detail + 5, Storytelling + 5, and Trickery + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For every defendant who remains free without penalty due to representation by the barrister, whether or not the defendant committed a crime, the barrister acquires 10 AP for a trivial offense and 50 for a serious offense.

**Training:** None.

**Guild:** None.

## Beadle

This occupation specializes in assisting a reeve. A beadle is selected yearly from the population of the hamlet or village. Daily wages are typically 4 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female beadles are rare.

**Race:** Human.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Peasant.

**Religion:** Any.

**Skills:** None.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For every month of service acceptable to the lord, 100 A.P. are acquired.

**Training:** None.

**Guild:** None.

## Beggar

Arguably not an occupation, beggars literally beg passersby for food and money. Characters who opt to be beggars probably have no money or other options. However, some beggars have money and simply prefer this occupation. Daily, most beggars tend to receive 2 s.p.

**Ability Requirements:** None.

**Gender:** Either.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Beggars tend to be phlegmatic, not sanguine.

**Sociality:** Slave, peasant, or unemployed serf.

**Religion:** Any.

**Skills:** Haggling + 3.

**Equipment:** A receptacle for coins is recommended, such as a bowl or tankard.

**Magic Points:** Inapplicable.

**Advancement Points:** For every 10 silver pieces received, 1 AP is acquired as a beggar.

**Training:** None.

**Guild:** None.

## Berserker

Fighters are those who are capable foes, but not formally trained. 3 classes of fighters exist as characters: berserkers, bounty hunters, and rangers.

The least formally trained of all occupations, berserkers are known as uncivilized and characters who easily lose control. In fact, berserkers are unfamiliar with notions of ethics or morality. A berserker is usually from a barbarian civilization. What makes a berserker distinct from any other class of fighter is that a berserker ingests magic mushrooms prior to battle. While under the influence of the psychedelic drug, the berserker goes berserk. See *Chapter 2: Body* for the effects of magic mushrooms.

**Ability Requirements:** Strength 110.

**Gender:** Female berserkers are rare.

**Race:** Anakim, bugbear, human, and kobold.

**Disposition:** Berserkers must be unethical and are rarely moral.

**Temperament:** Berserkers tend to be choleric.

**Sociality:** Berserkers are peasants, as are all uncivilized characters.

**Religion:** Berserkers are often irreligious.

**Skills:** Animal Handling + 3, Brawling + 5, Dismemberment + 3, Hunting + 3, Hurl + 3, Intimidation + 5, Mangling + 3, Nature (Animals) + 3, Tanning + 3, Tracking + 3, Trapping + 3, 2 Weapons (Specific), Wilderness Lore + 3, and Wrestling + 3.

**Equipment:** Most berserkers prefer to wear only hide or leather armor. Favored weapons include the footman's war hammer, broad sword, long sword, battle axe, bipennis, and pole axe.

**Magic Points:** Inapplicable.

**Advancement Points:** Berserkers gain AP with each successful attack in combat. The points gained equal the resulting damage done to a foe. Further, if combat occurred as part of a raid and led by the character's barbarian clan or horde, then the berserker earns twice the AP.

**Training:** None.

**Guild:** None.

## Blacksmith

This occupation specializes in the shaping of metal. For more information, see the Blacksmith skill in *Chapter 8: Skills*. Blacksmiths do not craft weapons or armor because of difficulty. Daily wages are typically 5 s.p.

**Ability Requirements:** Strength 100, Spatial Intelligence 90, and Intelligence (overall) 75.

**Gender:** Female blacksmiths are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Peasant or serf.

**Religion:** Any.

**Skills:** Blacksmithing + 5 and Haggling + 3.

**Equipment:** Forge, anvil, hammers, and tongs.

**Magic Points:** Inapplicable.

**Advancement Points:** For every project completed successfully, a blacksmith earns 1 AP.

**Training:** None.

**Guild:** Smiths' Guild. Each apprentice must serve 7 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, then it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. A master may not have more than 2 apprentices or own a slave; otherwise, a fee of 100 s.p. is charged.

Once an apprentice for 7 years, they may apply for employment as a journeyman with their guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Bladesmith

This occupation is a specialized caste of weaponsmiths that shapes and forges blades. For those who observe chivalry, swords are only to be sold to knights; it is illegal for characters other than knights to own or carry a sword in many societies.

A fuller is a shallow, central groove that lightens the blade, but also increases its strength. A pommel is the counterweight applied to the end of the tang. The tang is a narrow, unsharpened part of the blade that runs through the handle. The crossguard is the name for a crosspiece in front of the handle that protects the hands of the wielder. The shoulder is the name of the part of the blade where the tang and blade meet, and is where the crossguard is secured. Leather is wrapped around the handle for the grip. A waisted grip is when the middle of the grip is thicker than its ends, and is common on bastard swords.

A bladesmith will re-sharpen a blade for 1 s.p. The sharpness of a blade affects damage (see Damage under Weapons in *Chap. 9: Equipment*). Daily wages are typically 10 s.p.

**Ability Requirements:** Strength 90, Spatial Intelligence 90, and Intelligence (overall) 85.

**Gender:** Female bladesmiths are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Peasant or serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Weaponsmithing + 5.

**Equipment:** Forge, anvil, tongs, hammers, etc.

**Magic Points:** Inapplicable.

**Advancement Points:** For each weapon forged successfully, 1 AP is earned.

**Training:** None.

**Guild:** Smiths' Guild. Each apprentice must serve 10 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. A master may not have more than 2 apprentices or own a slave; otherwise, a fee of 100 s.p. is charged.

Once an apprentice for 10 years, they may apply for employment as a journeyman with their guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Bookbinder

This occupation specializes in binding books. For more information, see the Bookbinding skill in *Chapter 8: Skills*.

A bookbinder will bind a book for 4 s.p. Daily wages are typically 8 s.p.

**Ability Requirements:** Hand-Eye Coordination 90 and Intelligence 85.

**Gender:** Female bookbinders are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Bookbinding + 5 and Haggling + 3.

**Equipment:** Whatever is necessary – usually leather, wood, metal, and glue.

**Magic Points:** Inapplicable.

**Advancement Points:** For each book bound, a bookbinder acquires 1 AP.

**Training:** None.

**Guild:** Bookbinders' Guild. Each apprentice must serve 9 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 9 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 2 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Bounty Hunter

Fighters are those who are capable foes, but not formally trained. 3 classes of fighters exist as characters: berserkers, bounty hunters, and rangers.

Usually, bounty hunters are employed to pursue fleeing villains and return them to justice. Bounty hunters, it must be noted, typically specialize in either urban or wilderness settings, and only those who reach high level boast proficiency in both. Daily wages are typically 6 s.p.

**Ability Requirements:** Strength 100, Drive 100, Intelligence 85, Intuition 105, and Common Sense 100.

**Gender:** Female bounty hunters are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Bounty hunters tend not to be sanguine.

**Sociality:** Serf.

**Religion:** Bounty hunters are usually not very religious, though they may be fanatical.

**Skills:** Aim + 3, Brawling + 3, Direction Sense + 3, Intimidation + 3, Rope Use + 3, Search + 3, Sight + 3, Sprint + 3, Tracking + 8, 2 Weapons (Specific), and Wrestling + 3.

**Equipment:** Usually, bounty hunters do not encumber themselves with heavy armors, but travel lightly so that they may move quickly and quietly when necessary. Every bounty hunter seems to prefer a different weapon.

**Magic Points:** Inapplicable.

**Advancement Points:** Bounty hunters gain AP by fulfilling the goals of their employer, usually by returning villains to justice. The points gained equal the LP of the criminal multiplied by the equivalent of the reward in gold pieces. Further, for every successful attack on a foe, the bounty hunter gains AP equal to half of the damage done to the foe.

**Training:** None.

**Guild:** None.

## Bowyer

This occupation specializes in crafting and selling archery bows. Daily wages are typically 7 s.p.

**Ability Requirements:** Hand-Eye Coordination 100, Spatial Intelligence 100, and Intelligence (overall) 90.

**Gender:** Female bowyers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Bowyer + 5 and Haggling + 3.

**Equipment:** Wood and knife.

**Magic Points:** Inapplicable.

**Advancement Points:** For each archery bow crafted successfully, 1 AP is acquired.

**Training:** None.

**Guild:** Bowyers' Guild. Each apprentice must serve 9 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 9 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Brazier

This occupation specializes in shaping and selling brass. Daily wages are typically 5 s.p.

**Ability Requirements:** Intelligence 85.

**Gender:** Female braziers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Brass-smithing + 5 and Haggling + 3.

**Equipment:** Forge.

**Magic Points:** Inapplicable.

**Advancement Points:** For each project involving the shaping of brass in which it is shaped successfully, 1 AP is acquired by the brazier.

**Training:** None.

**Guild:** Smiths' Guild. Each apprentice must serve 7 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, then it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. A master may not have more than 2 apprentices or own a slave; otherwise, a fee of 100 s.p. is charged. Once an apprentice for 7 years, they may apply for employment as a journeyman with their guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Brewer

This occupation specializes in brewing alcohol. Ale and beer is brewed from barley and cereal grains. Wine is fermented grapes. Mead is fermented honey. The wine made by brewers cannot be sealed from the air. Therefore, wine spoils within 1 year. Hence, there are no vintages of wine. The best wine is fresh.

Every village not only has its brewers, but has them all up and down the street. Many, if not most, are women. Brewing is freely permitted everywhere. Brewers may be fined for weak ale or faulty measure. Not only barley, but oats and wheat are used along with malt as principle ingredients. The procedure is to make a batch of ale, display a sign, and turn a character's house into a temporary tavern. Daily wages are typically 6 s.p.

**Ability Requirements:** Intelligence 80.

**Gender:** Male brewers are uncommon.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Peasant or serf.

**Religion:** Any.

**Skills:** Brewing + 5, Haggling + 3, and Taste + 3.

**Equipment:** Different equipment is necessary, depending on whether ale, beer, wine, or mead is brewed. A large cauldron is necessary for ale and beer.

**Magic Points:** Inapplicable.

**Advancement Points:** For every keg of alcohol brewed successfully, 1 AP is acquired by the brewer.

**Training:** None.

**Guild:** Brewers' Guild. Each apprentice must serve 4 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 4 years, they may make a skill check as they ferment their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin fermenting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Brickmaker

This occupation specializes in making bricks, which are blocks of clay. Bricks may be dried in the sun, but are often baked in a kiln. In some cultures, city and palace walls are made of bricks. Daily wages are typically 4 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female brickmakers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Brickmaking + 5 and Haggling + 3.

**Equipment:** A kiln.

**Magic Points:** Inapplicable.

**Advancement Points:** For every thousand bricks made successfully by a brickmaker, 1 AP is acquired.

**Training:** None.

**Guild:** Brickmakers' Guild. Each apprentice must serve 6 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 6 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Brotheler

This occupation specializes in the business of prostitution, namely gathering and training whores. A brotheler[1] gathers females who appear attractive to males. Sometimes, female infants are abandoned. A brotheler may purchase a female infant as a slave, then raise and train the slave to be a whore. Training a whore entails teaching her how to get the most money from a male, and how to please males.

Brothels are popular and profitable far and wide. Most brothelers hire 1 or more ruffians to stand near the exit of the brothel. The ruffians ensure that whoever leaves has paid and has not harmed a whore. If a whore is harmed, then ruffians will intimidate the customer into paying for their damages. If the customer refuses or is unable to pay, then the ruffians will brawl or maim the customer. Future attempts may be made to recover payment for services rendered or injured whores. Daily wages for a brotheler are typically 5 s.p. per whore.

Usually, a brothel is built with public funds, such as taxes, and is leased to a manager, known as a brotheler. The brotheler is responsible for recruiting whores and making sure whores follow rules. Brothelers provide board and lodging. A municipal brothel is called a prostibulum publicum. The municipal brothel is built at a main intersection in a community. It is common for a whole neighborhood to be reserved for prostitution. A brothel is known as a 'good house' or 'great house'.

Public baths also function as brothels. Public baths do not outright employ whores, but chambermaids. At a public bath, chambermaids must be attractive and skilled at both cleaning, Seduction, and Sexual Adeptness. In addition to steam rooms, public baths also have bedchambers. Some public baths have hours reserved only for 1 gender or the other. Otherwise, bath houses receive both genders.

Aside from the municipal brothel, it is common for a community to have numerous small, privately-owned brothels. The private brotheler retains 2 or 3 chambermaids or whores on average. These females may leave to visit their clients, or clients may be received in the private brothel.

1. Information on brothelers has been obtained from Medieval Prostitution, by Jacques Rossiaud. For more information, see the References section at the end of this book.

The municipal brothel and the public baths are closed during epidemics, just as commercial gatherings and dancing throughout the communities are prohibited. Normally, however, brothels are open all day, every day. Some brothelers have their whores undress in front of potential clients while in the brothel, so that the client may make a good decision.

The number of whores in the municipal brothel of a community tends to be 1% of the total population. However, this does not include private brothels, public baths, freelancers and vagabonds, courtesans, and of course, the occasional easy woman with loose morals.

A female brotheler may be a wife who manages whores to improve her family budget with the consent of her husband. A brothel may have a procuress. A procuress is an experienced whore who recruits new whores. A successful procuress must be knowledgeable and persuasive. A procuress recruits rape victims, abandoned females, and solicits wives who feel constrained by marriage, as well as wives who are beaten. A procuress even recruits new whores at hospitals.

Although brothels do not accept married men, those who are foreign to the community are not turned away. Except in bugbear brothels, a whore in a brothel rarely mentions clients who demand anal sex. Heterosexual sodomy is less frequent than bestiality.

The rape of a whore of a public brothel is punishable by a fee of 10 s.p. The rape of easy women who have exposed themselves in public places or in the private brothel is not punishable.

**Ability Requirements:** Intelligence 85.

**Gender:** Either.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Brothelers tend not to be moral.

**Temperament:** Any.

**Sociality:** Serf or noble.

**Religion:** Any.

**Skills:** Cosmetics + 3, Haggling + 3 and Intimidation + 3.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For every 500 silver pieces collected from the whores, a brotheler acquires 1 AP.

**Training:** None.

**Guild:** None.

## Butcher

This occupation specializes in cutting, preparing, and selling meat. Animals such as chickens are kept alive so that the customer can decide which animal they want butchered. Each morning at sunrise, females who can afford to buy meat go to the butcher to select breakfast for the family. Most often, animals are butchered and preserved in the end of fall so that food may be supplied during the winter. Butchered meat is preserved with salt or by smoking it. Butchers are known for substituting human flesh for swine, since both meats taste so much alike. Daily wages are typically 9 s.p.

**Ability Requirements:** Strength 90, Hand-Eye Coordination 100, and Intelligence 85.

**Gender:** Female butchers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Peasant or serf.

**Religion:** Any.

**Skills:** Haggling + 3, Weapon (Specific). The specific weapon is a cleaver.

**Equipment:** Cleaver.

**Magic Points:** Inapplicable.

**Advancement Points:** For every 50 creatures butchered successfully, the butcher acquires 1 AP.

**Training:** None.

**Guild:** Butchers' Guild. Each apprentice must serve 8 years. This guild mandates that butchers must not mix the meat of male and female pigs, or male and female horses. Violators must pay 100 s.p. to the guild. The dislike of mixing meat from different sexes is common to most characters.

Once an apprentice for 8 years, they may apply for employment as a journeyman with their guild. For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Cabinetmaker

This occupation specializes in building, decorating, and selling cabinets. Typically, only nobility and royalty have cabinets of any kind. Daily wages are typically 10 s.p.

**Ability Requirements:** Hand-Eye Coordination 90, Spatial Intelligence 90, and Intelligence (overall) 85.

**Gender:** Female cabinetmakers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf

**Religion:** Any.

**Skills:** Carpentry + 5, Haggling + 3, and Weapon (Specific). The specific weapon is a knife.

**Equipment:** Wood and knives.

**Magic Points:** Inapplicable.

**Advancement Points:** For every cabinet built successfully, 1 AP is acquired by the cabinetmaker.

**Training:** None.

**Guild:** Cabinetmakers' Guild. Each apprentice must serve 11 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 11 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d100 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Carpenter

This occupation specializes in woodworking. Daily wages are typically 7 s.p.

**Ability Requirements:** Hand-Eye Coordination 90, Spatial Intelligence 90, and Intelligence (overall) 80.

**Gender:** Female carpenters are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Peasant or serf.

**Religion:** Any.

**Skills:** Carpentry + 5, Haggling + 3, and Weapon (Specific). The specific weapon is a knife.

**Equipment:** Wood and knives.

**Magic Points:** Inapplicable.

**Advancement Points:** For every 100 pounds of lumber labored successfully, the carpenter acquires 1 AP.

**Training:** None.

**Guild:** Carpenters' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Carter/Teamster

This occupation specializes in driving carts. Carters of raw materials are paid piece-rate, which is 1 s.p. per cartload. Daily wages are typically 5 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female carters/teamsters are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave or serf.

**Religion:** Any.

**Skills:** Direction Sense + 3.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For every mile of driving a cart, 1 AP is acquired by the carter/teamster.

**Training:** None.

**Guild:** None.

## Cartwright

This occupation specializes in building and selling carts. Daily wages are typically 6 s.p.

**Ability Requirements:** Hand-Eye Coordination 100, Spatial Intelligence 90, and Intelligence (overall) 85.

**Gender:** Female cartwrights are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Carpentry + 5, Haggling + 3, and Weapon (Specific). The specific weapon is a knife.

**Equipment:** Wood and knives.

**Magic Points:** Inapplicable.

**Advancement Points:** For every cart successfully built, the cartwright acquires 10 AP.

**Training:** None.

**Guild:** Cartwrights' Guild. Each apprentice must serve 9 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 9 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Carver

This occupation specializes in carving figures and designs into wood, metal, and stone. Kobold carvers are valued for carving unique designs on the backs of slaves. Daily wages are typically 10 s.p., or 15 s.p. for kobold carvers of flesh.

**Ability Requirements:** Hand-Eye Coordination 90 and Intelligence 75.

**Gender:** Female carvers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Peasant or serf.

**Religion:** Any.

**Skills:** Weapon (specific). The specific weapon is a knife.

**Equipment:** A knife.

**Magic Points:** Inapplicable.

**Advancement Points:** For the successful completion of each project, a carver acquires 1 AP.

**Training:** None.

**Guild:** Carvers' Guild. Each apprentice must serve 8 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 8 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Chambermaid

A chambermaid[1] is a female who is employed to clean. A variety of masters or mistresses may employ chambermaids to perform a variety of duties.

The master of a house may employ a chambermaid to clean his house, assist his wife, and pleasure he and his sons. The primary duty of the chambermaid may be any of the above. Therefore, many chambermaids are employed as whores as well. Numerous chambermaids are impregnated by their master or his sons.

The occupation of chambermaid is distinct from similar occupations, such as laundress. If a chambermaid is required to clean clothing, then she will also be required to perform other duties.

A manager (brotheler) of a public bath does not hire whores, but chambermaids who perform the duties of whores, though they do not admit publicly to it. To work at a public bath, a chambermaid must be attractive, and skilled at Cleaning, Seduction, and Sexual Adeptness, if not Contortion, Dancing, and Massage. The average age is 20 for a human chambermaid at a public bath.

Married men who seek pleasure outside of marriage frequent the public bath. Public baths are not subject to visits by the militia, the chambermaid/whores are younger, and adultery is safer in a public bath, because of numerous hiding places. Chambermaids at public baths prefer married male customers, because they pay better and are of better social class, including nobles.

By 30, the age shows of a human chambermaid, and she is considered too old to work as a chambermaid at a public bath. At this age, most chambermaids become married. The unfortunate become beggars.

Daily wages are typically 4 s.p.

**Ability Requirements:** Common Sense 90.

**Gender:** Female only.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave, peasant, or serf.

**Religion:** Any.

**Skills:** Cleaning + 5.

**Equipment:** Depends on duties.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successful day of cleaning that pleases the master or mistress, a chambermaid acquires 10 AP.

**Training:** None.

**Guild:** None.

1. Information on chambermaids has been obtained from Medieval Prostitution, by Jacques Rossiaud. For more information, see the References section at the end of this book.

## Chancellor

A chancellor is the religious leader of the dominant local religion of a castle, citadel, or city. There is only 1 chancellor per castle. Most chancellors are high-level hierophants. To be a chancellor, a character must be at least a 1st level hierophant in the religion of which they are a leader. However, the chancellor is not necessarily the highest level hierophant. Each chancellor associates with local nobility and royalty, and is subservient to the local royalty.

A chancellor may be appointed by local royalty. However, replacing a chancellor who was popular or powerful can be difficult, even for a popular or powerful royal character. The chancellor often serves as a substitute for local royalty, such as when they are unavailable or sick. Daily wages are typically 60 s.p.

**Ability Requirements:** Intelligence 100.

**Gender:** Either.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Etiquette + 5, Religion (Cultural) + 5, and Religion (Specific) + 5.

**Equipment:** None.

**Magic Points:** Determined by god and priesthood.

**Advancement Points:** For every competing religion that is driven away, converted, or which submits to the religion of the chancellor, the chancellor acquires 100 AP. For each year in which the chancellor maintains the dominance of their religion, the chancellor acquires 100 AP.

**Training:** None.

**Guild:** None.

## Chandler

This occupation specializes in making and selling candles and soaps. Daily wages are typically 6 s.p.

**Ability Requirements:** Intelligence 80.

**Gender:** Male chandlers are uncommon.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Candlemaking + 5 and Haggling + 3.

**Equipment:** Wax and lye.

**Magic Points:** Inapplicable.

**Advancement Points:** For every thousand candles or soaps made, the chandler acquires 1 AP.

**Training:** None.

**Guild:** Chandlers' Guild. Each apprentice must serve 4 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 4 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Charioteer

This occupation specializes in either building or driving chariots. Daily wages are typically 8 s.p.

**Ability Requirements:** Hand-Eye Coordination 100, Agility 100, and Intelligence 85.

**Gender:** Female charioteers are rare.

**Race:** Humans are the most popular charioteers, but others include anakim, bugbears, and kobolds. Ogres and trolls do not use chariots.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Charioteering + 3.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For every chariot built successfully, a charioteer acquires 1 AP. For every chariot driven for 10 miles during competition, combat, or warfare, the charioteer acquires 1 AP.

**Training:** None.

**Guild:** None.

## Cheesemaker

This occupation specializes in making and selling cheese. Daily wages are typically 6 s.p. For more information on Cheesemaking, see *Chapter 8: Skills*.

**Ability Requirements:** Intelligence 80.

**Gender:** Female cheesemakers are rare.

**Race:** Human.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Cheesemaking + 5 and Haggling + 3.

**Equipment:** Milk.

**Magic Points:** Inapplicable.

**Advancement Points:** For each batch of cheese produced successfully, a cheesemaker acquires 1 AP.

**Training:** None.

**Guild:** Cheesemakers' Guild. Each apprentice must serve 5 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 5 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Chieftain

This occupation specializes in leading and controlling others in a clan or tribe. Daily wages are considered typically in goods or services, not currency.

**Ability Requirements:** None.

**Gender:** Female chieftains are rare.

**Race:** Anakim ,human, cliff ogre, and gruagach ogre.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Royalty.

**Religion:** Any.

**Skills:** Intimidation + 3.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For every foe of the clan or tribe who is conquered in the presence of the chieftain, 5 AP is acquired.

**Training:** None.

**Guild:** None.

## Claspmaker

This occupation specializes in shaping metal into small pieces that serve as clasps and hook together. Clasps are used on a variety of products, including: cabinets, chests, etc. Besides clasps, claspmakers also make buckles, such as for belts. Claspmakers sell their clasps to other occupations or guilds, as well as individual characters. Daily wages are typically 7 s.p.

**Ability Requirements:** Spatial Intelligence 90, and Intelligence (overall) 75.

**Gender:** Female claspmakers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

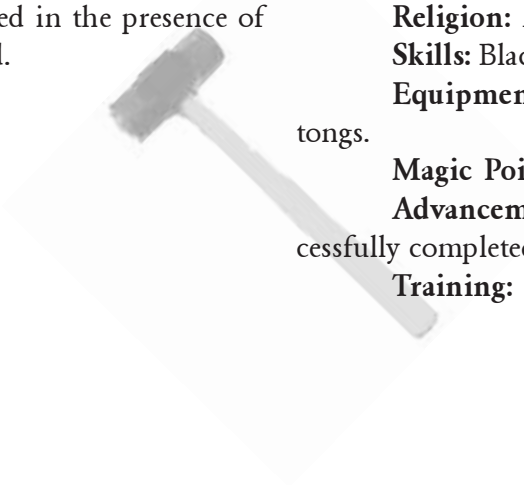
**Skills:** Blacksmithing + 3 and Haggling + 3.

**Equipment:** Forge, anvil, hammers, and tongs.

**Magic Points:** Inapplicable.

**Advancement Points:** For each clasp successfully completed, a claspmaker earns 1 AP.

**Training:** None.



**Guild:** Smiths' Guild. Each apprentice must serve 7 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, then it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. A master may not have more than 2 apprentices or own a slave; otherwise, a fee of 100 s.p. is charged.

Once an apprentice for 7 years, they may apply for employment as a journeyman with their guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Clerk

This occupation consists of educated assistants, also called notaries, who perform clerical duties for churches, guilds, and governments.

Clerks are in the business of drawing up commercial contracts and other personal matters, such as marriage agreements and wills. Notarial cartularies are large books in which clerks or notaries copy the formal and legal copy of a contract.

The most general form of available contract is the 'promissio et conventio,' the promise and agreement. These contracts begin with "I promise and agree that..." The parent, guardian, or future pupil makes the promise and agreement to the master. If a future pupil is underage, then the parent or guardian promises formally to the master. A fine, usually 100 s.p., is noted in case the contract is broken. The standard conditions are that the apprentice will serve for a specified period of time to learn the art or trade of the master. This agreement binds the apprentice not to flee or marry without the permission of the master.

Another form of contract is the rental agreement. These contracts begin with "I rent and concede..." A son or daughter is rented to the master. The parent grants the master virtual authority over the rented child. In turn, the master gives the apprentice food, lodging, and experience in their occupation.

In both the promise and agreement as well as the rental agreement contracts, it is common for the master to promise to keep their apprentice in sickness and in health. However, some masters include a clause stating that days lost due to illness are to be added to the end of the term. Many times, an apprentice will agree not to have sex on the property of the master, or with any of the family members of the master. It is common to include a clause that the master's wife does not have the right to beat the apprentice.

Wills are common documents. A player may have their character visit a clerk and have a will drawn up in case of death, and may name any other living character as their beneficiary. If a player has multiple characters created and ready in case their current character dies, then a player may not name another character of theirs to be a beneficiary.

Multiple copies of contracts are written and all are signed together. All copies of a contract are placed one over another and a symbol is cut into all of them in front of the signors to indicate authenticity.

Most clerks charge 2 s.p. per contract. Daily wages are typically 15 s.p.

**Ability Requirements:** Language 100 and Intelligence (overall) 90.

**Gender:** Female clerks are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Clerks tend to be ethical.

**Temperament:** Any.

**Sociality:** Serf or noble.

**Religion:** Any.

**Skills:** Law + 3.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each month of service rendered, a clerk acquires 1 AP. For each contract signed between a master and apprentice, a clerk acquires 1 AP.

**Training:** None.

**Guild:** None.

## Clockmaker

This occupation manufactures and sells clocks. Simple methods of observing or recording the passage of time include measuring shadows such as with sundials or obelisks, or with hourglasses. However, mechanical timepieces exist as well, known as horologiums. These clocks utilize 500 lb. weights that drop a distance of 32 feet beneath bells in towers. The clock-face consists of a dial with only a single hand, which indicates the nearest quarter-hour. Clockmakers are considered the most skillful craftsmen. Daily wages are typically 25 s.p.

**Ability Requirements:** Spatial Intelligence 100) and Intelligence (overall) 90.

**Gender:** Female clockmakers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Clockmaking + 5 and Haggling + 3.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each clock made successfully, a clockmaker acquires 10 AP.

**Training:** None.

**Guild:** Smiths' Guild. Each apprentice must serve 12 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, then it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. A master may not have more than 2 apprentices or own a slave; otherwise, a fee of 100 s.p. is charged.

Once an apprentice for 12 years, they may apply for employment as a journeyman with their guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Cobbler

This occupation specializes in the manufacture and selling of shoes and footwear. Cobblers are also called shoemakers. Daily wages are typically 10 s.p.

**Ability Requirements:** Hand-Eye Coordination 100 and Intelligence 85.

**Gender:** Female cobblers are uncommon.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3.

**Equipment:** Leather and scissors.

**Magic Points:** Inapplicable.

**Advancement Points:** For each pair of shoes or footwear crafted, a cobbler acquires 1/2 of 1 AP.

**Training:** None.

**Guild:** Cobblers' Guild. Each apprentice must serve 5 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 5 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Collier

This occupation specializes in producing and selling charcoal. Charcoal is produced by burning wood in a beehive kiln. Daily wages are typically 4 s.p.

**Ability Requirements:** Intelligence 75.
**Gender:** Either.
**Race:** Any but ogre, borbytingarna, and hill troll.
**Disposition:** Any.
**Temperament:** Any.
**Sociality:** Serf.
**Religion:** Any.
**Skills:** Haggling + 3.
**Equipment:** Wood and a beehive kiln.
**Magic Points:** Inapplicable.
**Advancement Points:** For every full day of successfully making charcoal, the collier acquires 1 AP. For each cartload of charcoal sold, a collier acquires 1 AP.
**Training:** None.
**Guild:** Colliers' Guild. Each apprentice must serve 5 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 5 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Cook

This occupation specializes in the preparation of food. Cooks begin preparing early in the kitchen for breakfast. A kitchen fire must be prepared, then an iron kettle is filled and heated, and the floor is swept. Finally, the cook prepares the meal.

Cheating in the kitchen is common. For example, cooks are known for substituting human flesh for swine, since both meats taste so much alike. Diners are totally unaware of the difference. Some recipes are available in *Chapter 6: Sociality*. Daily wages are typically 5 s.p.

**Ability Requirements:** Intelligence 75.
**Gender:** Either.
**Race:** Any.
**Disposition:** Any.
**Temperament:** Any.
**Sociality:** Peasant or serf.
**Religion:** Any.
**Skills:** Cooking + 5, Smell + 3, and Taste + 5.
**Equipment:** Knives, spoons, pots, etc.
**Magic Points:** Inapplicable.
**Advancement Points:** For each meal cooked successfully, a cook acquires 1/5th of 1 AP.
**Training:** None.
**Guild:** None.

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ESSE·TIBI·VIDEOR·SAEVUS·
NIMIUMQUE·GULOSUS·
QUI·PROPTER·CENAM·
RUSTICE·CAEDO·COCUM·
SI·LEVIS·ISTA·TIBI·FLAGRORUM·
CAUSA·VIDETUR·
EX·QUA·VIS·CAUSA·
VAPULET·ERGO·COCUS

Because my cook ruined the mutton
I thrashed him. You protested:
"Glutton! Tyrant! The punishment
should fit the crime -- you can't
assault a man for a spoilt dinner."
Yes, I can. What worse crime
can a cook commit?

## Cooper

This occupation specializes in the manufacture, repair, and sale of wooden tubs. Daily wages are typically 5 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female coopers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Carpentry + 3, Haggling + 3, and Weapon (Specific). The specific weapon is a knife.

**Equipment:** Wood and knives.

**Magic Points:** Inapplicable.

**Advancement Points:** For each wooden tub crafted successfully, a cooper acquires 1 AP.

**Training:** None.

**Guild:** Coopers' Guild. Each apprentice must serve 10 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 10 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Coppersmith

This occupation specializes in working with and selling copper. Daily wages are typically 8 s.p.

**Ability Requirements:** Intelligence 90.

**Gender:** Female coppersmiths are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Coppersmithing + 5 and Haggling + 3.

**Equipment:** Hammer, anvil, and forge.

**Magic Points:** Inapplicable.

**Advancement Points:** For each substantial project completed successfully, a coppersmith acquires 1 AP.

**Training:** None.

**Guild:** Smiths' Guild. Each apprentice must serve 7 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, then it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. A master may not have more than 2 apprentices or own a slave; otherwise, a fee of 100 s.p. is charged.

Once an apprentice for 7 years, they may apply for employment as a journeyman with their guild. For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Courtesan

This is a female occupation in which an attractive and talented female specializes in delighting males with her knowledge and skills. A successful courtesan is skilled at many things. Most likely, a courtesan has additional skills that distinguish her from other courtesans. A male will hire a courtesan to accompany him in public or during business dealings. Since courtesans also supply sex, they are essentially expensive, intelligent, and skillful whores (see *Whore*). Courtesans are paid for each day of service. Daily wages are typically 100 s.p., or 5 s.p. per hour.

**Ability Requirements:** Physical Fitness 100, Bodily Attractiveness 130, Facial Charisma 130, Vocal Charisma 90, Kinetic Charisma 100, and Intelligence 90.

**Gender:** Female only.

**Race:** Bugbear, Black Dwarf, Dark Elf, Human, and Kobold.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf or noble.

**Religion:** Any.

**Skills:** Acting (Drama) + 3, Cleaning + 3, Contortion + 3, Cooking + 3, Cosmetics + 5, Dance + 5, Etiquette + 3, Massage + 5, Music + 3, Seduction + 5, Sexual Adeptness + 5, Storytelling + 3, and Weaving + 3.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each satisfied customer, a courtesan acquires 10 AP.

**Training:** None.

**Guild:** None.

## Cowherd

This occupation specializes in herding cattle. A cowherd must protect a herd of cattle from predators and thieves. Then, the cowherd sells the cattle to skinners and butchers. Daily wages are typically 4 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female cowherds are rare.

**Race:** Human.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave or peasant.

**Religion:** Any.

**Skills:** Animal Conditioning + 5 and Animal Handling + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each herd that is cowherded successfully, a cowherd acquires 10 AP.

**Training:** None.

**Guild:** None.

## Cupbearer

A cupbearer is a character who brings and refills beverages at meals, feasts, and parties in a castle. Daily wages are typically 5 s.p.

**Ability Requirements:** Hand-Eye Coordination 90, and Intelligence 75.

**Gender:** Either.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave or serf.

**Religion:** Any.

**Skills:** Etiquette + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each meal in which no drinks were spilled nor any problems related to cupbearing, a cupbearer acquires 1 AP.

**Training:** None.

**Guild:** None.

## Cutler

This occupation specializes in crafting and selling knives. Daily wages are typically 7 s.p.

**Ability Requirements:** Strength 85, Hand-Eye Coordination 90, and Intelligence 80.

**Gender:** Female cutlers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Bladesmithing + 5, Carpentry + 3, Haggling + 3, and Weapon (Specific). The specific weapon is a knife.

**Equipment:** Forge, hammers, tongs, anvil, and knives.

**Magic Points:** Inapplicable.

**Advancement Points:** For each knife crafted successfully, a cutler acquires 1 AP.

**Training:** None.

**Guild:** Cutlers' Guild. Each apprentice must serve 8 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 8 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Dairymaid

This occupation specializes in milking cows and selling milk to characters. Daily wages are typically 4 s.p.

**Ability Requirements:** Hand-Eye Coordination 90 and Intelligence 75.

**Gender:** Female only.

**Race:** Human.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave or peasant.

**Religion:** Any.

**Skills:** Milking + 5 and Haggling + 3.

**Equipment:** Bucket.

**Magic Points:** Inapplicable.

**Advancement Points:** For each cow milked, a dairymaid acquires 1 AP. For each gallon of milk sold to a character, a dairymaid acquires 1 AP.

**Training:** None.

**Guild:** None.

## Dancer

This occupation and pastime is concerned with bodily movement, usually to music. Daily wages are typically 5 s.p.

**Ability Requirements:** Physical Fitness 90, Bodily Attractiveness 100, Kinetic Charisma 115, Agility 115, and Intelligence 80.

**Gender:** Male dancers are uncommon.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave or serf.

**Religion:** Any.

**Skills:** Dance + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each new dance move mastered, a dancer acquires 10 AP.

**Training:** None.

**Guild:** Dancers' Guild. Each apprentice must serve 4 years. A masterpiece must be produced to become a journeywoman.

Once an apprentice for 4 years, she may make a skill check as she crafts her masterpiece. If passed at TH 36, then she becomes a journeywoman. If failed, then she may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike her or choose to keep her as an apprentice for some corrupt reason.

For a journeywoman to become a mistress, she must be able financially to open her own shop, and receive the approval of the guild. To receive approval, she must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeywoman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Delouser

This occupation specializes in picking and removing lice, fleas, and bedbugs from the hair of characters and beards of males. The removal of such pests is a saleable service. Profitable delousers additionally apply the herb lavender, because it repels these pests.

Elves rarely need delousers, even though they have hair on their heads (but nowhere else). Underground races (dwarves, kobolds, and subterranean trolls) rarely need delousers. Although ogres as well as surface trolls need delousers, they rarely get serviced.

Daily wages are typically 5 s.p. in a human culture or 10 s.p. in a bugbear culture, though this is an annual average. Most delousers charge 1 s.p. for delousing 1 human, or 2 s.p. for delousing 1 bugbear. Delousers earn most of their wages in the summer, and virtually starve in the winter.

**Ability Requirements:** Hand-Eye Coordination 90 and Intelligence 75.

**Gender:** Female only.

**Race:** Bugbear and human are most popular. Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Delousing + 5 and Haggling + 3.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each customer who is deloused successfully, the delouser acquires 5 AP.

**Training:** None.

**Guild:** None.

## Dicemaker

Also called daserii, dicemakers are characters who make dice for a living. Playing dice is the most popular gaming pastime. Dice are carved from bone. Daily wages are typically 6 s.p.

**Ability Requirements:** Hand-Eye Coordination 100 and Intelligence 75.

**Gender:** Either.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Carving + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each new die crafted, a dicemaker acquires 1 AP.

**Training:** None.

**Guild:** Dicemakers' Guild. Each apprentice must serve 9 years, and masters are limited to having no more than 2 apprentices at once. A masterpiece must be produced to become a journeyman.

Once an apprentice for 9 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

Members are forbidden from importing dice from other dicemakers. The only way that larger cities can support a dicemakers' guild is to emphasize exporting dice. Any dicemaker who makes loaded, marked, or clipped dice must pay a fine of 100 s.p. No trademark is allowed on dice. This guild mandates that the following numbers must be on opposite sides of the cube: 1 and 6, 2 and 5, and 3 and 4. Also, this guild mandates that no master may make dice from the bones of a horse, since it is considered unlucky.

## Dockwalloper

A dockwalloper is a character who carries freight along the docks as a vessel is loaded or unloaded. Daily wages are typically 5 s.p.

**Ability Requirements:** Physical Fitness 85 and Intelligence 75.

**Gender:** Male only.

**Race:** Any but ogre, borbytingarna, and hill troll. The most common are bugbears and humans.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave, peasant, or serf.

**Religion:** Any.

**Skills:** None.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each vessel loaded or unloaded, a dockwalloper acquires 10 AP.

**Training:** None.

**Guild:** None.

## Doctor

This occupation specializes in studying the body and attempting to use that knowledge to help other characters suffering form sickness or disease. Very few doctors exist.

Most doctors specialize in their species, but some doctors specialize in animals, and are called veterinarians.

The trained doctor is an aristocrat of professionals, enjoying high status and excellent fees. A doctor's practice is naturally confined to nobility and royalty.

After a preliminary 3-year course, the prospective doctor takes a 5-year course, followed by a year's internship with an experienced practitioner. He is then allowed to take a formal examination. If completed successfully, then he receives a license to practice.

Medical education includes education about the skills of Divination (Astrology) and Divination (Numerology), and magic. Constellations and planets are believed to preside over different parts of the body. Numerology provides complicated guides for the course of an illness. The body is believed to have 4 humors and 3 spirits, all of which must be checked by the examination of the urine and stool, and by feeling the pulse. Adjustments are commonly made by bloodletting, from the side of the body opposite the site of the disease.

The most frequent demand for medical aid is the treatment of wounds and injuries. Here the surgeon achieves his best success, even showing some understanding of the problem of infection. The doctor applies such medicaments as the sterilized whites of eggs to wounds caused by Hacking or Stabbing.

The fee charged by a doctor is scaled to the wealth and class of the patient. Therefore, doctors receive piece-rate wages. Daily wages are typically 200 s.p.

**Ability Requirements:** Analytic Intelligence 115, Intelligence (overall) 105, and Intuition 100.

**Gender:** Male only.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Noble.

**Religion:** Any.

**Skills:** Anatomy + 3, Diagnosing + 3, Divination (Astrology), Divination (Numerology), Surgery + 3, and Weapon (Specific). The specific weapon is for each piece of surgical equipment.

**Equipment:** Surgical equipment includes scissors, speculum, razor, scalpel, needle, and lancet.

**Magic Points:** Inapplicable.

**Advancement Points:** For each patient fully healed, a doctor acquires 10 AP.

**Training:** None.

**Guild:** None.

## Draper

This occupation specializes in cloth. Linen is thread that is spun from flax and obtained from a threadmaker (ropemaker). Cloth may be made by hand or with an ancient machine called a handloom. Another occupation, the weaver/embroiderer, also makes cloth, though a weaver and a draper are distinctly different. A draper makes linen cloth, crafts the cloth into drapes, and sells them. Oftentimes, drapers sell their cloth to tailors. Daily wages are typically 5 s.p.

**Ability Requirements:** Hand-Eye Coordination 85 and Intelligence 80.

**Gender:** Female only.

**Race:** Human.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Weaving + 5.

**Equipment:** Cloth and scissors.

**Magic Points:** Inapplicable.

**Advancement Points:** For each substantial project completed successfully, a draper acquires 1 AP.

**Training:** None.

**Guild:** Drapers' Guild. Each apprentice must serve 4 years. A masterpiece must be produced to become a journeywoman.

Once an apprentice for 4 years, she may make a skill check as she crafts her masterpiece. If passed at TH 36, then she becomes a journeywoman. If failed, then she may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike her or choose to keep them as an apprentice for some corrupt reason.

For a journeywoman to become a mistress, she must be able financially to open her own shop, and receive the approval of the guild. To receive approval, she must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeywoman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Druid

Priests are those who have devoted their lives to a god, philosophy, or religion. The occupation of a priest is the most diverse due to the number of different gods and philosophies. Therefore, priests are unable to be standardized or generalized, and are only introduced briefly here; most of the information relevant to a priesthood may be found in Neveria (Fantasy World). 2 main classes of priests will be introduced: hierophants and druids.

All priests must meet minimum score requisites in the sub-ability of Language and the ability of Wisdom. Further, these requirements become more stringent as spell level increases. Hence, a priest may attain high levels, but be limited in spellcasting ability. Consult the table for ability requirements.

Priests gain access to spells as granted by their gods. Usually, priests have dreams induced by their god regarding the proper ingredients and ritual necessary for casting a certain spell, or they are instructed by other priests of the same faith. If a chant is required for a spell, then a priest speaks in tongues, influenced by their god or religion. In any case, priests may cast any spells from their god as long as they have enough MP at the moment.

Similarly, as a priest advances in level, provided they meet the minimum requisites per spell level, their odds of increasing in spell level are noted on the table on the next page entitled 'Likelihood of Advancing in Spell Level.'

### Ability Requirements

| Spell Level | Language | Wisdom |
|---|---|---|
| 1 | 105 | 110 |
| 2 | 110 | 115 |
| 3 | 115 | 120 |
| 4 | 120 | 125 |
| 5 | 125 | 130 |
| 6 | 130 | 135 |
| 7 | 135 | 140 |
| 8 | 140 | 145 |
| 9 | 145 | 150 |
| 10 | 150 | 155 |

Priests cast only chaos magic (see *Chap. 11: Magic*).

### Piety Points

All spells cast by priests are affected according to their PP. All aspects of a spell are affected, including damage, duration, range, etc. If a discrepancy arises, then the Aedile is the final arbiter of a specific effect with a specific spell. Consult the table below:

| PP | Effect |
|---|---|
| 1-5 | - 100% |
| 6-15 | - 75% |
| 16-30 | - 50% |
| 31-70 | - 25% |
| 71-85 | - |
| 86-95 | + 10% |
| 96-100 | + 25% |

Perhaps the most educated of priests and characters, druids must pass 20 years of schooling before earning the title of druid. Therefore, due to the intensive training and education, a character must begin as a druid at 1st level, and also add 10 years to their starting age. In order to become a druid after gaining levels in another occupation, the character must solely devote 20 years to druidic study.

While druids are priests, they also perform other functions where their culture is dominant, including religious teachers, judges, and civil administrators. Supreme power is vested in the archdruid of a culture.

There are 3 classes of druids: bards, prophets, and priests. Bards function as per the bard occupation (not druids), except bardic druids are very concerned with nature and balance. Prophets function as per the sorcerer occupation (not druids), except that they are always female, do not enjoy the powers and privileges of the druidic priests, and are very concerned with nature and balance. Druidic priests, the actual druids, are always male and assisted by prophets.

Druids consider the oak tree, mistletoe, and yew tree as sacred. Rituals are customarily conducted in oak forests. Druids extensively use altars, usually as unhewn stone slabs or megaliths found in chambers in small caves. Atop these caves, when possible, are circles of megaliths or large stones. Circles are important to druids, symbolizing the cycles of nature.

Regarding spells, druids must choose 2 of the 5 magical disciplines, avoiding the opposite disciplines (see *Chap. 11: Magic*). Druids acquire 1d4 spells per occupational level. The specific spells are determined randomly within their disciplines. Spells are granted collectively by the gods worshipped.

When a druid advances an occupational level, the player must roll 1d100 and consult the table below. The table lists the percentage chance of advancing to a higher spell level. Future spells are determined randomly by spell level and discipline.

**Likelihood of Advancing in Spell Level**

| Occupational Level | Spell Level | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 2 | 20% | - | - | - | - | - | - | - | - |
| 3 | 28% | 16% | - | - | - | - | - | - | - |
| 4 | 35% | 24% | 13% | - | - | - | - | - | - |
| 5 | 43% | 32% | 19% | 10% | - | - | - | - | - |
| 6 | 50% | 37% | 25% | 15% | 7% | - | - | - | - |
| 7 | 60% | 44% | 32% | 21% | 13% | 5% | - | - | - |
| 8 | 70% | 50% | 38% | 27% | 18% | 10% | 4% | - | - |
| 9 | 80% | 60% | 44% | 33% | 24% | 15% | 12% | 3% | - |
| 10 | 90% | 70% | 50% | 38% | 29% | 20% | 16% | 10% | 2% |
| 11 | 100% | 80% | 60% | 44% | 34% | 25% | 22% | 14% | 12% |
| 12 | - | 90% | 70% | 50% | 40% | 30% | 25% | 18% | 16% |
| 13 | - | 100% | 80% | 60% | 45% | 35% | 29% | 22% | 20% |
| 14 | - | - | 90% | 70% | 50% | 40% | 33% | 26% | 24% |
| 15 | - | - | 100% | 80% | 60% | 45% | 38% | 30% | 28% |
| 16 | - | - | - | 90% | 70% | 50% | 42% | 34% | 32% |
| 17 | - | - | - | 100% | 80% | 60% | 46% | 38% | 36% |
| 18 | - | - | - | - | 90% | 70% | 50% | 42% | 40% |
| 19 | - | - | - | - | 100% | 80% | 60% | 46% | 44% |
| 20 | - | - | - | - | - | 90% | 70% | 50% | 48% |

**Druidic Circle of Effect:** Druids know that when they gather in a circle and cast the same spell together, their power increases substantially. No other type of spellcaster is entitled to the effects granted by a circle. The circle must consist of all druids. A circle consists of at least 2 druids. Any combination of druidic occupational levels may comprise a circle.

All aspects of the druidic circle of effect must be performed in unison. Because of the difficulty, the chance of failure is a percentage equal to the square root of the number of druids in the circle. For instance, in a circle of 9 druids, the chance of failure is 3% (since the square root of 9 is 3). The chance of failure is rolled by the most powerful druid in the circle. If failure occurs, then each druid in the circle must roll for an effect in *Appendix 3: Random Magical Effects*.

Even though a druidic circle of effect is powerful, druids are sufficiently rare that it is difficult to find a number of druids, let alone a number who can cast the same spell.

A druidic circle of effect causes an increase in the effectiveness of a spell, including its range, area, duration, damage, and any other effect deemed appropriate by the Aedile. The formula to determine the effectiveness of a druidic circle of effect is as follows:

$$\text{Result} = (Ex) + Ex(N^{1/2} - 1)$$

Let E = the sum of
Let x = effect
Let N = number of druids
Note that $N^{1/2}$ = the square root of N

As an example, assume 2 druids form a circle and cast Lesser Healing. The player of the first druid determines that he would heal 2 LP without being in the druidic circle of effect. The player of the second druid determines that he would heal 9 LP. The sum of these effects is 11. The number of druids is 2. Using a calculator, the square root of 2 = 1.41. According to the formula above:

Result = (11) + (11)(1.41 - 1)
simplified:
Result = (11) + (11)(0.41)
simplified:
Result = (11) + (4.51)
simplified:
Result = 15.51
truncate:
Result = 15

Since this spell requires touch, all druids in the circle must touch the intended recipient in unison in order to heal 15 LP, instead of 11 LP if cast individually.

**Ability Requirements:** Intelligence 115 and Wisdom 115.

**Gender:** Male only.

**Race:** Human.

**Disposition:** All druids are neutral regarding ethics and morality; druids seek a balance of all forces in nature.

**Temperament:** Druids tend to have a balanced temperament.

**Sociality:** Few druids are originally peasants. Most are serfs or nobles.

**Religion:** Druids believe that they are descendants of a supreme being. Druids do not solely worship 1 god, but a collection of gods who all function together as nature. Many druids, of course, have their favorite god in this pantheon, but all are given respect. Druidic religion usually centers around a grove of stones arranged to represent things such as a calendar, a god worshipped, or a constellation.

**Skills:** Agriculture + 3, Anatomy + 3, Animal Handling + 5, Appraise + 3, Constellations + 3, Cosmos (General Planes) + 5, Direction Sense + 3, Herbalism + 5, History Culture + 3, History Legends + 3, History Local + 3, History Military + 3, may read and write as many languages as Intelligence allows, Math (Fundamental) + 5, 1 Musical Instrument, Nature (Animals) + 5, Nature (Beasts) + 5, Nature (Birds) + 5, Nature (Fish) + 5, Nature (Geography) + 5, Nature (Humanoids) + 5, Nature (Minerals) + 5, Nature (Mycology) + 5, Nature (Plants) + 5, Nature (Trees) + 5, Persuasion + 3, Philosophy + 3, Religion Cultural + 8, Riding + 3, Complex Ritual + 5, Symbology + 3, Toxicology + 3, Tracking + 3, 1 Weapon (Specific), Weather Prediction + 5, and Wilderness Lore + 5.

**Equipment:** Druids usually restrict themselves to wearing a robe and typically carry a ceremonial dagger and an ornate quarterstaff. In general, druids shun possessions that may not be found in nature.

**Magic Points:** Druids begin with (18 + 1d12) MP per occupational level and recover a number of points per hour equal to their current occupational level. For example, a 3rd level druid recovers 3 MP per hour. Unlike wizards, hierophants do not recover MP more quickly while asleep. As druids advance in occupational level, they gain an additional (18 + 1d12) MP.

**Advancement Points:** Druids gain AP with each successful act that promotes a balance, though not just any act, but an act that was difficult, dangerous, or life-threatening. Points may be gained in 3 ways: with successful skill checks of the skills listed above, successful attacks in life-threatening combat, and the successful casting of a spell. Respectively, points gained equal half of the adjusted number that passed the skill check, half of the damage done to a foe in combat, and half of the MP used when casting a spell.

**Training:** None.

**Guild:** None.

## Duke/Duchess

This occupation is for royalty. Only a king or queen can make a character become a duke or duchess. If the character accepts, then the duke or duchess pledges allegiance to their king or queen. Then, the king or queen grants the duke or duchess a castle and land, which is their fief and called a duchy. A duke or duchess answers only to the king or queen. Otherwise, the duke or duchess may command the characters of their castle and land as desired, who are their vassals, including barons and baronesses. Each hamlet and village on the land of the duke or duchess will be in the safekeeping of a lord or lady. Each lord and lady on their land is subordinate to a baron or baroness. Each baron or baroness is subordinate to the duke or duchess.

Additionally, a duke or duchess is usually a member of a council of the king or queen and must often travel to their court. The daily duties of a duke or duchess are overwhelming. Instead of lounging around their castle, a duke or duchess is busy constantly. Daily wages are typically 100 s.p.

Due to the military nature of this occupation, most dukes are experienced knights and were promoted after loyal service as barons.

**Ability Requirements:** Intelligence 85 and Common Sense 115.

**Gender:** Dukes are male, duchesses are female.

**Race:** Anakim, bugbear, dwarf, human, and kobold.

**Disposition:** Dukes tend to be ethical.

**Temperament:** Dukes tend to be choleric and melancholic.

**Sociality:** Royalty.

**Religion:** Dukes may worship any god endorsed by their king or queen.

**Skills:** Cartography + 3, Etiquette + 3, Genealogy + 3, Heraldry + 5, History (Cultural) + 3, History (Local) + 3, History (Military) + 3, Law + 5, and Language (Read/Write).

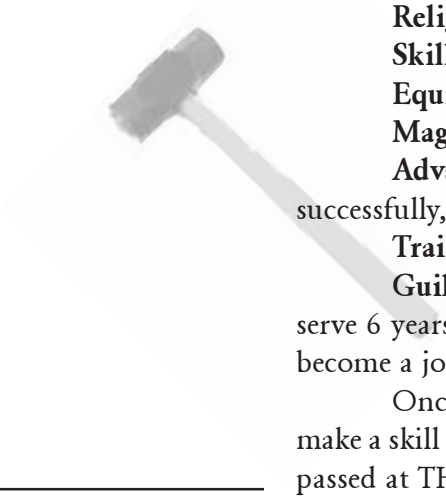
**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** A duke advances according to the profit and prosperity of their vassals and lands. Every 7 years the wealth of each vassal is recorded. If the wealth of the vassals increases by 5% since the previous record, then the duke increases 1 occupational level. Every 6 months the economy is recorded, which is comprised of local and foreign trade. If, as a whole, the local or foreign economy increases by 5%, then the duke increases 1 occupational level.

**Training:** None.

**Guild:** None.



VIDEO·MELIORA·PROBOQUE·
DETERIORA·SEQUOR

I see the better course
and approve of it,
but I follow the worse.

## Dyer

This occupation specializes in dyes. After a product is dyed, the dyer sells it or returns it to the guild from which it was obtained. Dyers work closely with drapers, tailors, and weavers. The work is risky, because the product may be ruined by a failed attempt at dying. A dyer does not receive a daily wage or a rate for piecework, but a salary for a given period of time. On average, though, their wages are 6 s.p. per day.

**Ability Requirements:** Intelligence 75.

**Gender:** Male dyers are uncommon.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Dying + 5 and Haggling + 3.

**Equipment:** Dye.

**Magic Points:** Inapplicable.

**Advancement Points:** For each item dyed successfully, 1/10$^{th}$ of 1 AP is acquired by a dyer.

**Training:** None.

**Guild:** Dyers' Guild. Each apprentice must serve 6 years. A masterpiece must be produced to become a journeywoman.

Once an apprentice for 6 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Enameler

This occupation is specialized with enamel, which is often used artistically. Daily wages are typically 6 s.p.

**Ability Requirements:** Intelligence 85.

**Gender:** Female enamelers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Enameling + 5 and Haggling + 3.

**Equipment:** Enamel.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successful completion of a project, an enameler acquires 1 AP.

**Training:** None.

**Guild:** Enamelers' Guild. Each apprentice must serve 10 years. Each master may have only 1 apprentice. A masterpiece must be produced to become a journeyman.

Once an apprentice for 10 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Engineer

This occupation is specialized with the design and operation of engines, machines, and structures. Each engineer must specialize in 1 (and only 1) of the following: designing buildings, designing bridges, designing fortifications, designing siege engines, and operating siege engines. Daily wages are typically 16 s.p.

**Ability Requirements:** Intelligence 100.

**Gender:** Female engineers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Nobility.

**Religion:** Any.

**Skills:** Architecture + 5, Math (Geometry) + 5, and Math (Trigonometry) + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successful completion of a project, an engineer acquires 100 AP.

**Training:** None.

**Guild:** None.

## Engraver

This occupation specializes in engraving items and then selling the items. Daily wages are typically 8 s.p.

**Ability Requirements:** Intelligence 85.

**Gender:** Female engravers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Engraving + 5 and Haggling + 3.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successful completion of a project, an engraver acquires 1 AP.

**Training:** None.

**Guild:** Engravers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Farmer

This occupation specializes in plowing, planting, growing, and harvesting edible plants. Farmers perform different duties depending on the season and crop.

Before seeds may be planted, the ground must be plowed. The fields are plowed in early spring and early fall. A plow is dragged across the field by oxen, and breaks up the soil to prepare the field for planting.

Horse, oxen, and pig defecation is collected throughout the year and distributed across the fields prior to planting. This defecation fertilizes the soil. Seeds are planted by hand in the spring and fall.

Harvesting is the retrieval of crops from the fields. The harvesting of hay is done in the beginning of summer, and the harvesting of wheat is done in the end of summer and beginning of fall. While harvesting, a farmer uses a scythe to retrieve the crops. Farmers work from sunrise to sunset during harvest. Commonly, a festival is held by the lord for the farmers when the harvest is completed.

Wheat is gathered by women into bundles, loaded onto a cart, removed from the field, and stored in a barn so that it can dry. The carts are drawn by horses or oxen, are piled high, and often tip over.

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SEPTIMA·IAM·PHILEROS·
TIBI·CONDITUR·UXOR·IN·AGRO·
PLUS·NULLI·PHILEROS·QUAM·
TIBI·REDDIT·AGER

Seven wives you've had -- all dead
And buried in one field.
Of whom can it be said
His land gives richer yield?

Winnowing is the process of separating grain from the chaff or outer casing. Wheat is threshed or beaten to separate the grain from the staff. Once the grain is separated, it is sold to millers. Winnowing is done in the end of summer and beginning of fall.

Miscellaneous duties of a farmer include weeding and scaring away birds and some creatures.

Daily wages are typically 4 s.p.

**Ability Requirements:** Strength 80 and Intelligence 75.

**Gender:** Either.

**Race:** Human.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave or peasant.

**Religion:** Any.

**Skills:** Agriculture + 5.

**Equipment:** Plow, ox, and seeds.

**Magic Points:** Inapplicable.

**Advancement Points:** For each field of crops grown successfully, the farmer acquires 5 AP. For each field of crops that the farmer has never grown before and which grew successfully, the farmer acquires 10 AP.

**Training:** None.

**Guild:** None.

## Fisherman

This occupation specializes in removing fish from bodies of water. Once caught, fish are sold to a fishmonger. Daily wages are typically 6 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female fishermen are rare.

**Race:** Any but elf, ogre, or troll. Bugbears are fond of catching salmon.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Fishing + 5.

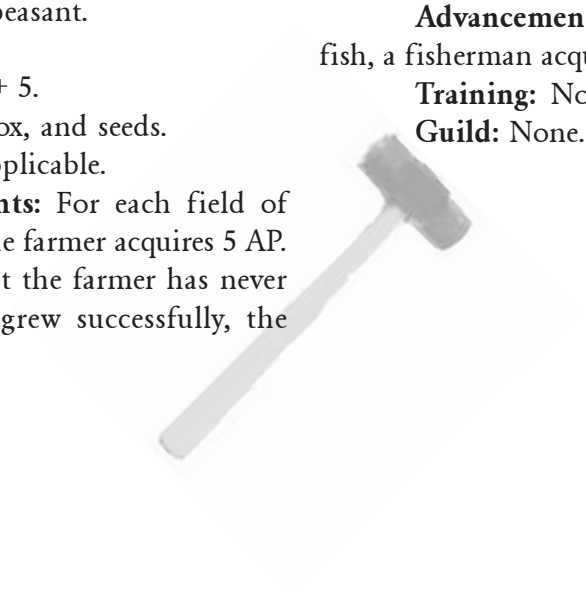
**Equipment:** Net.

**Magic Points:** Inapplicable.

**Advancement Points:** For each captured fish, a fisherman acquires 1/10$^{th}$ of 1 AP.

**Training:** None.

**Guild:** None.



## Fishmonger

This occupation deals in selling and distributing fish and products derived from fish. Daily wages are typically 8 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female fishmongers are rare.

**Race:** Any but ogre or troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 5.

**Equipment:** Fish.

**Magic Points:** Inapplicable.

**Advancement Points:** For each fish or equivalent in size of fish product sold, a fishmonger acquires 1/10th of 1 AP.

**Training:** None.

**Guild:** Fishmongers' Guild. Each apprentice must serve 4 years. Once an apprentice for 4 years, they may apply for employment as a journeyman with their guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Fletcher

This occupation specializes in the manufacture and sale of arrows. Daily wages are typically 6 s.p.

**Ability Requirements:** Hand-Eye Coordination 90, Spatial Intelligence 90, and Intelligence (overall) 85.

**Gender:** Female fletchers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Fletching + 5, Haggling + 3, and Weapon (Specific). The specific weapon is a knife.

**Equipment:** Sticks, feathers, and a knife.

**Magic Points:** Inapplicable.

**Advancement Points:** For each arrow crafted successfully, a fletcher acquires 1/10th of 1 AP.

**Training:** None.

**Guild:** Fletchers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Forester

This occupation specializes in the clearing of forests and the production of lumber. Daily wages are typically 9 s.p.

**Ability Requirements:** Strength 90 and Intelligence 75.

**Gender:** Female foresters are rare.

**Race:** Anakim, bugbear, and human.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Foresting + 5.

**Equipment:** A big, 2-handed pit saw is used to cut trees.

**Magic Points:** Inapplicable.

**Advancement Points:** For each tree cut down, removed, and made into lumber, a forester acquires 1 AP.

**Training:** None.

**Guild:** None.

## Fuller

This occupation specializes in working with wool. Most clothes are made of wool and are purchased from a fuller.

Wool is bleached before it is sold. To bleach wool, a fuller drapes blankets of cloth over large wicker frames that are placed over a small pot of burning sulfur. However, breathing burning sulfur is bad for the lungs and avoided if possible. After bleaching, the cloth is washed again and combed. The soft fluff that is removed is used in pillows. Daily wages are typically 5 s.p.

**Ability Requirements:** Intelligence 80.

**Gender:** Either.

**Race:** Any but ogre and troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Tailoring + 5.

**Equipment:** Sheep.

**Magic Points:** Inapplicable.

**Advancement Points:** For each amount of wool equal to that which comes from 1 sheep that is used productively, a fuller acquires 1 AP.

**Training:** None.

**Guild:** Fullers' Guild. Each apprentice must serve 5 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 5 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Furrier

This occupation specializes in furs. Animals are trapped, and their fur is removed and sold. Clothes for most nobles and few serfs are trimmed with fur. Humans and dark elves especially value bugbear fur. Daily wages are typically 8 s.p.

**Ability Requirements:** Intelligence 85.

**Gender:** Females furriers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Tailoring + 3.

**Equipment:** Traps for animals.

**Magic Points:** Inapplicable.

**Advancement Points:** For each animal trapped that has an acceptable fur, 1 AP is acquired by a furrier.

**Training:** None.

**Guild:** Furriers' Guild. Each apprentice must serve 6 years. A masterpiece must be produced to become a journeyman. Discord exists between the Furriers' Guild and the Tailors' Guild.

Once an apprentice for 6 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Gardener

This occupation specializes in the cultivation of gardens. A gardener plants, waters, harvests, and sells the vegetables of their garden. Daily wages are typically 4 s.p.

**Ability Requirements:** Intelligence 80.

**Gender:** Either.

**Race:** Bugbear and human, but the most common is elf.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Peasant or serf.

**Religion:** Any.

**Skills:** Agriculture + 5 and Haggling + 3.

**Equipment:** Seeds and water.

**Magic Points:** Inapplicable.

**Advancement Points:** For each acre in which over 99% of the plants grow successfully, a gardener acquires 10 AP, multiplied by the number of different plants grown.

**Training:** None.

**Guild:** None.

## Gemcutter

This occupation specializes in cutting, polishing, and finishing gems. Once finished, gems are sold to the public or jewelers. Daily wages are typically 50 s.p.

**Ability Requirements:** Hand-Eye Coordination 100 and Intelligence 100.

**Gender:** Female gemcutters are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Gemcutting + 5, Haggling + 3.

**Equipment:** Gems and tools.

**Magic Points:** Inapplicable.

**Advancement Points:** For each gem successfully cut, polished, and finished, a gemcutter acquires 1 AP.

**Training:** None.

**Guild:** Jewelers' Guild. Each apprentice must serve 12 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 12 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Gilder

This occupation specializes in overlaying gold onto objects. Daily wages are typically 50 s.p.

**Ability Requirements:** Hand-Eye Coordination 90 and Intelligence 90.

**Gender:** Female gilders are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Goldsmithing + 3 and Haggling + 3.

**Equipment:** Gold and tools.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successful completion of a project, a gilder acquires 1 AP.

**Training:** None.

**Guild:** Gilders' Guild. Each apprentice must serve 10 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 10 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Girdler

This occupation specializes in making girdles, such as belts and sashes. A girdler makes arrangements with a tanner to purchase large quantities of tanned leather for a lower price. Then, the girdler makes girdles and sells them to the public. Daily wages are typically 13 s.p.

**Ability Requirements:** Hand-Eye Coordination 85 and Intelligence 80.

**Gender:** Female girdlers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Girdlemaking + 5 and Haggling + 3.

**Equipment:** Tools for working leather.

**Magic Points:** Inapplicable.

**Advancement Points:** For each girdle made successfully, a girdler acquires 5 AP.

**Training:** None.

**Guild:** Girdlers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Gladiator

Warriors are the most common, and perhaps necessary, adventurers. Without the bravado of warriors, combat would be exceedingly difficult for other occupations. 5 different classes of warriors exist, each with different advantages and disadvantages. The typical warrior, compared to other occupations, is not restricted regarding arms and armor, and is the deadliest foe at close quarters. The classes of warriors include gladiator, knight, mercenary, militiaman, and soldier.

These warriors often receive little or no formal training, and are most likely to be slaves or prisoners. Though their training is usually informal, they often rigorously train themselves.

Although most human towns or cities had coliseums nearly a thousand years ago, few have them today. However, most towns or cities of bugbears, kobolds, and trolls have gladiatorial coliseums, or at least some sort of arena. The largest coliseum entertains 50,000-80,000 spectators. Gladiatorial games are very diverse, and many coliseums have their own rules and favorite games. Before combat begins, it is customary that the combatants address the local ruler, saying "We about to die salute you!" Women in the audience are often aroused for gladiators, regardless of race and Charisma; most women sexually desire the combatants, simply for being gladiators.

Betting on gladiators is very common and a profitable trade. As a result, many gladiators become public celebrities. Enterprising slave-traders specialize in acquiring combative slaves, training them, and selling them to coliseums to be gladiators.

Due to the popularity of gladiators, not all gladiatorial events end in death. Typically, when 1 combatant is clearly at the mercy of another, the victor looks to the ruler, if present, for a judgment. The judgment of the ruler is based on the crowd's reaction. If the loser pleased the crowd by fighting with respectable effort and valor, then they are often spared. Otherwise, the victor is signaled to kill the loser.

Of most importance to gladiators and those who bet on them is a record that exists for each gladiator as a tally of their wins and losses. Generally, the more wins and the less losses on their record, the more the public favors them. All gladiators, even volunteers, must forfeit their freedom and rights for 5 years. These 5 years are role-played in the coliseum, unless the gladiator escapes or is awarded their freedom by the local ruler. The odds of escape are exceptionally small, and a local ruler will only award freedom to the most excellent of gladiators when the spectators cheer for the freedom of the gladiator. If a gladiator survives for 5 years, then they will be awarded freedom. Few gladiators live long enough to be awarded with freedom.

Most gladiators enter combat at least once per week. Each gladiator keeps track of their record of wins to losses, as do the managers of the coliseum and some spectators. Most gladiators participate in (6d8 x 10) combats during their 5-year term.

Gladiators do not earn wages, but spectators usually throw coins into the arena. The more that spectators like a gladiator or enjoy watching the game, the more coins they throw into the arena. It is the right of the winning gladiator or team to collect the coins. Teams distribute coins evenly among surviving participants. Most gladiators who receive coins from spectators purchase weapons or armor. Some purchase the services of whores.

Roll 1d100 to determine the percent of the spectators who enjoyed the game. Roll 1d100 again to determine the percent of those who enjoyed the game, who have thrown money into the arena. Now, roll 1d100 to determine the average amount of money contributed:

| Spectator Contributions | |
|---|---|
| **Race** | **Average** |
| Bugbear | 1d4 s.p. |
| Dwarf, Black | 1d6 s.p. |
| Elf, Dark | 1d4 s.p. |
| Human | 1d4 s.p. |
| Kobold | 1d4 s.p. |
| Troll, Subterranean | 1d6 s.p. |

Upon gaining freedom, the gladiator partakes in a ceremony in which the local ruler bestows a wooden sword upon the victorious gladiator. These wooden and strictly decorative swords are highly prized. Most gladiators who earn freedom from the coliseum leave relatively wealthy.

**Ability Requirements:** None.

**Gender:** Occasionally, female gladiators enter the arena. Males, however, are clearly the default gender for gladiators. Among human cultures, human male gladiators must be at least age 25 and females at least age 21. Other cultures – such as bugbear, kobold, and subterranean troll – do not have restrictions of age or gender.

**Race:** All races may be imprisoned, and hence, are likely to have members who have become gladiators, whether or not they volunteered.

**Disposition:** While all dispositions are possible, very few gladiators are ethical, since it is often their unethical or unlawful actions that have caused them to be imprisoned in the first place.

**Temperament:** Gladiators tend to be choleric.

**Sociality:** The vast majority of gladiators are slaves, peasants, or serfs, as are most criminals. However, nobles have been known to volunteer to become gladiators.

**Religion:** Some gladiators worship gods of war or combat, though others many pay no attention to religion at all.

**Skills:** Armor (General, Light), Armor (General, Medium), Dismemberment + 3, Impaling + 3, Mangling + 3, Seduction + 3, and 4 Weapons (Specific).

**Equipment:** Gladiators receive their armor and weapons, if any, as a courtesy of the arena. No gladiator is ever given heavy armor, and only occasionally do they acquire medium armor. Nearly any melee weapon may be used by gladiators in the arena.

**Magic Points:** Inapplicable.

**Advancement Points:** Gladiators gain AP by damaging foes while in an arena or a situation in which they fight for money, freedom, or the amusement of the public. Points gained equal the damage dealt.

**Training:** None.

**Guild:** None.

## Glassblower/Glazier

This occupation specializes in making, shaping, and selling glass. For more information on the process of making glass, see Glassblowing in *Chapter 8: Skills*. Daily wages are typically 14 s.p.

**Ability Requirements:** Hand-Eye Coordination 100 and Intelligence 90.

**Gender:** Female glassblowers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Glassblowing + 10 and Haggling + 5.

**Equipment:** Silica and a blowpipe.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successful completion of a project, a glassblower acquires 1 AP.

**Training:** None.

**Guild:** Glassblowers' Guild. Each apprentice must serve 10 years. Each master may have only 1 apprentice. A masterpiece must be produced to become a journeyman.

Once an apprentice for 10 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Glover

This occupation specializes in manufacturing gloves. A glover makes arrangements with a tanner to purchase large quantities of tanned leather for a lower price. Then, the glover makes gloves and sells them to the public. Gloves are custom-made for each customer. Daily wages are typically 8 s.p.

**Ability Requirements:** Hand-Eye Coordination 85 and Intelligence 85.

**Gender:** Female glovers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Glovemaking + 5 and Haggling + 3.

**Equipment:** Leather and tools.

**Magic Points:** Inapplicable.

**Advancement Points:** For each pair of gloves made successfully, a glover acquires 1 AP.

**Training:** None.

**Guild:** Glovers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Goldsmith

This occupation specializes in working with and shaping gold, then selling the products. Daily wages are typically 50 s.p.

**Ability Requirements:** Hand-Eye Coordination 100 and Intelligence 100.

**Gender:** Female goldsmiths are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Goldsmithing + 5 and Haggling + 3.

**Equipment:** Gold.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successful completion of a project, a goldsmith acquires 1 AP.

**Training:** None.

**Guild:** Smiths' Guild. Each apprentice must serve 10 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, then it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. A master may not have more than 2 apprentices or own a slave; otherwise, a fee of 100 s.p. is charged.

Once an apprentice for 10 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Grocer

This occupation specializes in dealing staple foods. Agreements may be made with farmers, gardeners, and other producers of staple foods so that a grocer may purchase large quantities of staple foods for a lower price. Daily wages are typically 5 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female grocers are uncommon.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3.

**Equipment:** Staple foods.

**Magic Points:** Inapplicable.

**Advancement Points:** For each unit of staple food sold, a grocer acquires $1/20^{th}$ of 1 AP.

**Training:** None.

**Guild:** Grocers' Guild. Each apprentice must serve 4 years. Once an apprentice for 4 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Groom

This occupation specializes in attending to the cleaning of an animal, such as a horse. Daily wages are typically 4 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Either.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave or serf.

**Religion:** Any.

**Skills:** Grooming + 5.

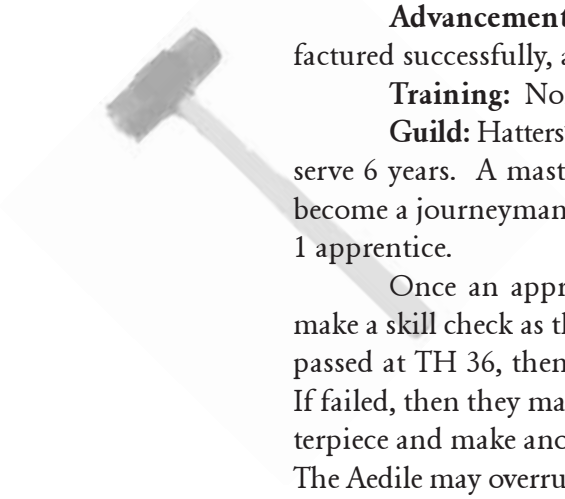
**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each animal groomed immaculately, a groom acquires 1 AP.

**Training:** None.

**Guild:** None.



## Hatter

This occupation specializes in making and selling hats. Most hats are made from wool, though other materials may be used, such as fur, linen, and leather. Daily wages are typically 6 s.p.

**Ability Requirements:** Intelligence 80.

**Gender:** Female hatters are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Hatmaking + 5.

**Equipment:** Wool and possibly fur, linen, or leather.

**Magic Points:** Inapplicable.

**Advancement Points:** For each hat manufactured successfully, a hatter acquires 1 AP.

**Training:** None.

**Guild:** Hatters' Guild. Each apprentice must serve 6 years. A masterpiece must be produced to become a journeyman. Each master may only have 1 apprentice.

Once an apprentice for 6 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Healer

This occupation specializes in methods conducive to healing, such as how to administer proper bedrest and bandages. A healer may have their own practice, or they may be an assistant to a doctor. Daily wages are typically 6 s.p.

**Ability Requirements:** Analytic Intelligence 100, Intelligence (overall) 90, and Intuition 100.

**Gender:** Either.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Anatomy + 3.

**Equipment:** Cloth for bandages.

**Magic Points:** Inapplicable.

**Advancement Points:** For each patient fully healed, a healer acquires 1 AP.

**Training:** None.

**Guild:** None.

## Herbalist

This occupation specializes in the uses and properties of herbs. Female apprentice herbalists or female slaves are sent out to forage for herbs. The master herbalist sells or administers the herbs to customers. Daily wages are typically 4 s.p.

**Ability Requirements:** Intelligence 100 and Intuition 100.

**Gender:** Male herbalists are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 5, Herbalism + 5, Nature (Mycology) + 5, Nature (Plants) + 5, and Nature (Trees) + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each herb used successfully or for each herb in which a new property is discovered and mastered, an herbalist acquires 10 AP.

**Training:** None.

**Guild:** Herbalists' Guild. Each apprentice must serve 9 years. A masterpiece must be produced to become a journeyman. The masterpiece must be the discovery and successful implementation of a new use for 1 or more herbs.

Once an apprentice for 9 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d100 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason. For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Hewer

This occupation specializes in digging. Daily wages are typically 4 s.p.

**Ability Requirements:** Strength 100.

**Gender:** Female hewers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave, peasant, or serf.

**Religion:** Any.

**Skills:** Hewing + 5 and Weapon (Specific). The specific weapon is a shovel.

**Equipment:** Shovel.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successfully completed project, a hewer acquires 1 AP.

**Training:** None.

**Guild:** None.



## Hierophant

Priests are those who have devoted their lives to a god, philosophy, or religion. The occupation of a priest is the most diverse due to the number of different gods and philosophies. Therefore, priests are unable to be standardized or generalized, and they are only briefly introduced here; most of the information relevant to a priesthood may be found in Neveria (Fantasy World). 2 main classes of priests will be introduced: hierophants and druids.

All priests must meet minimum score requisites in the sub-ability of Language and the ability of Wisdom. Further, these requirements become more stringent as spell level increases. Hence, a priest may attain high levels, but be limited in spellcasting ability. See the table below.

Priests gain access to spells as granted by their gods. Usually, priests have dreams induced by their god regarding the proper ingredients and ritual necessary for casting a certain spell, or they are instructed by other priests of the same faith. If a chant is required for a spell, priests speak in tongues, influenced by their god or religion. In any case, priests may cast any spells from their god as long as they have enough Magic Points at the moment.

Similarly, as a priest advances in occupational level, provided they meet the minimum requisites per spell level, their odds of increasing in spell level are noted on a table on the following page.

**Ability Requirements**

| Spell Level | Language | Wisdom |
|---|---|---|
| 1 | 90 | 100 |
| 2 | 95 | 105 |
| 3 | 100 | 110 |
| 4 | 105 | 115 |
| 5 | 110 | 120 |
| 6 | 115 | 125 |
| 7 | 120 | 130 |
| 8 | 125 | 135 |
| 9 | 130 | 140 |
| 10 | 135 | 145 |

Priests cast only chaos magic (see *Chap. 11: Magic*).

**Piety Points**

All spells cast by priests are affected according to their PP. All aspects of a spell are affected, including damage, duration, range, etc. If a discrepancy arises, then the Aedile is the final arbiter of a specific effect with a specific spell. Consult the table below:

| PP | Effect |
|---|---|
| 1-5 | - 100% |
| 6-15 | - 75% |
| 16-30 | - 50% |
| 31-70 | - 25% |
| 71-85 | - |
| 86-95 | + 10% |
| 96-100 | + 25% |

**Likelihood of Advancing in Spell Level**

| Occupational Level | Spell Level | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 2 | 20% | - | - | - | - | - | - | - | - |
| 3 | 28% | 16% | - | - | - | - | - | - | - |
| 4 | 35% | 24% | 13% | - | - | - | - | - | - |
| 5 | 43% | 32% | 19% | 10% | - | - | - | - | - |
| 6 | 50% | 37% | 25% | 15% | 7% | - | - | - | - |
| 7 | 60% | 44% | 32% | 21% | 13% | 5% | - | - | - |
| 8 | 70% | 50% | 38% | 27% | 18% | 10% | 4% | - | - |
| 9 | 80% | 60% | 44% | 33% | 24% | 15% | 12% | 3% | - |
| 10 | 90% | 70% | 50% | 38% | 29% | 20% | 16% | 10% | 2% |
| 11 | 100% | 80% | 60% | 44% | 34% | 25% | 22% | 14% | 12% |
| 12 | - | 90% | 70% | 50% | 40% | 30% | 25% | 18% | 16% |
| 13 | - | 100% | 80% | 60% | 45% | 35% | 29% | 22% | 20% |
| 14 | - | - | 90% | 70% | 50% | 40% | 33% | 26% | 24% |
| 15 | - | - | 100% | 80% | 60% | 45% | 38% | 30% | 28% |
| 16 | - | - | - | 90% | 70% | 50% | 42% | 34% | 32% |
| 17 | - | - | - | 100% | 80% | 60% | 46% | 38% | 36% |
| 18 | - | - | - | - | 90% | 70% | 50% | 42% | 40% |
| 19 | - | - | - | - | 100% | 80% | 60% | 46% | 44% |
| 20 | - | - | - | - | - | 90% | 70% | 50% | 48% |

A hierophant is a priest of a specific god, and is not a druid. A variety of gods are available in Neveria. Specific information for hierophants of each god are detailed therein. A moral hierophant who casts magic is often called a thamaturge, meaning miracle-worker.

**Magic Points:** Not all hierophants cast magic, but for those who do, they begin with (26 + 1d12) MP per occupational level and recover a number of MP per hour equal to their current occupational level. For example, a 3rd level hierophant recovers 3 MP per hour. Unlike wizards, hierophants do not recover MP more quickly while asleep. As hierophants advance in occupational level, they gain an additional (26 + 1d12) MP. Magic Points are explained in *Chapter 11: Magic*.

**Training:** None.

**Guild:** None.

## Hunter

This occupation specializes in hunting animals. Daily wages are typically 6 s.p.

**Ability Requirements:** Hand-Eye Coordination 100 and Intelligence 80.

**Gender:** Female hunters are rare.

**Race:** Any.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Hunting + 5 and Weapon (Specific). The specific weapon may be a bow, spear, etc.

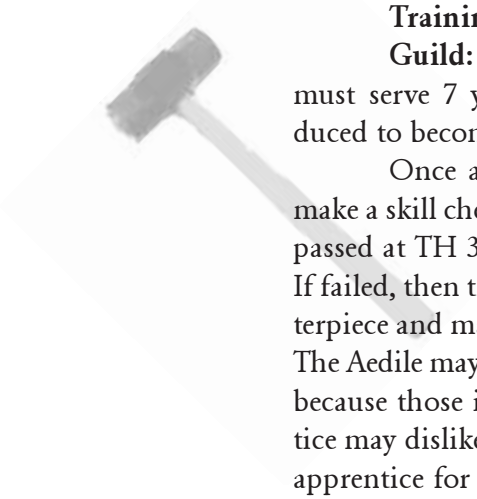
**Equipment:** Bow or spear.

**Magic Points:** Inapplicable.

**Advancement Points:** For each animal captured or killed, a hunter acquires 1 AP.

**Training:** None.

**Guild:** None.



## Inkmaker

This occupation specializes in making and selling ink. Ink is a mixture of lampblack gum and water. Daily wages are typically 16 s.p.

**Ability Requirements:** Intelligence 90.

**Gender:** Female inkmakers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Inkmaking + 5.

**Equipment:** Lampblack gum and water.

**Magic Points:** Inapplicable.

**Advancement Points:** For each gallon of ink made successfully, an inkmaker acquires 1 AP.

**Training:** None.

**Guild:** Inkmakers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Innkeeper/Hosteler

This occupation specializes in housing and entertaining guests. Most innkeepers are female and often stand in the main doorway soliciting strangers to stay at their inn. Innkeepers usually suggest to strangers that they will find bread, wine, and love in their inn. Daily wages are typically 20 s.p.

**Ability Requirements:** Intelligence 80.
**Gender:** Male innkeepers are uncommon.
**Race:** Any but ogre or troll.
**Disposition:** Any.
**Temperament:** Any.
**Sociality:** Serf.
**Religion:** Any.
**Skills:** Haggling + 3.
**Equipment:** None.
**Magic Points:** Inapplicable.
**Advancement Points:** For each guest who does not complain, a hosteler or innkeeper acquires 1/20th of 1 AP.
**Training:** None.
**Guild:** Innkeepers' Guild. Each apprentice must serve 4 years.

Once an apprentice for 4 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Interpreter

This occupation specializes in translating one language into another for others. Daily wages are typically 6 s.p.

**Ability Requirements:** Language 100, and Intelligence (overall) 85.
**Gender:** Female interpreters are rare.
**Race:** Any but ogre, borbytingarna, and hill troll.
**Disposition:** Any.
**Temperament:** Any.
**Sociality:** Serf or noble.
**Religion:** Any.
**Skills:** Language (Speak).
**Equipment:** None.
**Magic Points:** Inapplicable.
**Advancement Points:** For each new customer for whom interpretation is a success for no more than 1 conversation, an interpreter acquires 5 AP. Each additional conversation earns the interpreter 5 AP.
**Training:** None.
**Guild:** None.

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As a true interpreter you will take care not to interpret word for word.

## Ironmonger

This occupation specializes in selling and distributing iron products. Ironmongers sell the most iron to blacksmiths. Daily wages are typically 12 s.p.

**Ability Requirements:** Strength 90 and Intelligence 75.

**Gender:** Female ironmongers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3.

**Equipment:** Iron.

**Magic Points:** Inapplicable.

**Advancement Points:** For each iron unit or product sold, an ironmonger acquires 1/20$^{th}$ of 1 AP.

**Training:** None.

**Guild:** Ironmongers' Guild. Each apprentice must serve 4 years. Once an apprentice for 4 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Jeweler

This occupation specializes in selling jewelry. Jewelers do not appraise gemstones (see Appraiser), but may appraise the remainder of the jewelry. Daily wages are typically 25 s.p.

**Ability Requirements:** Analytic Intelligence 100 and Intelligence 95.

**Gender:** Female jewelers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Appraise + 5 and Haggling + 3.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each piece of jewelry sold or appraised successfully, a jeweler acquires 1 AP.

**Training:** None.

**Guild:** Jewelers' Guild. Each apprentice must serve 10 years. Once an apprentice for 10 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Juggler

This occupation specializes in juggling objects for the entertainment of others. Daily wages are typically 4 s.p.

**Ability Requirements:** Hand-Eye Coordination 100 and Intelligence 75.

**Gender:** Male jugglers are rare.

**Race:** Human.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Juggling + 5.

**Equipment:** Objects to juggle.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successful juggling performance that exceeds 5 minutes, 3 objects, and an audience of at least a dozen, a juggler acquires 1 AP.

**Training:** None.

**Guild:** None.

## King/Queen

This occupation is for royalty. This position is achieved by heredity. Upon becoming king or queen, all characters of all classes of the kingdom are required to swear loyalty to the king or queen. The king and queen reside in a citadel in the capital city. The citadel of a king is often called a palace. The king and queen have the sovereign power to command their subjects, who are their vassals.

Periodically, the king meets with their council, which is comprised of his dukes and barons. These dukes and barons are required to travel to their court. The daily duties of a king or queen are overwhelming. Instead of lounging around their palace, a king or queen is busy constantly. Daily wages are typically 300 s.p.

The king has the power to knight a worthy character. During warfare, the king usually knights suitable characters and immediately sends them to war. If the knight returns from warfare, then the knight may be promoted to a lord, a lord to a baron, or baron to duke. During peace, fewer characters are knighted, and once knighted, they are given a hamlet or village and manor as a fief, thereafter being called a lord.

**Ability Requirements:** Intelligence 75.

**Gender:** Kings are male, queens are female.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Royalty.

**Religion:** Any.

**Skills:** Cartography + 3, Etiquette + 3, Genealogy + 3, Heraldry + 5, History (Cultural) + 3, History (Local) + 3, History (Military) + 3, Law + 5, and Language (Read/Write).

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** A king advances according to the profit and prosperity of their vassals and kingdom. Every 7 years the wealth of each vassal is recorded. If the wealth of the vassals increases by 5% since the previous record, then the king increases 1 occupational level. Every 6 months the economy is recorded, which is comprised of local and foreign trade. If, as a whole, the local or foreign economy increases by 5%, then the king increases 1 occupational level.

**Training:** None.

**Guild:** None.

## Knacker

This occupation specializes in making and selling harnesses. An agreement is reached between a knacker and a tanner so that the knacker may purchase large quantities of tanned leather for a lowered price. Crafting a harness takes a knacker 2 days. Daily wages are typically 18 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female knackers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Saddlemaking + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successfully made harness, a knacker acquires 10 AP.

**Training:** None.

**Guild:** Knackers' Guild. Each apprentice must serve 9 years. A masterpiece must be produced to become a journeyman. Once an apprentice for 9 years, the knacker may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 2 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Knight

Warriors are the most common, and perhaps necessary, adventurers. Without the bravado of warriors, combat would be exceedingly difficult for other occupations. 5 different classes of warriors exist, each with different advantages and disadvantages. The typical warrior, compared to other occupations, is not restricted regarding arms and armor, and is the deadliest foe at close quarters. The classes of warriors include gladiator, knight, mercenary, militiaman, and soldier.

Only a king may declare a character to be a knight. Knighthood may be achieved in 1 of 2 ways. Usually, the son of a knight will become a squire. If the squire wins the approval of royalty, then the king usually knights the squire. Otherwise, a king may knight any character who has done a deed worthy of knighthood, or simply any character they desire. A wealthy townsman may be knighted for his financial services to a great lord.

Once knighted, a character will be a knight for the rest of their life, even if they fall from the grace of their overlord. In such a case, the knight must venture forth and find a new lord who will accept the knight's servitude in return for a fief.

A new knight pays his lord 1 g.p. for his knight's fee (fief). Also, once knighted the knight will be awarded with a suit of armor, sword, and horse. Roll 1d100 to determine the suit of armor: (01-75%) 4-in-1 chainmail, or (76-100%) 6-in-1 chainmail. Only the greatest knights wear a suit of platemail armor. The new knight may select their type of sword, either bastard, broad, cut and thrust, flamberge, long, or zweihander.

Once knighted, the knight must find a squire. Multiple squires may compete for the favor of the knight, a squire may be appointed by whoever knighted him, or the knight may have difficulty finding a squire. If a knight no longer approves of a squire, then the knight may dismiss the squire.

Each knight is obligated to come to the council of their lord, when summoned. Daily wages are typically 50 s.p.

**Ability Requirements:** Intelligence 75. Knights usually have high ability scores of Physique and Dexterity.

**Gender:** Female knights are rare.

**Race:** Human.

**Disposition:** Any.

**Temperament:** Knights tend not to be phlegmatic.

**Sociality:** Serf or noble.

**Religion:** Any endorsed by their king.

**Skills:** Armor (General), Armor (Specific) + 3, Cartography + 3, Heraldry + 5, History (Military) + 3, Mounted Archery + 3, Religion (Specific) + 3, Riding + 3, Weapon (General) + 3, and 2 Weapons (Specific) of their choice, though 1 weapon must be a sword.

**Equipment:** All knights prefer a sword, the weapon of knighthood. However, as a warrior, a knight may also use a horseman's battle axe, flail, mace, or war hammer. Knights wear at least medium armor, usually chainmail. Affluent knights prefer platemail.

**Magic Points:** Inapplicable.

**Advancement Points:** Knights gain AP by damaging foes while in service to their overlord, usually a baron, duke, or king. Points gained equal the damage dealt.

**Training:** None.

**Guild:** None.

## Laborer

This occupation specializes in providing miscellaneous physical labor, which cannot be considered another occupation. An example of the duty of a laborer may be fetching mortar to help builders. Oftentimes, the only difference between a laborer and a slave is a degree of freedom. Daily wages are typically 4 s.p. Female labor assistants typically earn 1 s.p. per day.

**Ability Requirements:** Strength 90.

**Gender:** Female laborers are uncommon.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave, peasant, or serf.

**Religion:** Any.

**Skills:** None.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successful completion of a project, a laborer acquires 5 AP.

**Training:** None.

**Guild:** None.

## Lacemaker

This female occupation specializes in making lace. Daily wages are typically 4 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female only.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Cleaning + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each project completed with lace, a lacemaker acquires 1 AP.

**Training:** None.

**Guild:** None.

## Laundress

This female occupation specializes in cleaning clothes. A laundress is distinct from a chambermaid, because a laundress does not perform other duties in addition to cleaning laundry.

A laundress purchases soap and cleans clothing and other fabric with soap and water. Most employers provide the soap for the laundress. Once clean, the clothes are hung to dry.

Most laundresses are employed by several families and clean clothes once per week. However, nobility and royalty often have 1 or more laundresses per family and have their clothes cleaned daily. Daily wages are typically 4 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female only.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave, peasant, or serf.

**Religion:** Any.

**Skills:** Cleaning + 5 and Smell + 3.

**Equipment:** Water and soap.

**Magic Points:** Inapplicable.

**Advancement Points:** For each piece of clothing cleaned to the satisfaction of the customer, a laundress acquires 1 AP.

**Training:** None.

**Guild:** None.

## Linkboy

This profession is for young boys. A boy is hired by a character to carry a torch or lantern and escort them through dark sidestreets at night. Sometimes, linkboys are called periegetai, meaning 'leaders around.' Nightly wages are typically 1 s.p.

**Ability Requirements:** Intelligence 75.
**Gender:** Male only.
**Race:** Human.
**Disposition:** Any.
**Temperament:** Any.
**Sociality:** Slave or serf.
**Religion:** Any.
**Skills:** Direction Sense + 5.
**Equipment:** Lantern or torch.
**Magic Points:** Inapplicable.
**Advancement Points:** For each character or group of characters who are led correctly through streets, a linkboy acquires 1 AP.
**Training:** None.
**Guild:** None.

## Locksmith

This occupation specializes in making and selling locks. Daily wages are typically 16 s.p.

**Ability Requirements:** Intelligence 90.
**Gender:** Female locksmiths are rare.
**Race:** Any but ogre, borbytingarna, and hill troll.
**Disposition:** Any.
**Temperament:** Any.
**Sociality:** Serf.
**Religion:** Any.
**Skills:** Locksmithing + 5, Lock-picking + 5, and Haggling + 3.
**Equipment:** None.
**Magic Points:** Inapplicable.
**Advancement Points:** For each lock made successfully, a locksmith acquires 1 AP.
**Training:** None.
**Guild:** Smiths' Guild. Each apprentice must serve 8 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, then it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. A master may not have more than 2 apprentices or own a slave; otherwise, a fee of 100 s.p. is charged.

Once an apprentice for 7 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Lord/Lady

This occupation is for royalty. Only a king or queen can make a character become a lord or lady. If the character accepts, then the lord or lady pledges allegiance to their king, duke, and baron. Then, the king or queen grants the lord or lady a manor and hamlet or village, which is their fief. A lord or lady answers to their baron, duke, and king. Otherwise, the lord or lady may command the characters of their manor and hamlet or village as desired, who are their vassals.

The lord does not attend the council of the king, as do barons and dukes. In fact, the lord rarely leaves their hamlet or village, except for warfare.

Local, legal hearings are directed by the lord and decided by a jury who are peers to the accused. Low crimes are tried in the court of the lord's manor. Those accused of high crimes (such as treason, murder, etc.) are sent to the royal court of the king in the capital city.

The daily duties of a lord or lady are overwhelming. Instead of lounging around their manor, a lord or lady is busy constantly. Daily wages are typically 20 s.p.

Due to the military nature of this occupation, most lords are experienced knights and were promoted after loyal service in war.

**Ability Requirements:** Intelligence 75.

**Gender:** Lords are male, ladies are female.

**Race:** Anakim, bugbear, dwarf, human, and kobold.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Royalty.

**Religion:** Lords may worship any god endorsed by their king or queen.

**Skills:** Cartography + 3, Etiquette + 3, Genealogy + 3, Heraldry + 5, History (Cultural) + 3, History (Local) + 3, History (Military) + 3, Law + 5, and Language (Read/Write).

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** A lord advances according to the profit and prosperity of their vassals and hamlet or village. Every 7 years the wealth of each vassal is recorded. If the wealth of the vassals increases by 5% since the previous record, then the lord increases 1 occupational level. Every 6 months the economy is recorded, which is comprised of local and foreign trade. If, as a whole, the local or foreign economy increases by 5%, then the lord increases 1 occupational level.

**Training:** None.

**Guild:** None.

## Mage

Generically speaking, a wizard is one who casts spells and is most often imagined to be wearing a robe. 2 different classes of wizard are available: sorcerers and mages. Sorcerers and mages are often considered and labeled by others as immoral and casting black magic, or moral and casting white magic. White magicians are sometimes called Sons of Light. References to black magicians include Brothers of the Shadow, the Dark Brothers, Grey Brothers, and followers of the Left-Hand Path or the Path of Shadows.

| Likelihood of Advancing in Spell Level | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Occupational Level | Spell Level | | | | | | | | |
| | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 1 | 5% | 1% | - | - | - | - | - | - | - |
| 2 | 40% | 5% | - | - | - | - | - | - | - |
| 3 | 55% | 32% | 5% | - | - | - | - | - | - |
| 4 | 70% | 47% | 25% | 5% | - | - | - | - | - |
| 5 | 85% | 61% | 37% | 19% | 4% | - | - | - | - |
| 6 | 100% | 74% | 50% | 30% | 14% | 3% | - | - | - |
| 7 | - | 87% | 63% | 42% | 25% | 10% | 2% | - | - |
| 8 | - | 100% | 75% | 53% | 36% | 20% | 7% | 1% | - |
| 9 | - | - | 88% | 65% | 47% | 30% | 24% | 5% | 1% |
| 10 | - | - | 100% | 76% | 57% | 40% | 32% | 20% | 4% |
| 11 | - | - | - | 88% | 68% | 50% | 41% | 28% | 23% |
| 12 | - | - | - | 100% | 79% | 60% | 49% | 36% | 31% |
| 13 | - | - | - | - | 90% | 70% | 58% | 44% | 39% |
| 14 | - | - | - | - | 100% | 80% | 66% | 52% | 47% |
| 15 | - | - | - | - | - | 90% | 75% | 60% | 55% |
| 16 | - | - | - | - | - | 100% | 83% | 68% | 63% |
| 17 | - | - | - | - | - | - | 92% | 76% | 71% |
| 18 | - | - | - | - | - | - | 100% | 84% | 79% |
| 19 | - | - | - | - | - | - | - | 92% | 87% |
| 20 | - | - | - | - | - | - | - | 99% | 95% |

As wizards advance in occupational level, they must roll 1d100 and consult the table above to determine if they have learned enough about magic to attempt more complicated spells – spells of a higher spell level. If the advancing wizard fails the roll by rolling higher than the listed percentage, then the wizard must wait until they advance another occupational level before attempting to increase their spell level. Note that it is possible for a 1st level wizard to know spells higher than those from the 1st spell level.

A mage is a character who studies magic through reading arcane texts, grimoires, and applying formulae and intricate ritualistic elements. Though sorcerers throughout history experimented haphazardly with their innate powers, mages have recently had success with attempts to standardize magic so that anyone capable of reading ancient tomes and practicing precise rituals may also use magic. More specifically, mages use ceremonial magic (see *Chap. 11: Magic*). Due to the inherent rigor and necessary intelligence, mages are exceedingly rare. Unlike sorcerers, mages are often respected.

Unlike sorcerers or priests, mages[1] are able to learn and cast spells from each of the 5 disciplines of magic. Other spellcasters are limited regarding the disciplines. Mages may use only ceremonial magic.

Mages may opt to specialize in 1 of the 5 disciplines of magic (see *Chap. 11: Magic*). Specialist mages call themselves magisters. A magister gains an additional 10% likelihood of advancing in spell level. However, they forfeit the ability to learn and cast any spells from the 2 disciplines opposite to their chosen specialty. For example, a magister of earth forfeits the ability to learn and cast any ether or water spells or magic. The most ancient name for a mage is a *magus*, or *magi* in its plural form.

The number of spells known by a mage upon completing their initial training is equal to their Intelligence ability divided by 10 and truncated. For example, if a given mage has an Intelligence of 128, then they begin with 12 spells. Future spells are acquired by learning. A spell cannot be learned if it is never encountered. Once encountered, it may be studied, and hopefully learned. To see if a given spell is learned, consult the following table:

| Occupational Level | Spell Level | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 1 | 70% | - | - | - | - | - | - | - | - | - |
| 2 | 75% | 70% | - | - | - | - | - | - | - | - |
| 3 | 80% | 75% | 70% | - | - | - | - | - | - | - |
| 4 | 85% | 80% | 75% | 70% | - | - | - | - | - | - |
| 5 | 90% | 85% | 80% | 75% | 70% | - | - | - | - | - |
| 6 | 95% | 90% | 85% | 80% | 75% | 70% | - | - | - | - |
| 7 | 96% | 95% | 90% | 85% | 80% | 75% | 70% | - | - | - |
| 8 | 97% | 96% | 95% | 90% | 85% | 80% | 75% | 70% | - | - |
| 9 | 98% | 97% | 96% | 95% | 90% | 85% | 80% | 75% | 70% | - |
| 10 | 99% | 98% | 97% | 96% | 95% | 90% | 85% | 80% | 75% | 70% |

Note that the Skill Modifier for the Intelligence ability affects the roll on the table above for the chance to learn a new spell. Therefore, the more intelligent the mage, the easier it is to learn spells.

To determine the number of spells known by a mage who is higher than the 1st occupational level, roll 1d10 per occupational level. Determine randomly which spells are known by a mage of higher than 1st occupational level.

By tradition among mages, their working magical library, which usually consists of their spellbook, remains with their bodies even after death. In this way, it is hoped that magical knowledge will be provided for use in the afterlife.

When employed, mages typically earn 10 s.p. per occupational level per day.

1. The word 'mage' did not originate in Europe, so its use here contradicts a premise of F.A.T.A.L. However, it is derived from the oldest word for a magician, which is magus.

**Ability Requirements:** Learning and casting spells as a mage has requirements that vary depending on the level of the spell (not the caster). If any requirement is unmet, then the mage is unable to cast spells of that spell level.

| Spell Level | Language | Math | Analytic | Drive | Reflection |
|---|---|---|---|---|---|
| 1 | 110 | 105 | 100 | 105 | 100 |
| 2 | 115 | 110 | 105 | 110 | 105 |
| 3 | 120 | 115 | 110 | 115 | 110 |
| 4 | 125 | 120 | 115 | 120 | 115 |
| 5 | 130 | 125 | 120 | 125 | 120 |
| 6 | 135 | 130 | 125 | 130 | 125 |
| 7 | 140 | 135 | 130 | 135 | 130 |
| 8 | 145 | 140 | 135 | 140 | 135 |
| 9 | 150 | 145 | 140 | 145 | 140 |
| 10 | 155 | 150 | 145 | 150 | 145 |

**Gender:** Female mages are rare.

**Race:** Any but ogre, borbytingarna, and hill troll. Few anakim study magic.

**Disposition:** Due to the rigor required to master magic, most mages are ethical, though neutral regarding morality.

**Temperament:** Mages tend to be melancholic.

**Sociality:** Nobility. Mages are usually respected, though also reclusive. However, mages are shunned, not respected, in kobold society.

**Religion:** Mages are equally likely to worship a god or ignore the gods for their studies.

**Skills:** Bookbinding + 3, Research (Library) + 3, Spellcasting (Familiarity) + 3, and Symbology + 3.

**Equipment:** Mages tend to shun armor and most weapons. Oftentimes, mages carry a dagger or a quarterstaff. The most important piece of equipment to a mage is their spellbook.

**Magic Points:** Mages begin with (38 + 1d20) MP per occupational level and recover a number of points per hour equal to twice their current level, thrice if asleep. For example, a 3rd level mage recovers 6 MP per hour while awake. As mages advance in occupational level, they gain an additional (38 + 1d20) MP. MP's are explained in *Chapter 11: Magic*.

**Advancement Points:** Mages gain AP by casting spells, though not for trivial reasons. To gain points, the casting of a spell must be done while in dangerous, life-threatening conditions or as a means to an important purpose. Points gained equal the number of MP expended multiplied times 3. A mage must train to advance each occupational level.

**Training:** 4 weeks. To train, a mage must study new magical techniques and learn new spells. A mage must train with a mage higher in occupational level and the trainer must know the spells that the trainee learns.

**Guild:** None.

## Marbler

This occupation specializes in working with and selling marble. Daily wages are typically 18 s.p.

**Ability Requirements:** Strength 100 and Intelligence 80.

**Gender:** Female marblers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3, Stonemasonry + 5, and Weapon (Specific). The specific weapon is a pick.

**Equipment:** Pick.

**Magic Points:** Inapplicable.

**Advancement Points:** For each 1,000 pounds of marble processed, a marbler acquires 1 AP.

**Training:** None.

**Guild:** Marblers' Guild. Each apprentice must serve 6 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 6 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Mason

This occupation specializes in shaping and selling stone. Daily wages are typically 13 s.p.

**Ability Requirements:** Strength 100 and Intelligence 75.

**Gender:** Female masons are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave or serf.

**Religion:** Any.

**Skills:** Haggling + 3, Stonemasonry + 5, and Weapon (Specific). The specific weapon is a pick.

**Equipment:** Pick.

**Magic Points:** Inapplicable.

**Advancement Points:** For each 1,000 pounds of stone shaped, a mason acquires 1 AP.

**Training:** None.

**Guild:** Masons' Guild. Each apprentice must serve 6 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 6 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Mercenary

Warriors are the most common, and perhaps necessary, adventurers. Without the bravado of warriors, combat would be exceedingly difficult for other occupations. 5 different classes of warriors exist, each with different advantages and disadvantages. The typical warrior, compared to other occupations, is unrestricted regarding arms and armor, and is the deadliest foe at close quarters. The classes of warriors include gladiator, knight, mercenary, militiaman, and soldier.

Although knights play a decisive role in warfare, they are usually few and only human. Instead, many military leaders rely on mercenaries and peasants. Mercenaries are warriors with average training similar to that of a soldier, except they lack loyalty to anything but money, and are predominantly unethical. A mercenary provides the services of a warrior to the highest bidder. Daily wages are 10 s.p.

**Ability Requirements:** Intelligence 75. Mercenary companies may have requirements for membership.

**Gender:** Females mercenaries are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Due to their easily changed loyalty, or lack thereof, most mercenaries tend to be unethical.

**Temperament:** Mercenaries tend to be choleric and phlegmatic.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Armor (General), Armor (Specific) + 3, Blindfighting + 3, Haggling + 3, Weapon (General) + 3, and 3 Weapons (Specific).

**Equipment:** Mercenaries prefer medium armor such as chainmail, though they may use any weapon.

**Magic Points:** Inapplicable.

**Advancement Points:** Mercenaries gain AP by damaging foes while in service to their employers – usually the military, as part of a battle or skirmish. Points gained equal the damage dealt.

**Training:** None.

**Guild:** None.

## Messenger

This occupation specializes in the delivery of messages. Other terms for a messenger include: courier or tabellarii, meaning 'tablet-men.' Messengers are accustomed and expected to travel longer than the standard 10-hour day. Daily wages are typically 5 s.p.

**Ability Requirements:** Physical Fitness 110, Intelligence 75, and Drive 110.

**Gender:** Female messengers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave, peasant, or serf.

**Religion:** Any.

**Skills:** Sprint + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each mile across which a messenger has traveled, a messenger acquires 1 AP.

**Training:** None.

**Guild:** None.

## Militiaman

Warriors are the most common, and perhaps necessary, adventurers. Without the bravado of warriors, combat would be exceedingly difficult for other occupations. 5 different classes of warriors exist, each with different advantages and disadvantages. The typical warrior, compared to other occupations, is unrestricted regarding arms and armor, and is the deadliest foe at close quarters. The classes of warriors include gladiator, knight, mercenary, militiaman, and soldier.

A member of the local militia receives minimal training, and duties entail enforcing law and order for the local community. Daily wages are 10 s.p.

**Ability Requirements:** Physical Fitness 90, Strength (average for each race and gender), Agility 100, and Intelligence 85.

**Gender:** Female militiamen are rare.

**Race:** Any but ogre or troll.

**Disposition:** Since the duty of a militiaman is to uphold law and order, it is unlikely, though possible, to find an unethical militiaman.

**Temperament:** Militiamen tend to be phlegmatic.

**Sociality:** Serf.

**Religion:** The best militiamen worship gods of justice, law, or order.

**Skills:** Armor (Specific), Blindfighting + 3, Disarm + 3, Law + 3, Weapon (General) + 3, and 1 Weapon (Specific).

**Equipment:** Most militia wear only light armor such as leather and carry clubs, though some use maces.

**Magic Points:** Inapplicable.

**Advancement Points:** Militiamen gain AP by maintaining peace in their community. Points gained equal the number of LP of criminals who they have personally subdued or imprisoned, while in dangerous or life-threatening situations. Hence, AP are not awarded for scolding a thieving child. A militiaman must train to advance.

**Training:** 2 weeks. To train, a militiaman must learn more about surrounding areas, fences, contacts, local characters, restraining techniques, and the law. As militiamen advance, they may increase rank and are often transferred to better beats. In urban centers, most 1st level militiamen get assigned to the slums. A Militiaman must train with other militia, usually local.

**Guild:** None.

## Miller

This occupation specializes in converting grain into flour and selling it. Originally, flour was ground by hand. Then, animals turned cogs, which powered the grindstones. Now, power is derived from either water or air. Water-driven mills are usually located across rivers, though windmills may be nearly anywhere. Windmills are less reliable than watermills, because windmills depend on the weather. Grain is purchased from farmers after it has been winnowed. Once milled, grain is sold to bakers. The cost of building an average mill is 12,000 s.p. The cost of a millstone is 1,100 s.p. Daily wages are typically 5 s.p.

**Ability Requirements:** Intelligence 80.

**Gender:** Female millers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Peasant or serf.

**Religion:** Any.

**Skills:** Milling + 5 and Haggling + 3.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each 1,000 pounds of grain milled, a miller acquires 1 AP.

**Training:** None.

**Guild:** Millers' Guild. Each apprentice must serve 4 years. By guild statute, profits are limited to 1/16$^{th}$ of what is milled. Once an apprentice for 4 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Miner

This occupation specializes in mining ores from the earth. A miner digs a mine shaft either to find precious metals or stones, or to tunnel underneath the wall of a besieged fortification. Therefore, miners may be civilian or military.

Under the supervision of an engineer, military miners may attempt to dig beneath a moat and then wall, set a fire, evacuate the tunnel, and hope to collapse the wall. Once underneath the moat or wall, the miners will support the mine shaft with timbers. Otherwise, miners may dig underneath the wall and up to the surface, so that soldiers can enter the besieged fortification. In either case, a countermine may be dug by defenders if they detect mining by besiegers. A bowl of water may be placed atop the defending wall and watched for ripples, which may alert defenders to the presence of mining. Successful counter-miners will collapse the tunnel. Finally, another method of mining is when miners, in this case called sappers, approach the wall of the besieged fortification while hiding in the cat of a battering ram. Once at the wall, the sappers pick at the wall to weaken its structure. Daily wages are typically 7 s.p., whether civilian or military.

**Ability Requirements:** Common Sense 75.

**Gender:** Female miners are rare.

**Race:** Any but ogre, borbytingarna, and hill troll. Dwarves, kobolds, and subterranean trolls are exceptional miners.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave or serf.

**Religion:** Any.

**Skills:** Appraise + 3, Mining + 5, and Weapon (Specific). The specific weapon is a pick.

**Equipment:** Pick.

**Magic Points:** Inapplicable.

**Advancement Points:** For each pound of ore mined, a miner acquires 1 AP. All participating miners who collapsed a wall or counter-mined a foe acquire 500 AP.

**Training:** None.

**Guild:** Miners' Guild. Each apprentice must serve 4 years. Once an apprentice for 4 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Minter

This occupation specializes in minting currency, usually in the form of coins or bars of precious metals. So far, no more than 100 million s.p. have been minted per year per kingdom, and no more than 1 million g.p.

A minter must guard the anvil, die, and precious metal of their king with their life. If any of these are stolen, then the minter is put to death, whether guilty or innocent. Each minter, including apprentices, must sign a clause in a contract that allows the king to take their life if associated with misfortune regarding minting, such as debasing the metal.

The first coins ever minted were electrum, a naturally-occurring alloy of silver and gold. In the beginning, these coins were 55% gold. Slowly, this changed to 43% gold. Eventually, electrum coins were abandoned in favor of purer metals.

Daily wages are typically 7 s.p.

**Ability Requirements:** Intelligence 80.

**Gender:** Female minters are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Blacksmithing + 5 and Minting + 5.

**Equipment:** Forge, anvil, die, hammer, and precious metal.

**Magic Points:** Inapplicable.

**Advancement Points:** For each bar of precious metal minted, a minter acquires 1 AP.

**Training:** None.

**Guild:** Minters' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Money-Lender

This occupation specializes in lending money with the understanding that it will be repaid with 5-6% interest, or that favors must be performed. Money-lenders are resented, but also respected. Because money-lenders run risks, interest is high. A borrower who fails to repay may expect their goods to be seized and given to the money-lender. If this compensation is insufficient to repay the debt, then the borrower will be imprisoned or banished. Imprisonment is more effective for the money-lender, since it gives the borrower a chance to acquire money and repay it. Daily wages vary depending on the market and the gullibility of the customer.

**Ability Requirements:** Intelligence 90 and Common Sense 90.

**Gender:** Female money-lenders are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf or noble.

**Religion:** Any.

**Skills:** Haggling + 5 and Intimidation + 5.

**Equipment:** Money.

**Magic Points:** Inapplicable.

**Advancement Points:** For each silver piece earned due to interest, a money-lender acquires 1 AP.

**Training:** None.

**Guild:** Bankers' Guild. Each apprentice must serve 7 years. Once an apprentice for 7 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Mountaineer

This occupation specializes in climbing and traversing mountains. Daily wages are typically 13 s.p.

**Ability Requirements:** Physical Fitness 110, Strength (able to bench press body weight), Agility 100, and Intelligence 75.

**Gender:** Female mountaineers are rare.

**Race:** Any but elf, ogre, or troll. Dwarves tend to be the best mountaineers.

**Disposition:** Any but ogre.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Mountaineering + 5.

**Equipment:** Pick.

**Magic Points:** Inapplicable.

**Advancement Points:** For each mountain fully climbed, a mountaineer acquires 100 AP.

**Training:** None.

**Guild:** None.

## Musician/Minstrel

This occupation specializes in performing music. Musicians or minstrels play music, but unlike bards they do not adventure in search of inspiration. Daily wages are typically 4 s.p.

**Ability Requirements:** Hand-Eye Coordination 100, Math Intelligence 85, Analytic Intelligence 95, Spatial Intelligence 100. (Vocal Charisma 110, if singer).

**Gender:** Either.

**Race:** Any but ogre, borbytingarna, and hill troll. Human music varies widely. Bugbear music is always fast.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf or noble.

**Religion:** Any.

**Skills:** Music (Counterpoint) + 5, Music (Theory) + 5, and Musical Instrument + 5.

**Equipment:** Voice or instrument.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successful performance to an audience of at least a dozen, occurring less frequently than once per week and involving new music, a musician or minstrel acquires 1 AP.

**Training:** None.

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MONTANI·SEMPER·LIBERI

Mountaineers are always free.

**Guild:** Musicians' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman. The masterpiece must be a musical work that is composed by the musician. The musical work must display complicated music theory and counterpoint. Finally, the musician must perform this musical work flawlessly before their master and 3 guild officials. 2 out of 3 guild officials must approve of the musician as a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d100 days. Finally, the masterpiece must be performed before guild officials. The performance constitutes a Musical Instrument skill check. The TH is determined by the Aedile depending on complexity. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The Aedile decides the TH.

## Navigator

This occupation specializes in naval navigation via the stars. A navigator may be civilian or military. Navigators often become the captain or first-mate of a vessel. Most navigators are experienced sailors as well. Daily wages are typically 13 s.p.

**Ability Requirements:** Intelligence 90.

**Gender:** Female navigators are rare.

**Race:** Bugbear and human. Other races avoid navigating seas or oceans.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Constellations + 5 and Sailing + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each naval venture in which no faulty navigation occurs, a navigator acquires 5 AP.

**Training:** None.

**Guild:** None.

## Papermaker

This occupation specializes in making and selling paper. For more information on making paper, see the Papermaking skill (*Chap. 8: Skills*). Elves only make paper from dead trees, and never fell living trees for paper or any other reason. Papermakers sell paper to bookbinders. Daily wages are typically 12 s.p.

**Ability Requirements:** Spatial Intelligence 90 and Intelligence (overall) 80.

**Gender:** Female papermakers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Papermaking + 5.

**Equipment:** Paper.

**Magic Points:** Inapplicable.

**Advancement Points:** For each piece of paper made, a papermaker acquires 1/20th of 1 AP.

**Training:** None.

**Guild:** Papermakers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Pawnshopman

This occupation specializes in the business of pawning valuables, trinkets, and possessions. Daily wages are typically 6 s.p.

**Ability Requirements:** Intelligence 80 and Common Sense 85.

**Gender:** Female pawnshopmen are rare.

**Race:** Any but ogre and troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each 10 items traded, a pawnshopman acquires 1 AP.

**Training:** None.

**Guild:** Pawnshopmans' Guild. Each apprentice must serve 4 years. Once an apprentice for 4 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Perfumer

This occupation specializes in making and selling perfumes. Females who wear perfume are 50% likely to smell more attractive to any given male. If they do smell more attractive, then the Charisma of the perfumed female will increase by (1d10)% for 1d10 hours, depending on the quality of the perfume purchased. Daily wages are typically 14 s.p.

**Ability Requirements:** Intelligence 90.

**Gender:** Either.

**Race:** Human.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3, Perfumemaking + 5, and Smell + 5.

**Equipment:** Scented liquids.

**Magic Points:** Inapplicable.

**Advancement Points:** For each new and delectable perfume made, a perfumer acquires 10 AP. For each bottle of perfume sold, a perfumer acquires 1 AP.

**Training:** None.

**Guild:** Perfumers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Pewterer

This occupation specializes in shaping and selling pewter. Daily wages are typically 16 s.p.

**Ability Requirements:** Hand-Eye Coordination 90 and Intelligence 80.

**Gender:** Female pewterers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Pewtersmithing + 5.

**Equipment:** Pewter.

**Magic Points:** Inapplicable.

**Advancement Points:** For each pound of pewter shaped and sold, a pewterer acquires 1 AP.

**Training:** None.

**Guild:** Smiths' Guild. Each apprentice must serve 7 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, then it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. A master may not have more than 2 apprentices or own a slave; otherwise, a fee of 100 s.p. is charged.

Once an apprentice for 7 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Pick Pocket/Cutpurse

Thieves are popular both in cities and the wilderness. They are a constant threat to any society. In general, thieves tend toward unethical dispositions, though some spies or assassins may be very loyal. There are 5 classes of thief, including the assassin, bandit, pick pocket, ruffian, and spy.

Considered to be urban bandits, pick pockets most often make a habit of bumping into characters amidst a crowd, stealing their goods, and running to safety. Usually, pick pockets are nonviolent, though aggressive ones exist.

If they carry a blade and steal purses, then they are considered a cutpurse, not a pick pocket.

**Ability Requirements:** Hand-Eye Coordination 90, Agility 90, and Intelligence 75.

**Gender:** Either.

**Race:** Any but ogre or troll. Humans and kobolds are most common.

**Disposition:** Pick pockets and cutpurses tend to be unethical and most are not moral.

**Temperament:** Pick pockets and cutpurses tend to be phlegmatic.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Appraise + 3, Hide + 5, Pick Pocket + 8, Silence + 3, Sprint + 5, and Touch + 5.

**Equipment:** Most pick pockets do not wear armor at all, preferring to blend into a crowd. Few have weapons, but if armed, a dagger is most likely to be carried.

**Magic Points:** Inapplicable.

**Advancement Points:** Pick pockets gain AP by successfully picking a character's pocket, while cutpurses gain AP for stealing purses. Points gained by pick pockets equal the adjusted number that passed a skill check for the Pick Pocket skill. Further, 1 AP is gained for the equivalent of each silver piece pilfered by the pick pocket or cutpurse.

**Training:** None.

**Guild:** None.

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OCCASIO·FACIT·FUREM

Opportunity makes a thief.

## Potter

This occupation specializes in making pottery. Daily wages are typically 6 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female potters are uncommon.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Pottery + 5.

**Equipment:** Any.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successfully made and functional pot, a potter acquires 1 AP.

**Training:** None.

**Guild:** Potters' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Poulterer

This occupation specializes in processing and selling poultry. Chickens are the most popular poultry, but poulterers also sell rabbits, hares, kids, and lambs. Daily wages are typically 6 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female poutlerers are rare.

**Race:** Any but ogre or troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Peasant or serf.

**Religion:** Any.

**Skills:** Haggling + 3.

**Equipment:** Poultry.

**Magic Points:** Inapplicable.

**Advancement Points:** For each animal used, a poulterer acquires 1/10$^{th}$ of 1 AP.

**Training:** None.

**Guild:** Poulterers' Guild. Each apprentice must serve 5 years. Once an apprentice for 7 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Prince/Princess

This occupation is not chosen, but inherited. A prince is the son of a king and queen. If multiple princes exist, then the oldest living prince will become king when the king dies. A princess is the daughter of the king and queen. If the king dies and he has no princes, then the princess will become queen; shortly thereafter she will select and marry any male of royal birth, who will become king. Daily wages are an allowance, if given, from the king.

The days of princes and princesses are filled with education; they are learning how to rule and make better decisions.

**Ability Requirements:** Intelligence 75.

**Gender:** Princes are male, princesses are female.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Royalty.

**Religion:** Any religion endorsed by the king.

**Skills:** Cartography + 3, Etiquette + 3, Genealogy + 3, Heraldry + 5, History (Cultural) + 3, History (Local) + 3, History (Military) + 3, Law + 5, and Language (Read/Write).

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** A prince or princess advances in level by winning the approval and favor of the king and queen over rival princes or princesses. Each time that the king or queen acts in favor of this prince or princess, 5 AP is earned. If the prince or princess does not have brothers or sisters, then each time the public acts in favor of the prince, instead of the king or queen, 5 AP is earned.

**Training:** None.

**Guild:** None.

## Public Executioner

Also called a carnifex, this occupation specializes in killing characters who are convicted of crimes. Prior to executing a criminal, the public executioner dons a black hood. Popular methods include beheading, crucifying, and hanging. The public executioner often assists the bailiff in torturing apprehended criminals. Daily wages are 8 s.p.

**Ability Requirements:** Strength 100 and Intelligence 75.

**Gender:** Female public executioners are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Public executioners tend to be immoral.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Dismemberment + 5 and Weapon (Specific). The specific weapon is a berdeesh.

**Equipment:** Berdeesh.

**Magic Points:** Inapplicable.

**Advancement Points:** For each convicted and killed criminal, a public executioner acquires 5 AP. For points to be earned, only 1 attack must be made to kill the criminal. If more than 1 attack is necessary, then points are not earned. For this reason, a public executioner always sharpens their berdeesh.

**Training:** None.

**Guild:** None.

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VIVERE·COMMUNE·EST·
SED·NON·COMMUNE·MERERI

Everybody lives;
not everybody deserves to.

## Pursemaker

This occupation specializes in making purses. Pursemakers arrange deals with tanners to purchase large quantities of tanned leather at lower prices. The tanned leather is made into pouches, which are sometimes called backpacks or purses. Daily wages are typically 16 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female pursemakers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Pursemaking + 5.

**Equipment:** Leather.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successfully made purse, a pursemaker acquires 1 AP.

**Training:** None.

**Guild:** Pursemaker. Each apprentice must serve 8 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Ranger

Fighters are those who are capable foes, but informally trained. 3 classes of fighters exist as adventurers: berserkers, bounty hunters, and rangers.

Those who roam the countryside, familiar with every nook and cranny, every trick of survival, are rangers. Most often, rangers sell their services to adventurers, merchants, or travelers as guides. Daily wages are 10 s.p.

**Ability Requirements:** Physical Fitness 90, Health 90.

**Gender:** Female rangers are uncommon.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Rangers are rarely immoral or ethical.

**Temperament:** Rangers may be any temperament.

**Sociality:** Peasant or serf.

**Religion:** Any.

**Skills:** Aim + 3, Animal Handling + 3, Climb + 3, Constellations + 3, Direction Sense + 5, Fishing + 3, Hunting + 3, Nature (Animals) + 3, Nature (Beasts) + 3, Nature (Birds) + 3, Nature (Fish) + 3, Nature (Geography) + 3, Nature (Humanoids) + 3, Nature (Mycology) + 3, Nature (Plants) + 3, Nature (Trees) + 3, Search + 3, Sight + 3, Sound + 3, Sprint + 3, and 2 Weapons (Specific).

**Equipment:** Rangers prefer light armor such as leather or studded leather, and often carry a bow.

**Magic Points:** Inapplicable.

**Advancement Points:** Rangers gain AP in many ways. For each blow dealt successfully to a foe, rangers gain AP equal to half of the damage delivered. Further, each successful skill check for Animal Handling, Climb, Direction Sense, Fishing, Hunting, Nature (Animals), Nature (Beasts), Nature (Birds), Nature (Fish), Nature (Geography), Nature (Humanoids), Nature (Mycology), Nature (Plants), Nature (Trees), Search, Sight, and Sound merits a gain in AP equal to half of the adjusted number that passed the skill check. However, skill checks may not be included when performed for trivial reasons or daily routine, but only under life-threatening conditions, risk of injury, or when difficult. For example, the mere successful identification of a tree [successful Nature (Tree) skill check] earns nothing for the ranger, but identifying a particular tree amidst the wilderness for a client who has hired the ranger as a guide to find it, deserves AP.

**Training:** None.

**Guild:** None.

## Reeve

The reeve is a peasant official who is subordinate to the bailiff. The reeve is selected annually from the populace. His main duty is to see that the villagers who owe labor service rise promptly and report for work. A reeve makes sure no herdsman slips away to a fair, market, wrestling match, or tavern without obtaining leave and finding a substitute. On some manors, the reeve collects the rent. Without formal schooling, the reeve keeps track of all these facts and figures by means of marks on a tally stick. For his labors, physical and mental, the reeve receives no money stipend, but nevertheless quite substantial compensation. He is always exempted from his normal village obligations. The reeve has an assistant, known variously as the beadle, hayward, or messor, who serves partly as the reeve's deputy, partly in an independent role. Daily wages are 0 s.p.

**Ability Requirements:** Intelligence 75.
**Gender:** Male only.
**Race:** Human.
**Disposition:** Any.
**Temperament:** Any.
**Sociality:** Peasant.
**Religion:** Any.
**Skills:** Haggling + 3.
**Equipment:** None.
**Magic Points:** Inapplicable.
**Advancement Points:** For each day that no villager is absent from work, a reeve acquires 5 AP.
**Training:** None.
**Guild:** None.

## Ropemaker

This occupation specializes in making and selling rope. Some ropemakers are called cordwainers, since they specialize in cords, such as laces for shoes. Others are called threadmakers. Threadmakers spin flax to make linen, then may have a dyer dye it, then sell it to either drapers or weavers. Daily wages are typically 9 s.p.

**Ability Requirements:** Intelligence 75.
**Gender:** Female ropemakers are rare.
**Race:** Any but ogre, borbytingarna, and hill troll.
**Disposition:** Any.
**Temperament:** Any.
**Sociality:** Serf.
**Religion:** Any.
**Skills:** Haggling + 3 and Ropemaking + 5.
**Equipment:** None.
**Magic Points:** Inapplicable.
**Advancement Points:** For each 100 feet of rope made, a ropemaker acquires 1 AP.
**Training:** None.
**Guild:** Ropemakers' Guild. Each apprentice must serve 4 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 4 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Ruffian

Thieves are popular both in cities and the wilderness. They are a constant threat to any society. In general, thieves tend toward unethical dispositions, though some spies or assassins may be very loyal. There are 5 classes of thief, including the assassin, bandit, pick pocket, ruffian, and spy.

Urban terrors, ruffians seem willing to bash any character over the head to get what they want, or often just for jest. Having no respect for any character, ruffians willingly assault those who oppose. Often, the better ruffians are hired by wealthy locals to rough up or intimidate characters for a purpose. This class of thief enjoys harming others for no reason but the thrill. Ruffians are all too happy to oblige for little pay. Commonly employed as a bodyguard for a merchant, money-lender, brotheler, or for a vagabond or streetwalking whore, the daily wages of a ruffian are typically 10 s.p.

**Ability Requirements:** Strength 115, Agility 90, and Intelligence 75.

**Gender:** Female ruffians are rare.

**Race:** Any but light elf, ogre, borbytingarna, or hill troll.

**Disposition:** Ruffians tend to be unethical and immoral.

**Temperament:** Ruffians tend not to be sanguine.

**Sociality:** Serf.

**Religion:** Any. Religious ruffians are rare.

**Skills:** Brawling + 5, Hide + 3, Intimidation + 5, and 1 Weapon (Specific).

**Equipment:** Ruffians rarely wear armor heavier than leather, and prefer small weaponry, especially weapons that are easily concealable and available, such as bottles, crowbars, daggers, rocks, and tools.

**Magic Points:** Inapplicable.

**Advancement Points:** Ruffians gain AP for damaging others, though not from subdual damage. Points gained equal the damage dealt when hired by an employer, though if the victim attacked is innocent, does not deserve it, or did not ask for it, the ruffian gains AP equal to half of the damage dealt. Further, for each successful skill check of Intimidation, ruffians gain AP equal to half of the adjusted number that passed the skill check. AP are gained only from these skill checks once per intimidated character.

**Training:** None.

**Guild:** None.

## Saddler

This occupation specializes in making saddles. Daily wages are typically 10 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female saddlers are rare.

**Race:** Human.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Saddlemaking + 5.

**Equipment:** Leather.

**Magic Points:** Inapplicable.

**Advancement Points:** For each saddle made successfully, a saddler acquires 1 AP.

**Training:** None.

**Guild:** Saddlers' Guild. Each apprentice must serve 10 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Sage

Trained as scholars, sages actively seek knowledge or conduct their research in the field. Oftentimes, an aged or experienced sage maintains a shop in town, supplying arcane items, ingredients for spells, and knowledge. Most sages maintain a shop to earn money for further research. However, they usually dislike dealing with ordinary characters.

Sages dedicate their lives to self-education. To be a sage, a character must have studied for at least 10 years. For example, it is rare to find a young human sage. A sage is usually a respected member of their community, often considered to be a wise man.

When employed, sages usually earn at least 10 s.p. per question answered. If research must be conducted, then fees of 100 s.p. or more per day are common.

**Ability Requirements:** Intelligence 120 and Drive 115.

**Gender:** Female sages are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Sages tend to be ethical and are neutral regarding morality.

**Temperament:** Sages tend to be melancholic.

**Sociality:** Serf or noble.

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SCIENTA·EST·POTENTIA

Knowledge is power.

**Religion:** Any.

**Skills:** Anatomy + 3, Appraise + 5, Architecture + 3, Bookbinding + 3, Cartography + 3, Chemistry + 3, Constellations + 3, Cosmos (General Planes) + 3, Etiquette + 3, Glassblowing + 3, Heraldry + 3, Herbalism + 3, History Culture + 3, History Legends + 3, History Local + 5, History Military + 3, Law + 3, may read and write as many languages as Intelligence allows, Logic + 5, Math (Fundamental) + 8, Math (Algebra) + 5, Math (Geometry) + 3, Math (Trigonometry) + 3, Music Theory + 5, Music Counterpoint + 3, 1 Musical Instrument + 3, Nature (Animals) + 3, Nature (Beasts) + 3, Nature (Birds) + 3, Nature (Fish) + 3, Nature (Geography) + 3, Nature (Humanoids) + 3, Nature (Minerals) + 3, Nature (Mycology) + 3, Nature (Plants) + 3, Nature (Trees) + 3, Paper-making + 3, Philosophy + 5, Religion (Cultural) + 3, Remember Detail + 3, Research (Library) + 5, Ritual (Complex) + 5, Symbology + 3, Teaching + 5, and Toxicology + 5.

**Equipment:** Most sages live sedentary lifestyles and avoid danger. Although a sage may adventure to gain knowledge or ingredients, they do not usually wear armor and wield weapons. Instead, adventuring sages usually hire knights, mages, mercenaries, priests, or rangers to assist or protect them.

**Magic Points:** Inapplicable.

**Advancement Points:** Sages gain AP by conducting research. Points gained equal the adjusted number that passes a skill check for any skill listed above, provided that skill is used successfully and crucial to conducting research. The research may not be for whim, but must be for a genuine attempt to acquire knowledge that is useful academically. A sage must train to advance a level.

**Training:** 5 weeks. To train, a sage must study a new academic area or, more likely, learn more in their main area of interest. Sages often seek other sages or scholars in their field, though depending on the area of interest, they may study alone.

**Guild:** None.

## Sailmaker

This occupation specializes in making and selling sails for waterborne vessels. Daily wages are typically 11 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female sailmakers are rare.

**Race:** Bugbear and human.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Sailmaking + 5.

**Equipment:** Wool.

**Magic Points:** Inapplicable.

**Advancement Points:** For each sail made successfully, a sailmaker acquires 1 AP.

**Training:** None.

**Guild:** Sailmakers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Sailor

This occupation specializes in sailing waterborne vessels. A sailor may be in the military.

A pirate is a class of sailor who behaves as a bandit. Pirates often gather together, forming the crew of 1 or more vessels. A pirate is also skilled as a bandit and advances both as a sailor and as a bandit.

Daily wages are typically 10 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female sailors are rare.

**Race:** Bugbear and human.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave or serf.

**Religion:** Any.

**Skills:** Sailing + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each naval journey, a sailor acquires 10 AP.

**Training:** None.

**Guild:** None.

## Scholar

This occupation specializes in learning from a teacher at either a religious school or university. Both the children of religious schools and young men of universities are referred to as scholars.

A scholar attending a university studies either to be a barrister, doctor, or priest. Scholars, or their parents, pay for education; daily wages do not exist for scholars.

**Ability Requirements:** Language 100 and Intelligence (overall) 100.

**Gender:** Male only.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Noble. Royal education is brought privately to the scholar.

**Religion:** Any.

**Skills:** None until graduation. Upon graduating, the scholar acquires 1 or more skills according to the judgment of the Aedile.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each year through which a scholar continues and learns, the scholar increases by 1 occupational level as a scholar.

**Training:** Continuous.

**Guild:** None.

## Schoolmaster

This occupation specializes in teaching students. A schoolmaster teaches either children at a religious school or young men at a university. Both the children and young men are referred to as scholars.

If a schoolmaster teaches at a religious school, then the schoolmaster must be a proponent of the god to whom the school is devoted, as well as knowledgeable about the religion.

If a schoolmaster teaches at a university, then the schoolmaster is either specialized as a barrister, doctor, or priest.

Daily wages are typically 5 s.p.

**Ability Requirements:** Language 100 and Intelligence (overall) 100.

**Gender:** Male only.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Noble.

**Religion:** Any.

**Skills:** Teaching + 5, and any skill relative to the subject matter taught.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each scholar who graduates with the permission of the schoolmaster, a schoolmaster acquires 5 AP.

**Training:** None.

**Guild:** None.

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ET·STANTI·LEGIS·ET·
LEGIS·SEDENTI·
CURRENTI·LEGIS·ET·
LEGIS·CACANTI

You read to me when I'm standing
And when I'm sitting,
When I'm running and
When I'm shitting.

## Scribe

This occupation specializes in copying written works and selling the copies to customers. Books are valuable and rare, so many scribes are backed up with orders. To be a scribe, a character must have completed their religious schooling. However, some scribes attend a university, fail their final examination, and choose to be a scribe though they once desired to be a barrister, doctor, or priest.

The number of books is multiplying spectacularly, even though every book must be copied by hand. Scholars and universities supply a market for textbooks, and scribes are therefore often located in the neighborhood of the school or university. Scribes do more than copy texts. They also serve as secretaries, both for the illiterate and those who want particularly fine handwriting in their correspondence.

A scribe sits in a chair with extended arms across which his writing board is placed with the sheets of parchment held in place by a deerskin thong. His implements include a razor or sharp knife for scraping, a pumice, an awl, a long and narrow parchment ruler, and a boar's tooth for polishing. A scribe works near a fire or keeps a basin of coals handy to dry the ink, which is held in an oxhorn, into which he dips a well-seasoned quill. The oxhorn fits into a round hole in the writing board, with a cover. Scribes are not always accurate.

The greatest number of books consist of plain, legibly written sheets that are bound in plain wooden boards. Sometimes the boards are covered in leather. Scholars often bind several books together under the same covers. Books are valuable pieces of property, often pawned and rented as well as sold. Scholars are the chief renters. Across the bottom of the last page of many books is written "For his pen's labor, may the scribe be given a beautiful girl." Books are kept not on open shelves, but in locked chests. More elaborate books are bound in ivory and metal covers mounted on wood. Sometimes they are decorated with enamel. Works are seldom composed on parchment. Authors usually write on wax tablets and have their productions copied by scribes. A scribe writes first on wax and copies over it, onto parchment.

Most books have 2 columns of text per page. The style of lettering varies, but currently it is preferred to have stiff, narrow, angular letters executed with heavy lines.

Daily wages are typically 21 s.p.

**Ability Requirements:** Language 100 and Intelligence (overall) 85.

**Gender:** Male only.

**Race:** Any but ogre, borbytingarna, and hill troll. Humans and subterranean trolls are most likely to be scribes.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf or noble.

**Religion:** Any.

**Skills:** Forgery + 5 and Transcribing + 5.

**Equipment:** Ink, pen, and paper.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successfully copied written work, a scribe acquires 5 AP.

**Training:** None.

**Guild:** None.

## Sheather

This occupation specializes in making and selling sheathes. Sheathers arrange deals with tanners, so that they may purchase large quantities of leather for lower prices. Sheathers make sheathes for swords from leather and sell them to knights, the only characters legally allowed to carry swords. Daily wages are typically 12 s.p.

**Ability Requirements:** Intelligence 80.

**Gender:** Female sheathers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Sheathmaking + 5.

**Equipment:** Leather.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successfully crafted sheathe, a sheather acquires 1 AP.

**Training:** None.

**Guild:** Sheathers' Guild. Each apprentice must serve 9 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 9 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Shepherd

This occupation specializes in shepherding flocks. A shepherd must protect a flock of sheep from predators and thieves. Then, the shepherd shears the sheep and sells the wool to fullers. Daily wages are typically 4 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female shepherds are rare.

**Race:** Human.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave or peasant.

**Religion:** Any.

**Skills:** Animal Conditioning + 5 and Animal Handling + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each flock successfully shepherded, a shepherd acquires 10 AP.

**Training:** None.

**Guild:** None.

## Sheriff

This occupation specializes in collecting taxes. There is only 1 sheriff per king. A sheriff is continually traveling the kingdom, visiting all households, collecting taxes, and recording the number of residents. By command of the king, all militiamen are subordinate to the sheriff, and will help the sheriff collect taxes when necessary. Daily wages are typically 75 s.p.

**Ability Requirements:** Intelligence 80.

**Gender:** Female sheriffs are rare.

**Race:** Any but ogre, borbytingarna, or hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Noble.

**Religion:** Any.

**Skills:** Haggling + 3 and Intimidation + 3.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each 100 s.p. collected, or equivalent, a sheriff acquires 1 AP.

**Training:** None.

**Guild:** None.

## Shipwright

This occupation specializes in building waterborne vessels. Daily wages are typically 32 s.p.

**Ability Requirements:** Strength 90 and Intelligence 100.

**Gender:** Female shipwrights are rare.

**Race:** Bugbear and human. The other races are not fond of seas or oceans.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Shipwright + 5.

**Equipment:** Wood. Shipwrights prefer fir, pine, and cedar for planking, fir and pine for masts and yards, and oak for frames. Sails are sewn of linen.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successfully built large waterborne vessel such as a warship, a shipwright acquires 50 AP. Small vessels such as a rowboat acquire 5 AP. Usually, the local shipwright of the highest level also holds the title of harbormaster.

**Training:** None.

**Guild:** Shipwrights' Guild. Each apprentice must serve 10 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 10 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d100 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Silversmith

This occupation specializes in working with silver and selling the finished products. Daily wages are typically 10 s.p.

**Ability Requirements:** Hand-Eye Coordination 90 and Intelligence 85.

**Gender:** Female silversmiths are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Silversmithing + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each pound of silver worked, a silversmith acquires 1 AP.

**Training:** None.

**Guild:** Smiths' Guild. Each apprentice must serve 10 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, then it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. A master may not have more than 2 apprentices or own a slave; otherwise, a fee of 100 s.p. is charged.

Once an apprentice for 7 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Skinner

This occupation specializes in skinning. A skinner removes the skin from an animal. Daily wages are typically 6 s.p.

**Ability Requirements:** Hand-Eye Coordination 90 and Intelligence 85.

**Gender:** Female skinners are rare.

**Race:** Any but light elf, ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 5 and Skinning + 5.

**Equipment:** Knife.

**Magic Points:** Inapplicable.

**Advancement Points:** For each creature skinned successfully, a skinner acquires 5 AP.

**Training:** None.

**Guild:** Skinners' Guild. Each apprentice must serve 7 years. Once an apprentice for 7 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Slave

Oftentimes, slaves do not earn currency, but are given enough food to remain alive. If slaves are paid, then they usually earn less than 4 s.p. per day. Slaves may be purchased in *Chapter 9: Equipment*. For each task with which a slave becomes proficient, 10 AP are acquired. Additionally, for each day that a slave does not get beaten or flogged, they must have done something right, and so they acquire 1 AP. Children are popular slaves, especially abandoned female children.

To determine the duties of a slave, roll 1d100 and consult the table below:

| Roll | Male | Female |
|---|---|---|
| 01-06 | Carter | Chambermaid |
| 07-12 | Cowherd | Chambermaid |
| 13-18 | Cupbearer | Chambermaid |
| 19-24 | Dockwalloper | Cupbearer |
| 25-30 | Farmer | Dairymaid |
| 31-36 | Gladiator | Dancer |
| 37-42 | Hewer | Gladiator |
| 43-48 | Laborer | Groom |
| 49-54 | Linkboy | Laundress |
| 55-60 | Mason | Laundress |
| 61-66 | Messenger | Laborer |
| 67-72 | Miner | Laborer |
| 73-78 | Sailor | Wench |
| 79-85 | Shepherd | Whore |
| 86-92 | Stabler | Whore |
| 93-100 | Swineherd | Whore |

Reroll at the Aedile's discretion if the results are nonsensical. For more information about the duties of a slave, see the appropriate occupation.

To determine the occupation of the master, determine the master's Social Class (see *Chap. 6: Sociality*), and roll on the appropriate table in the beginning of this chapter. Reroll nonsensical results, such as a master beggar.

The Aedile must determine the culture of the master. Slaves in a bugbear society are shaven, numbered, and cataloged. A number is burned into their back to identify them, and the number is registered with the master and community. Every morning, slaves must submit to their master or apprentice for full bodily shaving.

Slaves in a human society are usually branded with a mark that indicates their master. Slaves in a kobold society are marked with a several tools of surgery made of silver. A large design is carved into the back of the slave, and each design is unique. Kobold carvers are valued for this purpose. Subterranean trolls bite the upper back of their slaves, not necessarily to do damage, but to leave an identifying mark – a dental pattern.

**Ability Requirements:** See corresponding occupation.

**Gender:** 62.9% of slaves[1] are female, and 37.1% of slaves are male.

**Race:** Any.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave.

**Religion:** Any.

**Skills:** None.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** See corresponding occupation.

**Training:** None.

**Guild:** None. The master of a slave, naturally, may belong to a guild. A master may teach their occupation to their slave, but a slave cannot legally become a head of a shop or a guild official.

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INTER·DOMINUM·ET·SERVUM·
NULLA·AMICITIA·EST

There is no friendship
between master and slave.

1. This statistic is from Epstein's Wage Labor and Guilds in Medieval Europe. For more information, see the References section at the end of this book.

## Slave-Trader

This occupation specializes in bartering humanoids. A slave-trader may acquire slaves through a network of other slave-traders abroad, or by many means. Slave-traders with less morality may associate with ruffians and kidnap others to sell as slaves. Finally, the most extreme slave-traders may retain attractive females and potent males for mating, so that offspring may be raised and sold as slaves. Most slave-traders have sex with their slaves as desired. Beginning slave-traders must obtain their slaves somehow, either by purchasing or stealing them.

When a slave-trader is ready to sell a slave, the slave is cleaned and their appearance is maximized. For example, slaves may wear oil, so that they seem to be in better Physical Fitness or have more Strength. Some slave-traders insist their slaves eat healthy food and exercise often.

Some slave-traders specialize in preparing slaves to be gladiators and sell them to the coliseum. The coliseum may pay a higher price for a slave who may entertain spectators.

Slaves are often branded with a hot iron or marked in an original way, so that characters in authority will recognize them as the property of the slave-trader (see Slave).

Daily wages are typically 8 s.p. for ethical slave-traders, though higher for slave-traders who steal their slaves.

**Ability Requirements:** Intelligence 75.

**Gender:** Female slave-traders are rare.

**Race:** Any but dwarf, elf, ogre, borbytingarna, or hill troll.

**Disposition:** Rarely ethical or moral.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 5 and Intimidation + 3.

**Equipment:** Slaves.

**Magic Points:** Inapplicable.

**Advancement Points:** For each healthy male slave who is traded, a slave-trader acquires 2 AP. For each healthy female slave who is traded, a slave-trader acquires 3 AP. For each unhealthy slave who is traded, a slave-trader acquires 1 AP.

**Training:** None.

**Guild:** None.

## Soapmaker

This occupation specializes in making and selling soap. Daily wages are typically 6 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female soapmakers are uncommon.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Soapmaking + 5.

**Equipment:** Lye.

**Magic Points:** Inapplicable.

**Advancement Points:** For each 100 pounds of soap made, a soapmaker acquires 1 AP.

**Training:** None.

**Guild:** Soapmakers' Guild. Each apprentice must serve 4 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 4 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Soldier

Warriors are the most common, and perhaps necessary, adventurers. Without the bravado of warriors, combat would be exceedingly difficult for other occupations. 5 different classes of warriors exist, each with different advantages and disadvantages. The typical warrior, compared to other occupations, is unrestricted regarding arms and armor, and is the deadliest foe at close quarters. The classes of warriors include gladiator, knight, mercenary, militiaman, and soldier.

The most common class of warriors, soldiers are loyal to the military of their state and receive average training. When not at war or in training, soldiers are usually building or repairing roads. Daily wages are typically 10 s.p. for light infantry, and higher for others. For more information, see Wages in *Chapter 18: Warfare*.

**Ability Requirements:** Physical Fitness 90, Strength (average for race and gender), Drive 100, Hand-Eye Coordination 100, Agility 100, and Intelligence 80.

**Gender:** Female soldiers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Soldiers tend not to be phlegmatic.

**Sociality:** Serf.

**Religion:** Any. Most often, soldiers worship gods of war, valor, strength, or victory.

**Skills:** Armor (General), Armor, (Specific) + 3, History (Military) + 3, Weapon (General) + 3, and 2 Weapons (Specific)

**Equipment:** Soldiers seek the heaviest armor available, though most wear chainmail. As far as weapons, soldiers are trained in a variety of weapons, depending on their duty station and rank. Most use a polearm or war hammer. For humans, swords are reserved for knights only.

**Magic Points:** Inapplicable.

**Advancement Points:** Soldiers gain AP by damaging foes while in service to their military as part of a battle or skirmish. Points gained equal the damage dealt. A soldier must train to advance.

**Training:** 2 weeks. To train, a soldier must learn more about other nearby armies, killing techniques, weapon maneuvers and weapon tricks, battle tactics, etc. A soldier must receive their training through the military in which they are part. More general information on military training is available in *Chapter 18: Warfare*.

**Guild:** None.

## Sorcerer

Generically speaking, a wizard is one who casts spells and is most often imagined to be wearing a robe. 2 different classes of wizard are available: sorcerers and mages. Sorcerers and mages are often considered and labeled by others as immoral and casting black magic, or moral and casting white magic. White magicians are sometimes called Sons of Light. References to black magicians include Brothers of the Shadow, the Dark Brothers, Grey Brothers, and followers of the Left-Hand Path or the Path of Shadows.

| Likelihood of Advancing in Spell Level | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Occupational Level | Spell Level | | | | | | | | |
| | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 1 | 5% | 1% | - | - | - | - | - | - | - |
| 2 | 40% | 5% | - | - | - | - | - | - | - |
| 3 | 55% | 32% | 5% | - | - | - | - | - | - |
| 4 | 70% | 47% | 25% | 5% | - | - | - | - | - |
| 5 | 85% | 61% | 37% | 19% | 4% | - | - | - | - |
| 6 | 100% | 74% | 50% | 30% | 14% | 3% | - | - | - |
| 7 | - | 87% | 63% | 42% | 25% | 10% | 2% | - | - |
| 8 | - | 100% | 75% | 53% | 36% | 20% | 7% | 1% | - |
| 9 | - | - | 88% | 65% | 47% | 30% | 24% | 5% | 1% |
| 10 | - | - | 100% | 76% | 57% | 40% | 32% | 20% | 4% |
| 11 | - | - | - | 88% | 68% | 50% | 41% | 28% | 23% |
| 12 | - | - | - | 100% | 79% | 60% | 49% | 36% | 31% |
| 13 | - | - | - | - | 90% | 70% | 58% | 44% | 39% |
| 14 | - | - | - | - | 100% | 80% | 66% | 52% | 47% |
| 15 | - | - | - | - | - | 90% | 75% | 60% | 55% |
| 16 | - | - | - | - | - | 100% | 83% | 68% | 63% |
| 17 | - | - | - | - | - | - | 92% | 76% | 71% |
| 18 | - | - | - | - | - | - | 100% | 84% | 79% |
| 19 | - | - | - | - | - | - | - | 92% | 87% |
| 20 | - | - | - | - | - | - | - | 99% | 95% |

As wizards advance in occupational level, they must roll 1d100 and consult the table above to determine if they have learned enough about magic to attempt more complicated spells – spells of a higher spell level. If the advancing wizard fails the roll by rolling higher than the listed percentage, then the wizard must wait until they advance another occupational level before attempting to increase their spell level. Note that it is possible for a 1st level wizard to know spells higher than those from the 1st spell level.

Magic was either first discovered by accident or introduced by a god. In either case, the first to dabble with magic did so by trial and error and have been known as sorcerers ever since. Discovering that they have a natural and innate ability to use magic, sorcerers believe they are gifted above all others. Those around them and who do not have this gift, however, usually shun the sorcerer, and in some cultures, kill or banish them, calling them warlocks or witches depending on the gender of the sorcerer or sorceress. Generally, sorcerers do not cast spells in public, because they are likely to be hunted by assassins, bounty hunters, and possibly armies. Sorcery is a crime beyond high justice, and usually subject to cruel treatment such as mutilation. When valued by others, sorcerers are sometimes called prophets. Some female prophets assist druids. An ancient name for a sorcerer is pharmakeutes. Having no need of grimoires or rigid training, most sorcerers withdraw from society to practice and develop their magic through self-exploration. It is common for sorcerers to gather into groups, known as covens. Sorcerers are dabblers, and for this reason cast only chaos magic (see *Chap. 11: Magic*). Most sorcerers practice black magic.

Roll 1d4 to determine the number of disciplines to which a sorcerer has access. Next, roll 1d100 and consult the list of disciplines presented in the following table:

| Roll | Discipline | Roll | Discipline |
|---|---|---|---|
| 01-20 | Air | 61-80 | Fire |
| 21-40 | Earth | 81-100 | Water |
| 41-60 | Ether | | |

This roll randomly determines a discipline from which the sorcerer is able to cast, and must be rolled a number of times equal to the number of disciplines to which they have access; reroll any repetitious numbers.

A sorcerer begins knowing 1d6 spells per occupational level, which they may choose from their accessible disciplines. Upon advancing an occupational level, sorcerers gain 1d6 spells, also chosen from their available disciplines.

**Ability Requirements:** Discovering and casting spells as a sorcerer has requirements that vary depending on the level of the spell (not the caster). If any requirement is unmet, then the sorcerer is unable to cast spells of that spell level.

| Spell Level | Drive | Intuition | Reflection |
|---|---|---|---|
| 1 | 110 | 100 | 105 |
| 2 | 115 | 105 | 110 |
| 3 | 120 | 110 | 115 |
| 4 | 125 | 115 | 120 |
| 5 | 130 | 120 | 125 |
| 6 | 135 | 125 | 130 |
| 7 | 140 | 130 | 135 |
| 8 | 145 | 135 | 140 |
| 9 | 150 | 140 | 145 |
| 10 | 155 | 145 | 150 |

**Gender:** Either. A male is called a sorcerer or warlock, a female is called sorceress or witch.

**Race:** Any but ogre, borb., and hill troll.

**Disposition:** Since others typically do not respond well to sorcerers, most sorcerers are unethical and tend toward immorality. An immoral sorcerer may be called a maleficus, meaning a character who uses evil magic.

**Temperament:** Sorcerers tend not to be sanguine.

**Sociality:** Peasant or serf. As sorcerers are not well-received by most societies, they tend to hide their powers and conduct magic privately. It is common for jealous wives to consult a witch. Though laws are common in societies against sorcery, they are not always enforced, but usually provide drastic punishment.

**Religion:** Sorcerers tend to worship gods concerned with self-indulgence and shameless acts.

**Skills:** Divination (Astrology) + 3, Spellcasting (Combat) + 3, Cosmos (General Planes) + 3, and Constellations + 3.

**Equipment:** Sorcerers tend to shun armor and most weapons. Often, sorcerers carry a dagger or a quarterstaff.

**Magic Points:** Sorcerers begin with (38 + 1d20) MP per occupational level and recover a number of points per hour equal to twice their current level, or thrice their current level if asleep. For example, a 3rd level sorcerer recovers 6 MP per hour while awake. As sorcerers advance in occupational level, they gain an additional (38 + 1d20) MP. MP's are explained in *Chapter 11: Magic*.

**Advancement Points:** Sorcerers gain AP by casting spells, though not for trivial reasons. To gain points, the casting of a spell must be done while in danger, life-threatening conditions, or as a means to an important purpose. Points gained equal the number of MP expended multiplied times 3.

**Training:** None.

**Guild:** None.

## Spy

Thieves are popular both in cities and the wilderness. They are a constant threat to any society. In general, thieves tend toward unethical dispositions, though some spies or assassins may be very loyal. There are 5 classes of thief, including the assassin, bandit, pick pocket, ruffian, and spy.

For any character to hire the expensive services of a spy, the spy must have a reputation as above average in requisite abilities; otherwise any drunk could be hired in a tavern. Although spies *are* thieves, they are professionals. Depending on the job, spies earn at least 20 s.p. per day.

**Ability Requirements:** Physical Fitness 90, Intelligence 85, Drive 100, and Intuition 100.

**Gender:** Either.

**Race:** Any but ogre, borbytingarna, and hill troll. Kobold spies gather information on the travel of human slave caravans.

**Disposition:** Spies tend to be ethical and are usually indifferent to morality.

**Temperament:** Spies tend not to be phlegmatic.

**Sociality:** Serf or noble.

**Religion:** Any.

**Skills:** Disguise + 3, Forgery + 3, Hide + 3, Read Lips + 5, Remember Detail + 5, Sight + 5, Silence + 3, Sound + 3, and 1 Weapon (Specific).

**Equipment:** Spies prefer weapons that may be hidden, though they rarely intend to use them.

**Magic Points:** Inapplicable.

**Advancement Points:** Spies gain AP by successfully spying as hired by an employer. Points gained equal half of the adjusted number concerning a successful skill check with a skill listed above for spies, and half of the damage done to a foe in combat. AP are not gained for skills or combats irrelevant to the specific task of spying, as hired by an employer. A spy must train to advance.

**Training:** 3 weeks. To train, a spy must learn how to move unseen and infiltrate foreign or unfamiliar places. A spy must train with a spy higher in occupational level.

**Guild:** None.

## Squire

This occupation is required prior to knighthood. A commoner cannot choose to be a squire. A squire is the son of a knight or, if none exists, is selected by a knight.

The duty of a squire is to attend to the needs of their knight. Daily wages of a squire are 5 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female squires are rare.

**Race:** Human.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf or noble.

**Religion:** Any.

**Skills:** None.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** Squires do not advance in level.

**Training:** None.

**Guild:** None.

## Stabler

This occupation specializes in the stabling of horses. Daily wages are typically 5 s.p.

**Ability Requirements:** Intelligence 85 and Intuition 75.

**Gender:** Female stablers are rare.

**Race:** Human.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave, peasant, or serf.

**Religion:** Any.

**Skills:** Animal Conditioning + 5, Animal Handling + 5, and Grooming + 3.

**Equipment:** Stables and oats.

**Magic Points:** Inapplicable.

**Advancement Points:** For each horse stabled to the satisfaction of the owner, a stabler acquires 1 AP.

**Training:** None.

**Guild:** None.

## Swineherd

This occupation specializes in herding swine. When the swine are fat enough, they are sold to the butcher. Daily wages are typically 5 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female swineherders are rare.

**Race:** Human.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave or peasant.

**Religion:** Any.

**Skills:** Animal Conditioning + 5, Animal Handling + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each new swine herded successfully, a swineherd acquires 1 AP.

**Training:** None.

**Guild:** None.

## Tailor

This occupation specializes in fitting clothing. A tailor sits inside their shop, cutting and sewing in clear view of the public. In this way, a customer may inspect the work and a tailor may display their skill. When the buying public arrives, the tailor deserts their bench and hurries outside, Haggling so aggressively that guild rules are needed for restraint. For example, one guild rule is that customers cannot be addressed who stop at a neighbor's stall. Cloth is obtained from drapers or weavers. Daily wages are typically 8 s.p.

**Ability Requirements:** Hand-Eye Coordination 100 and Intelligence 85.

**Gender:** Female tailors, called seamstresses, are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Tailoring + 5.

**Equipment:** Needle and thread.

**Magic Points:** Inapplicable.

**Advancement Points:** For each full outfit of clothing fitted to the satisfaction of the customer, a tailor acquires 5 AP. Otherwise, for each individual piece of clothing fitted to the satisfaction of the customer, a tailor acquires 1 AP.

**Training:** None.

**Guild:** Tailors' Guild. Each apprentice must serve 6 years. A masterpiece must be produced to become a journeyman. Discord exists between the Furriers' Guild and the Tailors' Guild.

Once an apprentice for 6 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Tanner

This occupation specializes in tanning leather. Animal skins are purchased from a skinner. For more information on Tanning, see *Chapter 8: Skills*. Daily wages are typically 7 s.p.

**Ability Requirements:** Intelligence 80.

**Gender:** Female tanners are rare.

**Race:** Any but light elf, ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Tanning + 5.

**Equipment:** Leather.

**Magic Points:** Inapplicable.

**Advancement Points:** For every pound of leather tanned successfully, a tanner acquires 1 AP.

**Training:** None.

**Guild:** Tanners' Guild. Each apprentice must serve 8 years. Once an apprentice for 8 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Tavernkeeper

This occupation specializes in operating a tavern. The tavernkeeper is usually the owner of the tavern, and employs wenches and ruffians. The tavernkeeper pours drinks for patrons and handles any incidents that occur. Ruffians are hired as bouncers. Daily wages are typically 7 s.p.

**Ability Requirements:** Intelligence 80.

**Gender:** Male tavernkeepers are uncommon.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Taste + 3.

**Equipment:** Tavern, kegs, wenches, and ruffians.

**Magic Points:** Inapplicable.

**Advancement Points:** For every keg of alcohol served, a tavernkeeper acquires 1 AP.

**Training:** None.

**Guild:** Tavernkeepers' Guild. Each apprentice must serve 4 years. Once an apprentice for 4 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Thatcher

This occupation specializes in roofing. The roofs of the houses of peasants are thatched with hay, and the roofs of the houses of serfs are thatched with slate shingles. Daily wages are typically 8 s.p.

**Ability Requirements:** Intelligence 80.

**Gender:** Female thatchers are rare.

**Race:** Anakim, bugbear, and human.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf. Peasants do their own roofing and do not have a thatcher occupation.

**Religion:** Any.

**Skills:** Haggling + 3 and Thatching + 5.

**Equipment:** Lead or slate.

**Magic Points:** Inapplicable.

**Advancement Points:** For each roof completed successfully, a thatcher acquires 5 AP.

**Training:** None.

**Guild:** Thatchers' Guild. Each apprentice must serve 7 years. Once an apprentice for 7 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

---

AUT·BIBEAT·AUT·ABEAT

Either drink or get out.

## Tilemaker

This occupation specializes in making and selling ceramic tiles. Daily wages are typically 8 s.p.

**Ability Requirements:** Intelligence 80.

**Gender:** Female tilemakers are rare.

**Race:** Any but elf, kobold, ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Tilemaking + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successfully completed project, a tilemaker acquires 5 AP.

**Training:** None.

**Guild:** Tilemakers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Tinker

This occupation specializes in kitchen utensils. There are no forks in eating utensils, only spoons and knives. Daily wages are typically 6 s.p.

**Ability Requirements:** Intelligence 80.

**Gender:** Female tinkers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Tinkering + 5.

**Equipment:** Any.

**Magic Points:** Inapplicable.

**Advancement Points:** For each set of kitchen utensils made or sold, a tinker acquires 1 AP.

**Training:** None.

**Guild:** Tinkers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Torturer

For more information, see bailiff and public executioner in this chapter.

## Trapper

This occupation specializes in trapping animals. Once trapped, animals are usually sold to a skinner. Daily wages are typically 9 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female trappers are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Peasant or serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Trapping + 5.

**Equipment:** Traps.

**Magic Points:** Inapplicable.

**Advancement Points:** For each creature trapped successfully, a trapper acquires 1 AP.

**Training:** None.

**Guild:** None.

## Vintner

This occupation specializes in selling wine. Since no method exists to fully seal any container of wine, there is no appreciation of vintage. When unsealed, wine is best when fresh, and it spoils within a year. Vintners travel the countryside, purchase wine from brewers, and sell wine in cities. Daily wages are typically 8 s.p.

**Ability Requirements:** Intelligence 80.

**Gender:** Either.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Taste + 5.

**Equipment:** Wine.

**Magic Points:** Inapplicable.

**Advancement Points:** For each bottle of wine sold, a vintner acquires 1 AP.

**Training:** None.

**Guild:** Vintners' Guild. Each apprentice must serve 7 years. Once an apprentice for 7 years, they may apply to work as a journeyman for the guild.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Wainwright

This occupation specializes in making and selling wagons. Daily wages are typically 11 s.p.

**Ability Requirements:** Intelligence 85.

**Gender:** Female wainwrights are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Wainwrighting + 5.

**Equipment:** Wood.

**Magic Points:** Inapplicable.

**Advancement Points:** For each wagon mage successfully, a wainwright acquires 5 AP.

**Training:** None.

**Guild:** Wainwrights' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Weaponsmith

This occupation specializes in making and selling weapons. Weaponsmiths do not make bladed weapons, which are the specialty of the bladesmith. Daily wages are typically 14 s.p.

**Ability Requirements:** Strength 100, Intelligence 85.

**Gender:** Female weaponsmiths are rare.

**Race:** Any but ogre, borb., and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Blacksmithing + 3, Haggling + 3, and Weaponsmithing + 5.

**Equipment:** Forge, tongs, hammers, anvil.

**Magic Points:** Inapplicable.

**Advancement Points:** For each weapon crafted successfully, a weaponsmith acquires 10 AP.

**Training:** None.

**Guild:** Smiths' Guild. Each apprentice must serve 7 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, then it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. A master may not have more than 2 apprentices or own a slave; otherwise, a fee of 100 s.p. is charged.

Once an apprentice for 7 years, they may apply to work as a journeyman for the guild. For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Weaver/Embroiderer

This occupation specializes in weaving and embroidery. Though accustomed to making things such as covers for mattresses and pillows, most weavers make the latest craze: tapestries. Thread is obtained from a threadmaker (ropemaker). Finished cloth is sold to tailors or customers. Daily wages are typically 5 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female only.

**Race:** Any but ogre, borbytingarna, and hill troll. Bugbears prefer to weave human hair. Most other races prefer to weave bugbear hair when available.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Weaving + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successful completion of a woven work or an embroidery, a weaver/embroiderer acquires 1 AP.

**Training:** None.

**Guild:** Weavers' Guild. Some argue that this was the first guild ever established. Each apprentice must serve 4 years. A masterpiece must be produced to become a journeywoman.

Once an apprentice for 4 years, she may make a skill check as she crafts her masterpiece. If passed at TH 36, then she becomes a journeywoman. If failed, then she may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike her or choose to keep her as an apprentice for some corrupt reason.

For a journeywoman to become a mistress, she must be able financially to open her own shop, and receive the approval of the guild. To receive approval, she must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeywoman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Wench

This occupation specializes in serving food or drink to patrons in a tavern or restaurant. If a wench is a slave, then she may perform as a whore to collect money for her master or mistress. Daily wages are typically 4 s.p.

**Ability Requirements:** Intelligence 75.

**Gender:** Female only.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave or serf.

**Religion:** Any.

**Skills:** Haggling + 3.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each satisfied patron, a wench acquires 1/10$^{th}$ of 1 AP.

**Training:** None.

**Guild:** None.

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MOECHA·PUTIDA

Dirty slut!

## Wheelwright

This occupation specializes in making and selling wheels. Daily wages are typically 9 s.p.

**Ability Requirements:** Intelligence 80.

**Gender:** Female wheelwrights are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Haggling + 3 and Wheelwrighting + 5.

**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each wheel crafted successfully, a wheelwright acquires 1 AP.

**Training:** None.

**Guild:** Wheelwrights' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Once an apprentice for 7 years, they may make a skill check as they craft their masterpiece. If passed at TH 36, then they become a journeyman. If failed, then they may begin crafting another masterpiece and make another skill check in 1d10 days. The Aedile may overrule any masterpiece skill check, because those in the guild who review the apprentice may dislike them or choose to keep them as an apprentice for some corrupt reason.

For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

## Whore

This female occupation specializes in charging fees from men and relieving them of their coital urges and needs. Whores[1] are also called: prostitutes, working girls, women common to all, lovely ladies, daughters of joy, harlots, meretrices, and street-walkers. All whores gain a bonus of 5 to Debauchery (see *Chap. 6: Sociality*). Daily wages for whores vary considerably. Most of the variance is accounted for by the whore's Bodily Attractiveness, Facial Charisma, and her skill at Massage, Seduction, and Sexual Adeptness. The majority of whores earn around 4 s.p. per day, though some earn considerably more. Different types of whores exist, including: public, private, and freelance.

Public whores work for the municipal brothel, which is owned by the local government. Public whores are free to solicit in taverns and other public places, but are obligated to bring their clients back to the brothel before performing debauchery.

Private whores work for a privately-owned brothel, which is both owned and managed by its brotheler. Some work illegally for a pimp.

Freelance whores frequent inns, taverns, and markets. Competition is keen, and freelancing is dangerous. 2 types of freelancing whores exist: street-walkers and vagabonds. Oftentimes, a street-walking whore works with 1 or more ruffians. Vagabond whores travel from town to town A vagabond whore usually travels with a ruffian. The vagabond whore and the ruffian have an arrangement: she will earn money and he will guarantee her safety, and that her client will not get away without paying. Sometimes, the ruffian uses the streetwalking or vagabond whore to attract clients, whom he batters and robs.

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FUREM·FUR·COGNOSCIT·
ET·LUPUM·LUPUS

A thief recognizes a thief,
and a whore a whore.

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1. Information on whores has been obtained from Medieval Prostitution, by Jacques Rossiaud. For more information, see the References section at the end of this book.

Whenever a town or city has a fair, many females find it profitable to become freelance whores and sell their bodies. During a fair, freelance whoring is popular among slave girls, laundresses, tradeswomen, and many others.

An ordinance exists requiring whores to wear a visible sign, called an aiguillette. An aiguillette is a knotted cord that falls from the shoulder and is a color different than the whore's clothes.

Only 20% of whores are nobles. For the majority of human whores, whoring begins at age 17, though 30% of whores begin before age 15. Half of whores are forced into the occupation, and half of those are victims of public rape. Roughly 25% of whores begin by being prostituted by their families. Only 15% of whores begin the occupation by offering their bodies by their own choice. The average age is 17 for a human whore in a private brothel and 28 for whores in the municipal brothel.

When admitted to a brothel, a whore must swear an oath to the authorities. Whores must pay their weekly rent to their brotheler, and pay a few silver pieces to the militia for protection. Part of the rent due to the brotheler is applied to heating costs.

A whore usually pleasures a client for a half-hour. This length of time assures the authorities that the contract between client and whore has been fulfilled. Some whores use candles to measure the time.

A whore may sing in the streets to attract clients. A whore is supposed to refuse married men, minors, and to share a client with another whore. However, a whore may pleasure several men at once, on the condition that they are unrelated.

Sometimes, a whore may accept food as payment. Whores may show their breasts in public to get more clients. The existence of pregnant whores in the brothel is normal.

When a human whore becomes 30 years in age, her age shows and she must make future plans. Some aging whores become managers at public baths. Others become vagabond whores or beggars. The majority of aging whores become married. Ex-whores can easily find a husband or employment as a slave.

Considered unclean, whores must not touch foodstuffs, or they must purchase them. On the bright side, whores have the least restrictions on their working week of a community's occupations. It is common knowledge that royal households keep a group of common whores. Povertous, married women often whore themselves with the consent of their husband. During times of poverty, it is possible to have 4 women for the price of an egg!

**Ability Requirements:** Bodily Attractiveness 90 and Facial Charisma 90.

**Gender:** Male whores are rare.

**Race:** Any but ogre, borbytingarna, and hill troll.

**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Slave, peasant, serf, or noble.

**Religion:** Any.

**Skills:** Acting (Drama) + 3, Contortion + 3, Cosmetics + 3, Haggling + 3, Massage + 3, Seduction + 5, and Sexual Adeptness + 5.

**Equipment:** Aiguillette.

**Magic Points:** Inapplicable.

**Advancement Points:** For each successfully assisted ejaculation or orgasm, a whore acquires a number of AP equal to the adjusted number of her Sexual Adeptness skill check (see *Chap. 8: Skills*).

**Training:** None.

**Guild:** None.

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AUREOLIS·FUTUI·CUM·POSSIT·
GALLA·DUOBUS·ET·PLUS·QUAM·
FUTUI·SI·OTIDEM·ADDIDERIS·
AUREOLOS·A·TE·CUR·ACCIPIT·DENOS·
NON·FELLAT·TANTI·GALLA·
QUID·ERGO·TACET

We all know Galla's services as a whore
Cost 2 gold pieces; throw in a couple more
And you get the fancy extras too. Why then,
Does your bill amount to 10?
She sucks off for far less than that. What is it
You pay her for? Silence after your visit.

## Wine-Crier

Also called an ale-taster, a wine-crier is an inspector of the quality of saleable alcohol. Each morning the wine-crier must find a tavern that has not yet hired a wine-crier for the day; the tavernkeeper must accept the wine-crier. The wine-crier oversees the drawing of the alcohol, or draws it themselves, and tastes it. Before leaving, the wine-crier may ask those in the tavern how much the tavernkeeper charged, in order to check on the prices. Customers are served directly from the barrel; glass bottles are almost nonexistent. Daily wages are typically 6 s.p.

**Ability Requirements:** Intelligence 80.

**Gender:** Either.

**Race:** Any but ogre, borbytingarna, and hill troll.

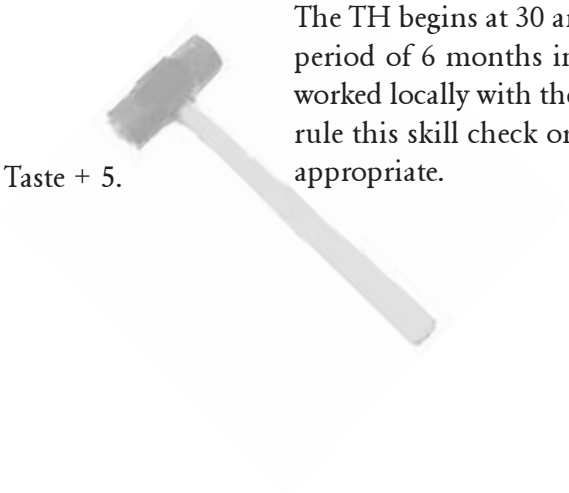
**Disposition:** Any.

**Temperament:** Any.

**Sociality:** Serf.

**Religion:** Any.

**Skills:** Smell + 3 and Taste + 5.



**Equipment:** None.

**Magic Points:** Inapplicable.

**Advancement Points:** For each instance of alcohol found in which the alcohol is diluted with water, a wine-crier acquires 100 AP. For each instance of a tavernkeeper selling alcohol for a higher price than mandated by guild statutes, a wine-crier acquires 100 AP.

**Training:** None.

**Guild:** Brewers' Guild or Vintners' Guild. Each apprentice must serve 4 years. Once an apprentice for 4 years, they may apply to work as a journeyman for the guild.

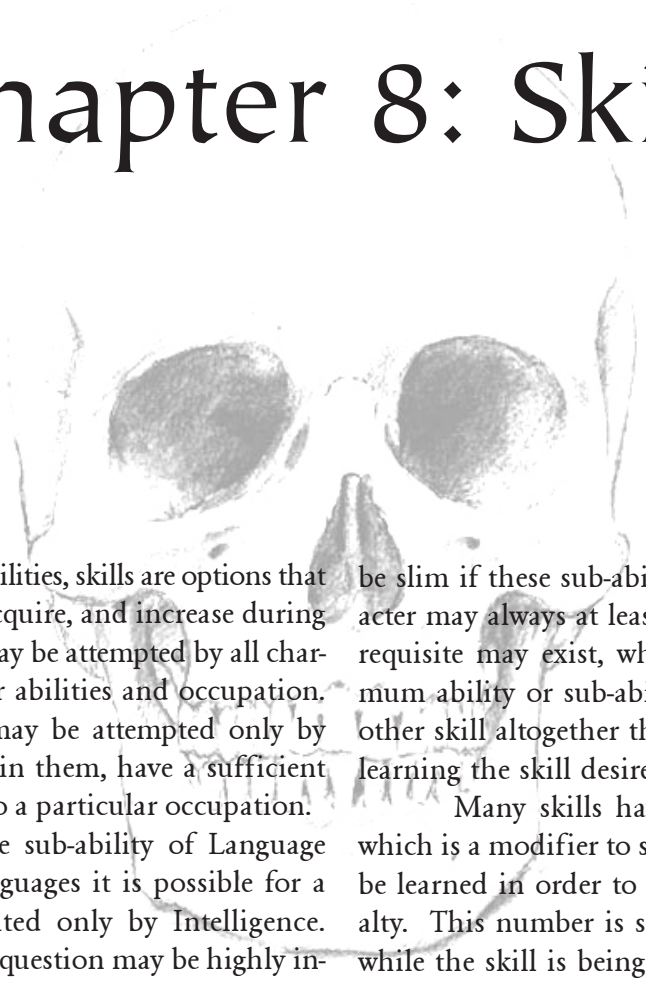
For a journeyman to become a master, they must be able financially to open their own shop, and receive the approval of the guild. To receive approval, they must pass a Persuasion skill check. The TH begins at 30 and is decreased by 1 for every period of 6 months in which the journeyman has worked locally with the guild. The Aedile may overrule this skill check or apply any modifier deemed appropriate.

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VEIENTANA·MIHI·MISCES·UBI·MASSICA·POTAS·
OLFACERE·HAEC·MALO·POCULA·QUAM·BIBERE

You drink the best, yet serve us third-rate wine.
I'd rather sniff your cup than swill from mine.

# Chapter 8: Skills



Different from abilities, skills are options that a character may select, acquire, and increase during the game. Many skills may be attempted by all characters, regardless of their abilities and occupation. Other skills, however, may be attempted only by those who have trained in them, have a sufficient ability score, or belong to a particular occupation.

For instance, the sub-ability of Language indicates how many languages it is possible for a character to learn, limited only by Intelligence. Though the character in question may be highly intelligent and able to learn many languages, they may have never had the opportunity or the desire to fully explore this intellectual resource, so they know only 1 language, though they could learn more in the future.

Most skills may be attempted by all characters, though some have prerequisites. For example, any character is capable of attempting to seduce another character, even if they are not a whore by occupation and their sub-ability scores are low in Bodily Attractiveness, as well as Facial, Vocal, Kinetic, or Rhetorical Charisma. Granted, chances may be slim if these sub-abilities are low, but any character may always at least *attempt* Seduction. A prerequisite may exist, which may be either a minimum ability or sub-ability score, or it may be another skill altogether that must be known prior to learning the skill desired currently.

Many skills have a Learning Curve (LC), which is a modifier to skill checks when skills must be learned in order to be performed without penalty. This number is subtracted from skill checks while the skill is being learned. It is not always a constant, but often varies according to each skill. Any player who invests at least 5 Skill Points (see below) upon creating the character may ignore the LC for that skill. For example, if a character has high Strength and Spatial sub-abilities, then they are likely to be talented at the Blacksmithing skill. However, if the player did not invest 5 Skill Points in Blacksmithing when the character was created, then whenever they first attempt Blacksmithing, there will be a LC, and the skill description must be observed to understand how it applies to Blacksmithing.

Some skills utilize more than 1 ability or sub-ability. In these cases, average them and drop the remainder. For example, the Blindfighting skill utilizes Intuition, Agility, and Reaction Speed. If a character has sub-ability scores of 102 for Intuition, 92 for Agility, and 116 for Reaction Speed, observe that the Skill Modifiers are respectively 0, -3, and +12, which produces an average of +3 [(-3 + 0 + 12)/3]. Therefore, when this particular character uses a base Blindfighting skill, a bonus of 3 applies to the skill check.

In addition to these bases, however, each character starts with a number of Skill Points (SP) depending on Race, Age, and Lifespan[1]. These SP are invested into the appropriate skills under *Points Invested* on the character sheet (see *App. 1: Character Sheets*). Again, if at least 5 points are allotted to a skill when the character is created, then a LC does not apply to that skill. So, to continue with the example above, if the character is human, then they add 5 points to their formerly adjusted base of +3, now having an adjustment of +8 whenever using the Blindfighting skill.

| Skill Points | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Race** | **Infant** | **Child** | **Puberty** | **Young Adult** | **Middle Age** | **Old Age** | **Venerable** |
| Anakim | 1d12 - 1 | 1d12 - 1 | 1d10 - 1 | 1d10 - 1 | 1d8 - 1 | 1d8 - 1 | 1d6 - 1 |
| Bugbear | 1d10 - 1 | 1d10 - 1 | 1d8 - 1 | 1d6 - 1 | (1d10 / 2) - 1 | 1d4 - 1 | (1d6 / 2) - 1 |
| Dwarf | 1d8 - 1 | 1d8 - 1 | 1d6 - 1 | (1d10 / 2) - 1 | 1d4 - 1 | (1d6 / 2) - 1 | (1d10 / 5) - 1 |
| Elf | 1d8 - 1 | 1d8 - 1 | 1d6 - 1 | (1d10 / 2) - 1 | 1d4 - 1 | (1d6 / 2) - 1 | (1d10 / 5) - 1 |
| Human | 1d10 - 1 | 1d10 - 1 | 1d8 - 1 | 1d6 - 1 | (1d10 / 2) - 1 | 1d4 - 1 | (1d6 / 2) - 1 |
| Kobold | 1d8 - 1 | 1d8 - 1 | 1d6 - 1 | (1d10 / 2) - 1 | 1d4 - 1 | (1d6 / 2) - 1 | (1d10 / 5) - 1 |
| Ogre | 1d6 - 1 | 1d6 - 1 | (1d10 / 2) - 1 | (1d10 / 2) - 1 | 1d4 -1 | (1d6 / 2) - 1 | (1d10 / 5) - 1 |
| Troll | 1d12 - 1 | 1d12 - 1 | 1d10 - 1 | 1d8 - 1 | 1d6 - 1 | (1d10 / 2) - 1 | 1d4 - 1 |

At the time of character creation, additional SP may be distributed to skills depending on occupation (see *Chap. 7: Occupation*) and race (see *Chap. 1: Race and Gender*). Then, after SP are determined from the table above, a character must invest all SP into skills. Investing SP should be done year by year, instead of in a lump sum.

Each time a character ages 1 year, they gain the appropriate amount of SP according to the table above. Of these SP gained, (1d100)% must be invested in an occupational skill, if applicable. Otherwise, SP should be invested in skills that were practiced in the previous year. If a character acquires 3 or more SP, then they must invest them in at least 2 skills. SP may not be invested in occupational skills until the character is old enough.

If a character is older than 30, then a player who considers the year-by-year method to be tedious may bargain with the Aedile to invest the lump sum. This may be done only with the Aedile's approval, and under supervision. The Aedile must ensure that the player creates their character realistically.

Drive affects SP. The modifier is:

$$\% \text{ SP modifier} = (\text{Drive} - 100)^{1.5} \times 0.1$$

To correctly record skills on the character sheet, add and subtract the *Skill Modifier*, *Points Invested*, and *Learning Curve*, if applicable (see *App. 1: Character Sheets*). Enter the sum in the box for *Total Modifier*.

During the process of allotting SP, a player and Aedile should develop a history of the character's life. Oftentimes, the minimum age of a skill varies with each character. For example, while it is definitely not the norm for a character to practice the Sexual Adeptness skill until puberty or young adulthood, human female infants are often abandoned or sold into slavery. Female children slaves are commonly trained to become whores, and are therefore often practicing Sexual Adeptness at a young age.

However, not all skills are available to all, regardless of age. Some skills are unavailable due to race, gender, or other factors. A player should consult their Aedile to determine whether or not a skill is available for their character.

1. For the sake of ease, it is recommended that Skill Points are calculated by using a program called the Fatal Skill Point Generator, which is available from Fatal Games. This program may be downloaded from the Website: www.fatalgames.com.

Here is an example for determining and investing SP. A human male character is created, and determined in *Chapter 2: Body* to be age 20. The player rolls SP for each birthday of the character, according to the table above, rolling: 8, 6, 0, 3, 7, 8, 9, 2, 3, 4, 0, 6, 2, 1, 3, 7, 4, 0, 6, and 3. The 1st 10 results apply to nonoccupational skills, while the last 10 results also apply to his occupation. Results are modified for Drive. Year by year, the player invests SP as desired. If the character is finishing his 10th year as an apprentice goldsmith, then (1d100)% of his SP may have been invested each year thereafter into the Goldsmithing skill.

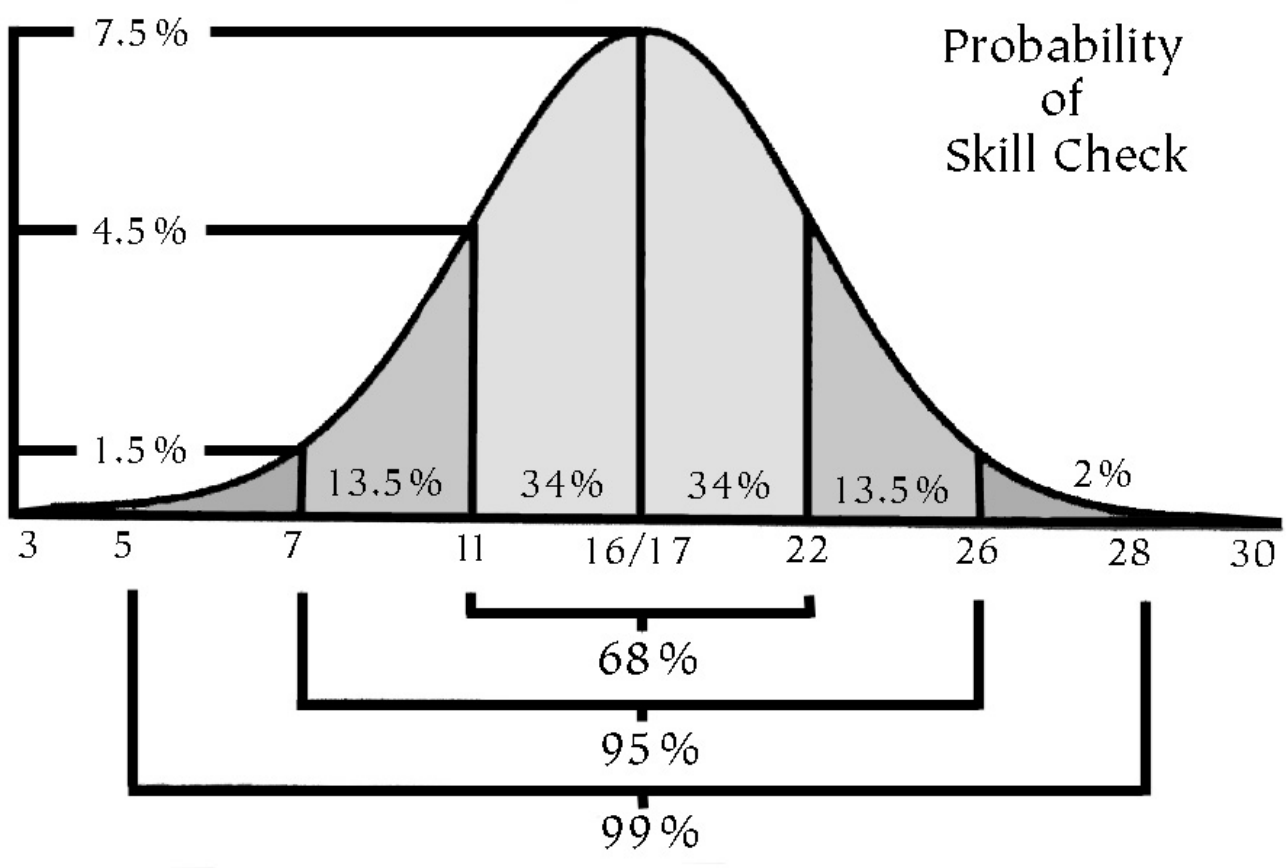
Each time a character advances in occupational level, 1d10 SP are acquired. This is not determined during character creation, but is affected by the performance of the character. For more information, see *Chapter 16: Advancement*. The Aedile may adjust this amount, depending on the performance of the character in occupational skills. For example, if occupational skill checks were few and usually failed, and the player rolls 10 indicating they should get 10 SP, then the Aedile may require the player to roll again.

## Skill Check

Whenever a skill check is necessary, the player rolls 3d10, modifies the result according to the number in *Total Modifier*, and announces the adjusted result. The Aedile will compare this result to a Threshold (TH), which is usually known only by the Aedile. If the player's result equals or exceeds the TH, then the character has passed. Otherwise, the player has failed the skill check. A 6 always fails or is a fumble.

When a player knows the TH required to pass a skill check, it may be helpful to know the probability of success, or their most likely result. Since skill checks are the most common mechanic in the game, a picture has been provided below to illustrate probabilities regarding a roll of 3d10.

According to the picture below, 68% of all results from rolling 3d10 will range from 11-22, assuming that modifiers are not applied, and the average results will be either 16 or 17. Upon rolling 3d10, there is a 2.5% chance of rolling 26-30. The odds of rolling 30 are 1 in 1,000.



### Time and Quality

The purpose of many skills is to make products or services. The time invested affects the quality of a product, but the quality of the tools or facilities also affects the time required to produce it. Therefore, the longer a character crafts a product, the better the product. The better the tools or facilities, the faster the product is produced.

Goods in *Chapter 9: Equipment* have Base Craft Time (BCT), which is how long it takes for a character to produce 1. The 3 columns of the following table have numbers that represent the percent of normal condition. Therefore, 100% Quality means that which is listed and described in *Chapter 9: Equipment*, while 150% Quality means 1.5 times that quality. Time Invested refers to the BCT of the product, as does Time Required. The difference between Time Invested and Time Required is that Time Invested determines the Quality of the product, while the Quality of the tools determines the Time Required to craft it.

| Time Invested | Quality | Time Required |
|---|---|---|
| 50 | 75 | 10,000 |
| 60 | 80 | 1,000 |
| 70 | 85 | 500 |
| 80 | 90 | 200 |
| 90 | 95 | 150 |
| 100 | 100 | 100 |
| 125 | 105 | 95 |
| 150 | 110 | 90 |
| 175 | 115 | 85 |
| 200 | 120 | 80 |
| 250 | 125 | 75 |
| 300 | 130 | 70 |
| 400 | 135 | 65 |
| 500 | 140 | 60 |
| 1,000 | 145 | 55 |
| 10,000 | 150 | 50 |

Quality affects many things, and the Aedile is the final arbiter of what it affects. The quality of a weapon affects its damage. If a hand axe has 150% Quality, then its damage is (1d10 x 1.5). The Quality of clothing affects the number of weaves per inch, and therefore higher Quality clothing is warmer and more durable. Some items of higher Quality will weigh less, while others more. Again, the Aedile is the final arbiter of the Quality of a product.

The prices and BCT listed in *Chapter 9: Equipment* represent the standard human guild requirements. Therefore, 100% Quality is the norm in a human society. Equipment below this standard should not be found for sale by a human master of a respectable guild. However, guild requirements often differ among cultures and races. For instance, dwarven smiths produce higher Quality axes than humans, on average.

Following is an example of craft time and quality. A blacksmith crafts a hammer tool, which has a BCT of 1 day. For whatever reason, the blacksmith is unable to spend a full day crafting the hammer. He spends 90% of his day, so he has 90% Time Invested. This produces a hammer that is 95% Quality. The blacksmith sells the hammer to a weaponsmith. The next day, the weaponsmith attempts to craft a footman's mace, which has a BCT of 1 day. Since he is using a hammer of 95% Quality, the Time Required to craft this mace is 150% the BCT, so it takes the weaponsmith 1.5 days.

The example with the weaponsmith is oversimplified because more tools are used besides the hammer to craft a mace, but the idea is that the Quality of tools affects the Time Required to make a product. If the Aedile wants to use game mechanics to account for multiple tools, then all adjustments may be averaged, or some may count more than others.

Services may be affected by time and quality, just as products. For example, a scribe who copies a text may invest more time than usual, and produce a work that is more legible and has fewer mistakes. However, if his feather pen is poor quality, then it may take him longer to finish the work.

However, some services are not covered by these issues of time and quality. If considered as a service, sexual Adeptness, has its own set of mechanics, so time and quality need not be considered.

## Skills

The next few pages present an overview of the skills. The following tables list each skill, any abilities or sub-abilities that are relevant to the skill, a Learning Curve (LC), and any prerequisites for the skill. Following the overview, each skill is described in detail:

| SKILLS | | | |
|---|---|---|---|
| **Skill** | **(Sub-)Ability(ies)** | **LC** | **Prerequisite** |
| Acting, Drama | Intelligence, Charisma | - | - |
| Agriculture | Common Sense | - | - |
| Aim | Hand-Eye Coordination, Vision | 13 | - |
| Ambidexterity | Hand-Eye Coordination | - | Hand-Eye score of 145 |
| Anatomy | Intelligence | - | - |
| Animal Conditioning | Drive, Intuition | - | Animal Handling + 5 |
| Appraise | Analytic | - | - |
| Architecture | Math, Spatial | 21 | - |
| Armor, General Type | - | - | - |
| Armor, Specific | - | - | - |
| Armorsmithing | Spatial | 17 | Blacksmithing + 8 |
| Balance | Agility | - | - |
| Basketweaving | Common Sense, Hand-Eye | - | - |
| Blacksmithing | Strength, Spatial | - | - |
| Blindfighting | Hand-Eye, Reaction Speed, Intuition | - | - |
| Bookbinding | Common Sense | - | - |
| Bowyer | Spatial | - | - |
| Brass-smithing | Strength, Spatial | - | - |
| Brawling | Agility | - | - |
| Brewing | Common Sense | - | - |
| Brickmaking | Common Sense | - | - |
| Candlemaking | Common Sense | - | - |
| Carpentry | Spatial | - | - |
| Cartography | Spatial | - | - |
| Catching | Hand-Eye Coordination | - | - |
| Charioteering | Dexterity | - | Riding +15 |
| Chemistry | Math, Analytic, Intuition | - | see skill description |
| Cleaning | Common Sense | - | - |
| Climb | Physical Fitness, Agility | - | - |
| Clockmaking | Spatial | - | - |
| Cobbling | Common Sense | - | - |
| Comedy, Buffoonery | Charisma | - | - |
| Comedy, Physical | Charisma, Agility | - | - |
| Comedy, Pun | Charisma | - | - |
| Constellations | Reflection, Spatial, Vision | - | - |
| Contortion | Physical Fitness, Agility | - | - |
| Cooking | Common Sense | - | - |
| Coppersmithing | Strength, Spatial | - | - |
| Cosmetics | Spatial Intelligence, Intuition | - | - |
| Cosmos, General Planes | Intelligence | - | - |
| Cosmos, Specific Plane | Intelligence | - | - |
| Dance | Kinetic Charisma, Agility | - | - |
| Delousing | Hand-Eye Coordination | - | - |
| Diagnosing | Intelligence, Wisdom | - | - |
| Direction Sense | Intuition | - | - |
| Disarm | Hand-Eye Coordination, Agility | - | - |
| Disguise | Charisma, Common Sense | - | - |
| Dismemberment | - | - | - |
| Divination, Alectromancy | Intuition | - | - |
| Divination, Anthropomancy | Intuition | - | - |
| Divination, Aspidomancy | Intuition | - | - |
| Divination, Astrology | Intuition | - | - |
| Divination, Austromancy | Intuition | - | - |
| Divination, Axinomancy | Intuition | - | - |

| SKILLS (continued) | | | |
|---|---|---|---|
| **Skill** | **(Sub-)Ability(ies)** | **LC** | **Prerequisite** |
| Divination, Belomancy | Intuition | - | - |
| Divination, Ceraunoscopy | Intuition | - | - |
| Divination, Chiromancy | Intuition | - | - |
| Divination, Cleromancy | Intuition | - | - |
| Divination, Crystalomancy | Intuition | - | - |
| Divination, Drirmancy | Intuition | - | - |
| Divination, Gastromancy | Intuition | - | - |
| Divination, Gyromancy | Intuition | - | - |
| Divination, Hydromancy | Intuition | - | - |
| Divination, Libanomancy | Intuition | - | - |
| Divination, Lithomancy | Intuition | - | - |
| Divination, Lunomancy | Intuition | - | - |
| Divination, Necromancy | Intuition | - | - |
| Divination, Numerology | Intuition | - | - |
| Divination, Omphalomancy | Intuition | - | - |
| Divination, Oneiromancy | Intuition | - | - |
| Divination, Onomancy | Intuition | - | - |
| Divination, Oomancy | Intuition | - | - |
| Divination, Ornithomancy | Intuition | - | - |
| Divination, Pyromancy | Intuition | - | - |
| Divination, Scatomancy | Intuition | - | - |
| Divination, Sortilege | Intuition | - | - |
| Divination, Stichomancy | Intuition | - | - |
| Divination, Urimancy | Intuition | - | - |
| Divination, Xenomancy | Intuition | - | - |
| Dying | Hand-Eye Coordination | - | - |
| Enameling | Hand-Eye Coordination | - | - |
| Engraving | Hand-Eye Coordination | - | - |
| Etiquette | Intuition, Common Sense, Reflection | - | - |
| Fishing | Common Sense | - | Nature, Fish + 2 |
| Fletching | Spatial | - | - |
| Foresting | Common Sense | - | - |
| Forgery | Hand-Eye Coordination, Language | - | - |
| Gambling | Math, Common Sense | - | - |
| Gemcutting | Spatial | 14 | - |
| Genealogy | Common Sense | - | - |
| Girdlemaking | Common Sense | - | - |
| Glassblowing | Spatial | 14 | - |
| Glovemaking | Spatial | - | - |
| Goldsmithing | Spatial | - | - |
| Grooming | Common Sense | - | - |
| Haggling | Rhetorical Charisma, Intuition | - | - |
| Hairstyling | Hand-Eye Coordination, Spatial Int. | - | - |
| Hatmaking | Common Sense | - | - |
| Heraldry | Common Sense | - | - |
| Herbalism | Intelligence | - | Nature, Plants + 5 |
| Hewing | Strength | - | - |
| Hide | Agility, Common Sense | - | - |
| History, Cultural | Intelligence | - | - |
| History, Legendary | Intelligence | - | - |
| History, Local | Intelligence | - | - |
| History, Military | Intelligence | - | - |
| Hunting | Hand-Eye Coordination, Vision | - | Silence + 2 |
| Hurl | Hand-Eye Coordination, Vision | - | - |

| SKILLS (continued) | | | |
|---|---|---|---|
| **Skill** | **(Sub-)Ability(ies)** | **LC** | **Prerequisite** |
| Impaling | - | - | - |
| Inkmaking | Common Sense | - | - |
| Intimidation | Physique, Charisma | - | - |
| Juggling | Hand-Eye Coordination, Agility | 13 | - |
| Jump | Physical Fitness | - | - |
| Language, Read/Write | Language | 24 | - |
| Language, Speak | Language | 21 | - |
| Law | Intelligence | - | - |
| Locksmithing | Spatial | - | - |
| Lock-picking | Hand-Eye Coordination | - | - |
| Logic | Analytic | - | - |
| Mangling | - | - | - |
| Massage | Kinetic Charisma, Hand-Eye Coord. | - | - |
| Math, Algebra | Math | - | Math, Fundamental + 5 |
| Math, Fundamental | Math | - | - |
| Math, Geometry | Math | - | Math, Algebra + 5 |
| Math, Trigonometry | Math | - | Math, Geometry + 5 |
| Milking | Hand-Eye Coord., Common Sense | - | - |
| Milling | Common Sense | - | - |
| Mining | Common Sense | - | - |
| Minting | Common Sense | - | - |
| Mountaineering | Physical Fitness, Strength, Agility | - | Climb + 8 |
| Mounted Archery | Hand-Eye Coord., Agility, Vision | - | Riding + 8 |
| Music, Counterpoint | Math, Analytic | - | Music, Theory + 8 |
| Music, Theory | Math | - | - |
| Musical Instrument | Hand-Eye Coordination, Spatial | 21 | - |
| Nature, Animals | Intelligence | - | - |
| Nature, Beasts | Intelligence | - | - |
| Nature, Birds | Intelligence | - | - |
| Nature, Fish | Intelligence | - | - |
| Nature, Geography | Intelligence | - | - |
| Nature, Humanoids | Intelligence | - | - |
| Nature, Minerals | Intelligence | - | - |
| Nature, Mycology | Intelligence | - | - |
| Nature, Plants | Intelligence | - | - |
| Nature, Trees | Intelligence | - | - |
| Painting | Hand-Eye Coordination, Spatial | 14 | - |
| Papermaking | Spatial | - | - |
| Parry | Hand-Eye Coordination, Agility | 13 | - |
| Perfumemaking | Common Sense | - | - |
| Persuasion | Charisma | - | - |
| Pewtersmithing | Common Sense | - | - |
| Philosophy | Intelligence | - | Logic +2 |
| Pick Pocket | Hand-Eye Coordination | - | - |
| Pottery | Common Sense | - | - |
| Pursemaking | Common Sense | - | - |
| Read Lips | Intuition | - | - |
| Religion, Cultural | Intelligence | - | - |
| Religion, Specific | Intelligence | - | - |
| Remember Detail | Reflection | - | - |
| Research, Library | Intelligence | - | - |
| Riding | Agility | - | - |
| Ritual, Complex | Hand-Eye Coordination, Intelligence | - | - |
| Ropemaking | Common Sense | - | - |

| SKILLS (continued) | | | |
|---|---|---|---|
| **Skill** | **(Sub-)Ability(ies)** | **LC** | **Prerequisite** |
| Rope Use | Hand-Eye Coordination | - | - |
| Saddlemaking | Common Sense | - | - |
| Sailing | Intelligence, Vision | 13 | - |
| Sailmaking | Spatial | - | - |
| Sculpture | Hand-Eye Coordination, Intuition | 14 | - |
| Search | Intuition, Common Sense, Vision | - | - |
| Seduction | Bodily Attractiveness, Charisma | - | - |
| Sexual Adeptness | Bodily Attractiveness, Facial, Kinetic | - | - |
| Sheathmaking | Common Sense | - | - |
| Shipwright | Spatial | 14 | - |
| Sight | Vision | - | - |
| Silence | Agility, Common Sense | - | - |
| Silversmithing | Strength, Spatial | - | - |
| Skinning | Common Sense | - | - |
| Smell | See description | - | - |
| Soapmaking | Common Sense | - | - |
| Sound | See description | - | - |
| Spellcasting, Combat | Drive | - | - |
| Spellcasting, Familiarity | Intelligence | - | - |
| Spellcasting, Specific | - | - | - |
| Spitting | Enunciation | - | - |
| Sprint | Physical Fitness | - | - |
| Stonemasonry | Strength, Spatial | - | - |
| Storytelling | Charisma | - | - |
| Surgery | Hand-Eye Coordination, Intelligence | - | - |
| Swim | Physical Fitness, Strength | - | - |
| Symbology | Intelligence | - | - |
| Tailoring | Hand-Eye Coordination, Spatial | - | - |
| Tanning | Common Sense | 13 | - |
| Taste | See description | - | - |
| Teaching | Intelligence, Intuition, Comn. Sense | - | - |
| Thatching | Common Sense | - | - |
| Tilemaking | Common Sense | - | - |
| Tinkering | Common Sense | - | - |
| Touch | See description | - | - |
| Toxicology | Intelligence | - | Nature, Plants + 5 |
| Tracking | Intelligence | - | Wilderness Lore + 3 |
| Transcribing | Language | - | - |
| Trapping | Common Sense | - | Nature, Animals + 2 |
| Trickery | Charisma | - | - |
| Tumble | Agility | - | - |
| Urinating | Health, Hand-Eye Coordination | - | - |
| Ventriloquism | Intelligence, Enunciation | - | - |
| Wainwrighting | Common Sense | - | - |
| Weapon, General Type | See description | 14 | - |
| Weapon, Specific | See description | 13 | - |
| Weapon Mastery | - | - | Skill w/weapon |
| Weapon Trick | Hand-Eye Coordination | - | - |
| Weaponsmithing | Spatial | 16 | Blacksmithing + 8 |
| Weather Prediction | Common Sense, Reflection | - | - |
| Weaving | Common Sense | Y | - |
| Wheelwrighting | Spatial | - | - |
| Wilderness Lore | Intelligence | - | - |
| Wrestling | Strength, Agility | - | - |

## Acting, Drama

For convincing others of the sincerity of a character's actions, this skill is not to be confused with Trickery or Disguise. If a character needs to convincingly portray an emotional state, temperament characteristics, imitate another's mannerisms, or similarly act inconsistently with their true nature or state, then a skill check must be made.

**Check:** Roll 3d10 and apply the average of the modifiers for the abilities of Intelligence and Charisma. A successful check convinces 1 character for 1d100 minutes. While only the Aedile will know the TH for the given situation, following are some factors and guidelines:

Factors of Dramatic Acting
Emotional State
Temperament Characteristics
Imitate another's mannerisms or gestures
Imitate another's speech (tone, pitch, inflection, accent, etc.)

| TH | Example |
|---|---|
| < 14 | Unsuccessful portrayal of any factor |
| 14-17 | Successful portrayal of 1 factor |
| 18-20 | Successful portrayal of 2 factors |
| 21-27 | Successful portrayal of 3 factors |
| > 27 | Successful portrayal of 4 factors |

## Agriculture

This skill is concerned with agricultural basics, such as planting, plowing, harvesting, irrigation, knowledge of pastures and livestock, and farming in general.

**Check:** Roll 3d10 and apply the modifier for the sub-ability of Common Sense. Growing grapes incurs a penalty of - 10. Following are some guidelines for TH:

| TH | Example |
|---|---|
| < 9 | All plants die before edible |
| 9-10 | Successfully plants and grows weeds in fertile soil |
| 11-13 | Successfully farms most crops in rich soil |
| 14-15 | Successfully farms most crops in moderate soil |
| 16-19 | Successfully shepherds most flocks (TH 30 if assisted by dog) |
| 20-29 | Successfully farms most crops in poor soil |
| > 29 | Successfully farms crops that need moisture in extremely dry soil |

MUNDUS·VULT·DECIPI·
ERGO·DECIPIATUR

The world wants to be deceived,
so let it be deceived!

## Aim

This skill applies individually to different projectile missile weapons. Note that this skill is distinct from the Hurling skill; Aim is concerned only with projectile weapons such as bows, crossbows, slings, or any weapon that projects the missile for the wielder. For each missile weapon in which 5 SP have been invested, a weapon may be used in combat without penalty.

**LC:** Every distanced combat in which this missile weapon is used, though no more than 1 combat per day, lessens the LC by 5.

**Check:** Roll to determine the body part attacked. Roll 3d10 and apply the average of the modifiers from their Hand-Eye Coordination sub-ability and Vision (include only if near-sighted). A skill check with a missile weapon generally means that it is being projected at a foe. For those who have never before used this missile weapon in combat or trained with it, there is a penalty of - 13 on the skill check.

The base TH is the foe's CA, usually CAS (Current Armor against Stabbing). Now, consider that each weapon has modifiers to hit certain types of armors; these modifiers affect the skill check. Further, every 2 SP invested or accumulated with a Specific Weapon beyond the first 5 will improve the skill check by 1. This skill does not increase damage.

## Ambidexterity

This rare skill must be purchased initially upon character creation, or it may never be acquired in the future. To possess the skill of Ambidexterity means that the character is not left-handed or right-handed, but able to equally use both hands. Most often, this skill is applied to Brawling or weapons. Each combat round, an ambidextrous character must pass a TH 22 to be able to gain an additional 1/2 their number of attacks. Obviously, this may be done only with 1-handed weapons, and the wielder of 2 weapons may not use a shield or even a buckler.

**Check:** While 5 SP must be invested in the beginning to be able to have and use this skill, there is no skill check.

## Anatomy

The study of the structure and innards of humanoids and other creatures may yield interesting information. To test a character's knowledge of Anatomy, a skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. The result indicates the accuracy of the information concerning the portion of the body. Consult the table below:

| TH | Example |
|---|---|
| < 9 | The character misidentifies everything |
| 9-13 | The character can identify dismembered limbs and major body parts. |
| 14-16 | The character can identify bones. |
| 17-19 | The character correctly identifies large internal organs, but misunderstands the function of the organ. |
| 20 | The character correctly identifies large internal organs, such as intestines, the heart, etc., but does not know their functions. |
| 21-23 | The character correctly identifies large internal organs, such as intestines, the heart, etc., as well as functions. |
| 24-25 | The character correctly identifies small internal organs, but misunderstands the function of the organ. |
| 26-29 | The character correctly identifies small internal organs, but does not know the function of the small internal organs. |
| > 29 | The character correctly identifies small internal organs, such as a spleen, as well as its function. |

## Animal Conditioning

Each attempt at teaching an animal a trick or command requires an Animal Conditioning skill check. Before an animal may be taught a trick, an Animal Handling skill check (which is also a prerequisite) must be made.

**Check:** Roll 3d10 and apply the average of the Skill Modifiers for the sub-abilities of Drive and Intuition. Consult the tables below:

| TH | Successful provided animal has: |
|---|---|
| < 9 | Failure |
| 9-13 | 115 Intelligence |
| 14-16 | 70 Intelligence |
| 17-20 | 30 Intelligence |
| 21-23 | 25 Intelligence |
| 24-29 | 20 Intelligence |
| > 29 | 10 Intelligence |

The check is made only once and is either successful or unsuccessful. If unsuccessful, for some reason that particular animal cannot learn it from that particular character, though another character may try.

All conditioning attempts require time, usually an hour per day consistently, and require a number of days equal to [(100 - Intelligence)/5].

## Animal Handling

Sometimes it is necessary or helpful to tame or subdue an animal, especially wildlife. An Animal Handling skill check indicates the success or failure in subduing an animal.

**Check:** Roll 3d10 and apply the modifier from the sub-ability Intuition. Consult the table below:

| TH | Example |
|---|---|
| < 17 | Fails to subdue any creature |
| 17 | Subdues an enraged domesticated cat |
| 18-19 | Subdues an enraged domesticated dog |
| 20 | Subdues an enraged domesticated horse |
| 21-23 | Subdues a wild and enraged dog |
| 24-29 | Subudes an enraged wolf |
| > 29 | Subdues an enraged raccoon |

## Appraise

The skill to Appraise a precious stone, usually a gem, is valued in nearly every humanoid community. To estimate the value of a gem, a skill check must be passed.

**Check:** Roll 3d10 and apply the modifier from the sub-ability of Analytic Intelligence. Kobolds, trolls, and other creatures familiar with precious stones receive a bonus of + 5. If the appraisal of precious stones is the character's main livelihood, then they receive a + 5 to the roll. The Aedile should consult the table below and determine the appraised value:

| TH | Result |
|---|---|
| < 9 | Subtract 95% from the actual value |
| 9 | Add 90% to the actual value |
| 10 | Subtract 85% from the actual value |
| 11 | Add 80% to the actual value |
| 12 | Subtract 75% from the actual value |
| 13 | Add 70% to the actual value |
| 14 | Subtract 65% from the actual value |
| 15-16 | Add 60% to the actual value |
| 17-18 | Subtract 55% from the actual value |
| 19-20 | Add 50% to the actual value |
| 21 | Subtract 45% from the actual value |
| 22 | Add 40% to the actual value |
| 23 | Subtract 35% from the actual value |
| 24 | Add 30% to the actual value |
| 25 | Subtract 25% from the actual value |
| 26 | Add 20% to the actual value |
| 27 | Subtract 15% from the actual value |
| 28 | Add 10% to the actual value |
| 29 | Subtract 5% from the actual value |
| > 29 | Able to report the actual value |

## Architecture

Concerning the soundness and design of large objects, Architecture as a skill entails buildings, bridges, castles, and even siege engines.

**LC:** The LC lessens by 2 per month devoted to full-time study.

**Check:** Roll 3d10 and apply the average of the modifiers for the Math and Spatial Intelligence sub-abilities. A check may be made for 2 reasons, either to assess the stability of current Architecture or to design stable Architecture. Either way, the difficulty is identical. Below is a guideline for TH:

| TH | Example |
|---|---|
| < 16 | Collapses during construction |
| 16 | Minor Bridge (< 50') |
| 17 | Cottage |
| 18 | Siege Engines |
| 19 | Medium Bridge (50' - 90') |
| 20 | Temple |
| 21-23 | Keep |
| 24-29 | Major Bridge (> 90') |
| > 29 | Castle |

## Armor, General Type

It is possible to be skilled in general types of armor, maximizing the effectiveness of the armor when it is worn. 3 types exist: light, medium, and heavy. A character may become skilled in each of these 3 types. Light armor includes a gambeson, studded leather, and leather. Medium armors include brigandine, scalemail, chainmail, and banded mail. Heavy armors are the various forms of platemail. Unlike other skills, this skill may not be increased continually with SP and there is no skill check. Instead, once 5 SP have been invested in this skill, it increases CA by 1 whenever such armor is worn. CA may be increased simultaneously by both Armor (Specific) and Armor (General).

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DIVINA·NATURA·DEDIT·AGROS·
ARS·HUMANA·AEDIFICAVIT·URBES

Divine nature gave us fields,
human skill built our cities.

## Armor, Specific

Not including shields and helms, a character may become skilled in each type of bodily armor available, provided they train with it (invest SP). When points are initially invested in this skill, the specific type of armor must be stated and noted. For each 5 SP invested, the CA increases by 2 whenever the specified armor is worn, and the specified armor may be donned in 1 second less than rolled. There is no skill check for this skill, and armor may never be donned in less than 1 second. CA may be increased simultaneously by both Armor (Specific) and Armor (General).

## Armorsmithing

Crafting armor is not an easy task. As a matter of fact, an armorsmith must be an accomplished blacksmith. Before any armor may be crafted, the character must have access to the necessary tools, including a forge. When armor must be closely fitted to a character, the requisite skill of the armorsmith must increase considerably.

**LC:** For each weapon that the character has never before crafted, the LC is 17. Each time a weapon is made successfully, the LC improves by 2.

**Check:** Roll 3d10 and apply the modifier from the Spatial Intelligence sub-ability. Each armor crafted requires a skill check. The TH affects Base Craft Time (BCT). Any engraving or other conditions will likely increase the TH. Consult the table below:

| TH | BCT | Quality |
|---|---|---|
| < 10 | + 3d100% | - 5d20% price |
| 10 | + 2d100% | - 4d20% price |
| 11 | + 1d100% | - 3d20% price |
| 12 | + 4d20% | - 2d20% price |
| 13 | + 2d20% | - 1d20% price |
| 14 | + 1d20% | - 1d12% price |
| 15-16 | + 1d10% | - 1d10% price |
| 17 | - | - |
| 18-23 | - 1d10% | + 1d10% price |
| 24-29 | - 1d20% | + 1d20% price |
| > 29 | - 2d20% | + 1d100% price |

Note that metal armor is functional in 50% of BCT, though still black and hammer-stricken.

## Balance

Balance is stability that is based upon an even distribution of weight. Whenever Balance is debatable, a Balance skill check is made.

**Check:** Roll 3d10 and apply the modifier from the sub-ability Agility. Intoxication and other unhealthy states may negatively affect a character's Balance. Consult the table below:

| TH | Example |
|---|---|
| < 07 | From lying down, the character is unable to Balance themselves and sit up |
| 07-13 | Character is able to stand upright on solid ground with good footing |
| 14-16 | Character is able to stand upright on a support that is 4" wide |
| 17-20 | Character is able to stand upright on a support that is 3" wide |
| 21-23 | Character is able to stand upright on a support that is 2" wide |
| 24-29 | Character is able to stand upright on a support that is 1" wide |
| > 29 | Character is able to stand upright on nothing more than a suspended rope |

## Basketweaving

Basketweaving is the craft of making baskets, bags, mats, rugs, and other items through weaving. Necessary equipment is a knife, scissors, a fine needle, and fine tongs. A Basketweaving skill check is necessary whenever these products are made.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities Hand-Eye Coordination and Common Sense. Higher results correspond with higher quality weaving. The Aedile will determine the TH of each circumstance.

## Blacksmithing

A blacksmith is one who forges and shapes metal with an anvil and hammer. Metals are heated in a forge and then hammered into the shape desired. The process of forging improves the structure of the metal. Forged metal is stronger and exhibits greater resistance to fatigue and impact. The forge consists of an open hearth made of firebrick. Coal is used to fuel the forge, and bellows are inserted to fan air as needed. Copper and tin are often combined in metalwork to form an alloy known as bronze. Similarly, lead and tin are combined to produce pewter, just as gold and silver are combined to produce electrum, and copper and calamine[1] produce brass. Steel may be one of the most prominent alloys for most blacksmiths; it is an alloy of iron and carbon. Steel is made by heating wrought iron and charcoal in clay boxes for a period of several days so that the iron absorbs enough carbon to truly become steel. Sages believe iron is a derivative of quicksilver (mercury) and sulfur (brimstone). Broken or obsolete metal objects can be melted down and the substance reused. Whenever such metalworking is done, a Blacksmithing skill check must be made.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities Strength and Spatial Intelligence. Higher results correspond with better quality metalwork. The Aedile will determine the TH for each application.

## Blindfighting

Skill in fighting an unseen foe is never easy. Anytime a character must fight blindly, a Blindfighting skill check is made.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities Hand-Eye Coordination, Reaction Speed, and Intuition. This skill must be checked each round it applies. Consult the table below to determine what happens to the character's Current Armor and their Attack Adjustments for applicable skills such as: Aim, Brawling, Hurl, Weapon (Specific), and Wrestling.

| TH | Current Armor | Attack Adjustment |
|---|---|---|
| < 9 | Reduced to 1% | Impaired by - 30 |
| 9-13 | Reduced to 10% | Impaired by - 25 |
| 14-16 | Reduced to 25% | Impaired by - 20 |
| 17-20 | Reduced to 50% | Impaired by - 15 |
| 21-23 | Reduced to 75% | Impaired by - 10 |
| 24-27 | Reduced to 90% | Impaired by - 5 |
| > 27 | Unaffected | Unaffected |

## Bookbinding

Books, being costly and rare to begin with, are designed as follows. Strips of oak are covered in leather, often reinforced with metal and fastened together by clasps. Sometimes the leather is decorated with panels of gold, silver, or ivory, and often set with gems or enamel. The sheets of paper are each finely sewn together and glued to a backing of leather. Each time a book is bound, a Bookbinding skill check is made.

**Check:** Roll 3d10 and apply the modifier from the sub-ability Common Sense. Higher results correspond with higher quality Bookbinding. Low quality bookbinding is subject to fall apart with little wear.

1. In modern times, brass is made from copper and zinc. However, before the 1700's, zinc could not be produced for the mixture in the crucible; calamine was used instead. Calamine is also known as smithsonite ore. Brass was known by the Romans as Aurichalum.

## Bowyer

Crafting archery bows is a skill that must be checked with the making of every bow. The preferred wood for bows is yew, though ash is a popular alternative.

Ideally, the wood for a bow is taken from the vertical middle of a tree, and should have as few knots as possible. Next, lay the stave on a flat surface and use an even, sharp knife to whittle away at the top. Whittle away less at the middle, and more at the ends. The finished product must be perfectly symmetric, both left to right and top to bottom, otherwise the bow will not pull evenly.

Next, place a tip of the bow at your feet and gently pull down on the top. As it flexes, notice that some parts of the bow offer more resistance to flexing than others. Use a knife to trim these areas, until the bow flexes evenly across its length. When satisfied, make nocks at the ends for the bowstring.

Now, so that the bow does not snap the first time it is used, the wood must be conditioned for flexing. Both ends are braced and weight is applied to the middle for 20-30 minutes, then released. This process is repeated until the wood is deemed conditioned. When satisfied, oil the wood to protect it from the weather.

**Check:** Roll 3d10 and apply the modifier from Spatial Intelligence. Higher results correspond with bows of better quality. Consult the table below:

| TH | Result |
|---|---|
| < 9 | These bows are unusable |
| 9-12 | These bows incur a penalty of - 1d10 to Aim when used; they should be discarded |
| 13 | These bows incur a penalty of - 1d6 to Aim when used; they should be discarded |
| 14-29 | These bows incur no modifier |
| > 29 | These bows incur a penalty of + 1d6 to Aim when used due to fine craftsmanship |

## Brass-smithing

A brass-smith is one who forges and shapes brass with an anvil and hammer. Brass is heated in a forge and then hammered into the shape desired. The forge consists of an open hearth made of firebrick. Coal is used to fuel the forge, and bellows are inserted to fan air as needed. Brass is an alloy of copper and calamine[1]. Broken or obsolete brass objects can be melted down and the substance reused. Whenever such metalworking is done, a Brass-smithing skill check must be made.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities Strength and Spatial Intelligence. Higher results correspond with better quality brasswork. The Aedile will determine the TH for each application.



1. In modern times, brass is made from copper and zinc. However, before the 1700's, zinc could not be produced for the mixture in the crucible; calamine was used instead. Calamine is also known as smithsonite ore. Brass was known by the Romans as Aurichalum.

## Brawling

A successful Brawling attack damages a susceptible foe. Sometimes the damage is only subdual damage. Brawling attacks vary by race, and may include claws. Anything else (such as including chairs, pots or pans, etc.) constitutes the use of a Weapon skill.

The number of Brawling attacks per round are determined by consulting the Agility sub-ability table in *Chapter 3: Abilities*. For each 10 SP invested in Brawling or bonus SP from race or occupation, an extra attack per round is gained.

Since a brawler is not using a weapon, Weapon Size and Delivery Penalty do not affect initiative (see *Chap. 10: Combat*). However, Breadth (see *Chap. 2: Body*) is still added to the first initiative.

**Check:** First, roll 1d100, modify the result with the modifier for the sub-ability of Agility and any invested SP, and consult the appropriate Brawling table according to the attacker's race to determine which body part is attacked.

Roll 3d10 and apply the modifier for the sub-ability of Agility. The base TH is the foe's CAB (Current Armor against Brawling) for the specified body part. If the result of this modified roll exceeds the Current Armor of the target creature, then the Brawling attack was successful.

If the target creature or object has been struck successfully, then determine the damage done. Brawling damage is listed regarding LP on each racial table. To determine the damage to BPP, divide the result by 3, unless an asterisk is listed. If Graphic Gore occurs (see *Chap. 10: Combat*), then double the damage determined, and consult the most appropriate location under Graphic Gore for special effects. When damage occurs to the face, Facial Charisma is lowered accordingly while the face is swollen.

* Subdual damage only, it heals by itself in 1d10 minutes.

** BPP damage equals LP damage.

**Anakim Brawling Attack and Damage**

| Roll | Action | Damage | Roll | Action | Damage |
|---|---|---|---|---|---|
| < 11 | Fist to ears | 1d4 | 51-60 | Fist to throat | 1d12 |
| 11-20 | Fist to mouth | 1d6 | 61-70 | Fist to temple | 1d12 |
| 21-30 | Fist to eye | 1d8 | 71-80 | Fist to groin | 2d8 |
| 31-40 | Fist to nose | 1d10 | 81-96 | Both thumbs to eyes | 3d6 |
| 41-45 | Thumb to eye | 1d10 | 97-110 | Knee to face | 3d6 |
| 46-50 | Fist to back of neck | 1d12 | > 110 | Knee to a braced face | 3d8 |

**Bugbear Brawling Attack and Damage**

| Roll | Action | Damage | Roll | Action | Damage |
|---|---|---|---|---|---|
| < 06 | Spit at and slap face | - | 51-55 | Fist to throat | 1d12 |
| 06-10 | Fist to back | 1d4 | 56-60 | Fist to temple | 1d12 |
| 11-15 | Fist to ears | 1d4 | 61-65 | Fist to groin | 2d8 |
| 16-20 | Fist to stomach | 1d4 | 66-70 | Elbow to nose | 2d8 |
| 21-25 | Headbutt | 1d4 | 71-75 | Elbow to throat | 3d6 |
| 26-30 | Elbow to back | 1d6 | 76-80 | Headbutt to braced head | 3d6 |
| 31-35 | Fist to mouth | 1d6 | 81-85 | Knee to groin | 3d6 |
| 36-40 | Fist to eye | 1d8 | 86-95 | Elbow to temple | 3d6 |
| 41-45 | Elbow to teeth | 2d4 | 96-110 | Knee to face | 3d6 |
| 46-50 | Fist to nose | 1d10 | > 110 | Knee to a braced face | 3d8 |

| Black Dwarf Brawling Attack and Damage | | | | | |
|---|---|---|---|---|---|
| Roll | Action | Damage | Roll | Action | Damage |
| < 02 | Fist to back | 1d4 | 34-35 | Fist to temple | 1d12 |
| 02-10 | Fist to ear | 1d4 | 36-60 | Headbut to face | 2d8 |
| 11-15 | Fist to stomach | 1d4 | 61 | Knee to stomach | 2d8 |
| 16 | Elbow to back | 1d6 | 62 | Knee to sternum | 2d8 |
| 17-20 | Fist to mouth | 1d6 | 63 | Foot to knee | 2d8 |
| 21-22 | Fist to eye | 1d8 | 64-75 | Fist to groin | 2d8 |
| 23 | Elbow to teeth | 2d4 | 76 | Elbow to nose | 2d8 |
| 24-26 | Fist to nose | 1d10 | 77-90 | Elbow to back of neck | 3d6 |
| 27-28 | Fist to throat | 1d12 | 91 | Elbow to throat | 3d6 |
| 29 | Foot to chin | 2d6 | 92 | Foot to groin | 3d6 |
| 30 | Foot to instep | 2d6 | 93 | Knee to groin | 3d6 |
| 31 | Foot to mouth | 2d6 | 94 | Elbow to temple | 3d6 |
| 32 | Foot to stomach | 2d6 | 99-110 | Knee to face | 3d6 |
| 33 | Foot to sternum | 2d6 | > 110 | Headbut to a braced face | 3d8 |

| Brown Dwarf Brawling Attack and Damage | | | | | |
|---|---|---|---|---|---|
| Roll | Action | Damage | Roll | Action | Damage |
| < 02 | Open hand to cheek | 1* | 48 | Foot to stomach | 2d4 |
| 02 | Backhand to cheek | 1* | 49 | Foot to sternum | 2d4 |
| 03 | Fist to back | 1-2 | 50-59 | Fist to temple | 1d10 |
| 04 | Open hands to ears | 1-2 | 60-65 | Knee to stomach | 2d6 |
| 05-10 | Fist to stomach | 1-2 | 66 | Knee to sternum | 2d6 |
| 11-13 | Elbow to back | 1d4 | 67-69 | Foot to knee | 2d6 |
| 14-20 | Fist to mouth | 1d4 | 70-74 | Fist to groin | 2d6 |
| 21-30 | Fist to eye | 1d4 | 75-79 | Elbow to nose | 2d6 |
| 31-32 | Elbow to teeth | 1d6 | 80-81 | Elbow to throat | 3d4 |
| 33-42 | Fist to nose | 1d8 | 82-84 | Foot to groin | 3d4 |
| 43 | Fist to throat | 1d10 | 85-93 | Knee to groin | 3d4 |
| 44 | Foot to chin | 2d4 | 94-96 | Elbow to temple | 3d4 |
| 45-46 | Foot to instep | 2d4 | 97-110 | Knee to face | 3d4 |
| 47 | Foot to mouth | 2d4 | > 110 | Knee to a braced face | 3d6 |

| White Dwarf Brawling Attack and Damage | | | | | |
|---|---|---|---|---|---|
| Roll | Action | Damage | Roll | Action | Damage |
| < 02 | Pulling beard | - | 51-70 | Headbutt to chest | 1d4 |
| 02-10 | Slap face | 1* | 71-80 | Fist to top of head | 1d4 |
| 11-20 | Backhand to face | 1 | 81-90 | Fist to eye | 1d6 |
| 21-40 | Fist to chest | 1d4 | 91-110 | Fist to mouth | 1d6 |
| 41-50 | Fist to stomach | 1d4 | > 110 | Fist to groin | 2d8 |

| Dark Elf Brawling Attack and Damage | | | | | |
|---|---|---|---|---|---|
| **Roll** | **Action** | **Damage** | **Roll** | **Action** | **Damage** |
| < 02 | Open hand to cheek | 1* | 48 | Foot to stomach | 1d4 |
| 02 | Backhand to cheek | 1* | 49 | Foot to sternum | 1d4 |
| 03 | Fist to back | 1 | 50-59 | Fist to temple | 1d4 |
| 04 | Open hands to ears | 1 | 60-65 | Knee to stomach | 1d4 |
| 05-10 | Fist to stomach | 1-2 | 66 | Knee to sternum | 1d4 |
| 11-13 | Elbow to back | 1d4 | 67-69 | Foot to knee | 1d4 |
| 14-20 | Fist to mouth | 1d4 | 70-74 | Fist to groin | 1d4 |
| 21-30 | Fist to eye | 1d4 | 75-79 | Elbow to nose | 1d4 |
| 31-32 | Elbow to teeth | 1d4 | 80-81 | Elbow to throat | 1d4 |
| 33-42 | Fist to nose | 1d4 | 82-84 | Foot to groin | 1d4 |
| 43 | Fist to throat | 1d4 | 85-93 | Knee to groin | 1d6 |
| 44 | Foot to chin | 1d4 | 94-96 | Elbow to temple | 1d6 |
| 45-46 | Foot to instep | 1d4 | 97-110 | Knee to face | 1d6 |
| 47 | Foot to mouth | 1d4 | > 110 | Knee to a braced face | 2d4 |

| Light Elf Brawling Attack and Damage | | | | | |
|---|---|---|---|---|---|
| **Roll** | **Action** | **Damage** | **Roll** | **Action** | **Damage** |
| < 02 | Pinching | - | 72-75 | Foot to shins | 1-2 |
| 02-20 | Pulling hair | - | 76 | Biting ankle | 1-2 |
| 21 | Scratch back | - | 77 | Biting face | 1-2 |
| 22-23 | Scratch general body | - | 78-81 | Biting general body | 1d4 |
| 24-30 | Scratch face | - | 82-85 | Fist to top of head | 1d4 |
| 31-35 | Pulling ear | 1 | 86-90 | Fist to groin | 1d4 |
| 36-45 | Slap face | 1* | 91 | Finger to eye | 1d6 |
| 46-50 | Backhand to face | 1 | 92-95 | Foot to stomach | 1d6 |
| 51-70 | Windmill fury | 1-2* | 96-110 | Foot to groin | 1d6 |
| 71 | Foot to foot | 1-2 | > 110 | Biting groin | 2d6 |

| Human Brawling Attack and Damage | | | | | |
|---|---|---|---|---|---|
| **Roll** | **Action** | **Damage** | **Roll** | **Action** | **Damage** |
| < 02 | Open hand to cheek | 1* | 48 | Foot to stomach | 2d6 |
| 02 | Backhand to cheek | 1-2* | 49 | Foot to sternum | 2d6 |
| 03 | Fist to back | 1d4 | 50-59 | Fist to temple | 1d12 |
| 04 | Open hands to ears | 1d4 | 60-65 | Knee to stomach | 2d8 |
| 05-10 | Fist to stomach | 1d4 | 66 | Knee to sternum | 2d8 |
| 11-13 | Elbow to back | 1d6 | 67-69 | Foot to knee | 2d8 |
| 14-20 | Fist to mouth | 1d6 | 70-74 | Fist to groin | 2d8 |
| 21-30 | Fist to eye | 1d8 | 75-79 | Elbow to nose | 2d8 |
| 31-32 | Elbow to teeth | 2d4 | 80-81 | Elbow to throat | 3d6 |
| 33-42 | Fist to nose | 1d10 | 82-84 | Foot to groin | 3d6 |
| 43 | Fist to throat | 1d12 | 85-93 | Knee to groin | 3d6 |
| 44 | Foot to chin | 2d6 | 94-96 | Elbow to temple | 3d6 |
| 45-46 | Foot to instep | 2d6 | 97-110 | Knee to face | 3d6 |
| 47 | Foot to mouth | 2d6 | > 110 | Knee to a braced face | 3d8 |

| Kobold Brawling Attack and Damage | | | | | |
|---|---|---|---|---|---|
| Roll | Action | Damage | Roll | Action | Damage |
| < 11 | Tripping foe (smote) | - | 46 | Foot to sternum | 1d6 |
| 11-20 | Foot sweep (smote) | 1* | 47-55 | Fist to temple | 1d6 |
| 21 | Foot behind knee (smote) | 1 | 56-57 | Knee to stomach | 1d6 |
| 22-25 | Fist to stomach | 1-2 | 58 | Knee to sternum | 1d6 |
| 26 | Elbow to back | 1d4 | 59-69 | Foot to knee | 1d6 |
| 27 | Fist to mouth | 1d4 | 70-80 | Fist to groin | 1d6 |
| 28 | Fist to eye | 1d4 | 81-86 | Elbow to nose | 1d6 |
| 29 | Elbow to teeth | 1d6 | 87 | Elbow to throat | 1d6 |
| 30 | Fist to nose | 1d6 | 88-92 | Foot to groin | 1d6 |
| 31 | Fist to throat | 1d6 | 93 | Bite to groin | 1d6 |
| 32 | Foot to chin | 1d6 | 94-97 | Knee to groin | 1d8 |
| 33-40 | Foot to instep | 1d6 | 98 | Elbow to temple | 1d8 |
| 41 | Foot to mouth | 1d6 | 99-110 | Knee to face | 1d8 |
| 42-45 | Foot to stomach | 1d6 | > 110 | Knee to a braced face | 2d6 |

| Ogre Brawling Attack and Damage | | | | | |
|---|---|---|---|---|---|
| Roll | Action | Damage | Roll | Action | Damage |
| < 11 | Fist to top of head | 1d4 | 51-60 | Fist to throat | 1d12 |
| 11-20 | Fist to ears | 1d4 | 61-70 | Fist to temple | 1d12 |
| 21-30 | Fist to mouth | 1d6 | 71-80 | Fist to groin | 2d8 |
| 31-40 | Fist to eye | 1d8 | 81-96 | Shoulder to chest | 2d8 |
| 41-45 | Fist to nose | 1d10 | 98 | Bite general body | 3d6** |
| 46-50 | Fist to back of neck | 1d12 | > 99 | Bite head | 3d8** |

| Borbytingarna Troll Brawling Attack and Damage | | | | | |
|---|---|---|---|---|---|
| Roll | Action | Damage | Roll | Action | Damage |
| < 11 | Fist to top of head | 1d4 | 51-60 | Fist to throat | 1d12 |
| 11-20 | Fist to ears | 1d4 | 61-70 | Fist to temple | 1d12 |
| 21-30 | Fist to mouth | 1d6 | 71-80 | Fist to groin | 2d8 |
| 31-40 | Fist to eye | 1d8 | 81-96 | Shoulder to chest | 2d8 |
| 41-45 | Fist to nose | 1d10 | 98 | Bite general body | 3d6** |
| 46-50 | Fist to back of neck | 1d12 | > 99 | Bite head | 3d8** |

| Hill Troll Brawling Attack and Damage | | | | | |
|---|---|---|---|---|---|
| Roll | Action | Damage | Roll | Action | Damage |
| < 02 | Belly smack | 1 | 41-45 | Fist to groin | 2d8 |
| 02-05 | Fist to top of head | 1d4 | 46-55 | Claw back | 3d6** |
| 06-10 | Fist to ears | 1d4 | 56-70 | Claw chest | 3d6** |
| 11-15 | Fist to mouth | 1d6 | 71-75 | Bite arm | 3d8** |
| 16-20 | Fist to eye | 1d8 | 76-80 | Bite leg | 3d8** |
| 21-25 | Fist to nose | 1d10 | 81-90 | Claw face | 3d8** |
| 26-30 | Fist to back of neck | 1d12 | 91-95 | Bite torso | 3d10** |
| 31-35 | Fist to throat | 1d12 | 96-99 | Claw throat | 3d10** |
| 36-40 | Fist to temple | 1d12 | > 99 | Bite head | 3d12** |

| Subterranean Troll Brawling Attack and Damage | | | | | |
|---|---|---|---|---|---|
| Roll | Action | Damage | Roll | Action | Damage |
| < 02 | Open hand to cheek | 1* | 48 | Foot to stomach | 2d6 |
| 02 | Backhand to cheek | 1-2* | 49 | Foot to sternum | 2d6 |
| 03 | Fist to back | 1d4 | 50-59 | Fist to temple | 1d12 |
| 04 | Open hands to ears | 1d4 | 60-65 | Knee to stomach | 2d8 |
| 05-10 | Fist to stomach | 1d4 | 66 | Knee to sternum | 2d8 |
| 11-13 | Elbow to back | 1d6 | 67-69 | Foot to knee | 2d8 |
| 14-20 | Fist to mouth | 1d6 | 70-74 | Fist to groin | 2d8 |
| 21-30 | Fist to eye | 1d8 | 75-79 | Elbow to nose | 2d8 |
| 31-32 | Elbow to teeth | 2d4 | 80-81 | Elbow to throat | 3d6 |
| 33-42 | Fist to nose | 1d10 | 82-84 | Foot to groin | 3d6 |
| 43 | Fist to throat | 1d12 | 85-93 | Knee to groin | 3d6 |
| 44 | Foot to chin | 2d6 | 94-96 | Elbow to temple | 3d6 |
| 45-46 | Foot to instep | 2d6 | 97-110 | Knee to face | 3d6 |
| 47 | Foot to mouth | 2d6 | > 110 | Knee to a braced face | 3d8 |

## Brewing

Alcohol is created by fermenting natural substances such as wheat, barley, grapes, or honey. Whenever alcohol is to be brewed, a Brewing skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the sub-ability Common Sense. Higher results correspond with alcohol of better quality. Mead is made from fermented honey, and requires 1 year to ferment properly. Consult the table below regarding quality:

| TH | Result |
|---|---|
| < 9 | If possible, a disease or food poisioning will occur if large amounts are ingested |
| 9-16 | It tastes terrible and smells, but the alcohol will take effect normally |
| 17-20 | It tastes satisfactory and the alcohol will take effect normally |
| 21-29 | It tastes pleasant and the alcohol will take effect normally |
| 30-39 | The brewer receives repeated congratulations on this fine brew |
| > 39 | The brewer becomes renowned far and wide for this fine brew |

## Candlemaking

The hardening of wax with an interior wick is Candlemaking. Whenever a candle is made, a Candlemaking skill check is made.

**Check:** Roll 3d10 and apply the modifier from the Common Sense sub-ability. Higher results correspond with better quality candlemaking.

## Carpentry

The reshaping or refining of wood is a valued skill these days. Whenever wood is worked, a Carpentry skill check is made.

**Check:** Roll 3d10 and apply the modifier from Spatial Intelligence. Higher results correspond with better quality woodworking. The Aedile will determine the TH for each circumstance.

## Cartography

This skill relates to the ability to draw accurate maps of quality, as well as decipher or follow them. Whenever maps come into play, a Cartography skill check is made.

**Check:** Roll 3d10 and apply the modifier from Spatial Intelligence. Higher results correspond with better skill in Cartography. Note that literacy is not a requirement when relating a map to its surroundings, but literacy is required to draw a map, and certainly if there is any writing upon it. The Aedile will determine the TH for each circumstance.

## Catching

The act of seizing an object in motion defines the Catching skill. Most often, this skill is used when an object is hurled toward the character without the intent to injure. Whenever a character attempts to catch an object, a Catching skill check is made.

**Check:** Roll 3d10 and apply the modifier from Hand-Eye Coordination. Higher results correspond with better catching. The Aedile will determine the TH for each circumstance. Modifiers may include the size of the object, the speed at which it travels, whether or not the object is dangerous (such as a dagger), and whether or not the character may use both hands. Examples follow:

| TH | Example |
|---|---|
| 17 | Flask |
| 40 | Dagger (without injury) |

## Charioteering

The act of driving a chariot, usually in battle, is the skill of Charioteering. Whenever a chariot is driven under stressful conditions and the horses may be difficult to control, a Charioteering skill check must be made.

**Check:** Roll 3d10 and apply the modifier from Dexterity. Higher results correspond to higher quality chariot driving. The Aedile will determine the TH of each circumstance.

## Chemistry

All matter is comprised of a particular combination of the 5 elements: air, earth, fire, water, and ether. Chemistry is the science of exploring combinations. Through combining substances, new substances may be made, such as acids, bases, gas, metals, and new toxins (poisons). However, Chemistry may also be dangerous and explosions may result depending on the whim of the Aedile and what is being created.

Some ancients asserted that the universe is comprised only of atoms and the void[1]. An atom was considered the smallest divisible unit of matter. Where atoms do not exist is the void, which surrounds all atoms. The atomist view of chemistry has been both modified and abandoned in favor of 5 elements.

Originally, 4 elements were postulated as the basis of all matter[2]. These 4 elements are the result of 2 properties: hotness and dryness. Then, each element became associated with a geometric shape[3]. These shapes are considered the particles of the elements. Each of the 4 elements is posited to exist in an ideal or pure form, though they cannot be found in this world, except in lesser purity.

**Air:** This element is between hotness and wetness, and is related to an octahedron.

**Earth:** This element is between dryness and coldness, and is related to the shape of a cube, due to its hardness.

**Fire:** This element is between hotness and dryness, and is related to a tetrahedron, due to the sharp points of this shape.

**Water:** This element is between coldness and wetness, and is related to an icosahedron.

Later, a 5th element was added[4], which is called ether.

**Ether:** This element is equidistant to the 2 properties. To some, it is the substance of stars[4], although the concept of ether developed into a version of the void, because it is considered to be everywhere. Ether is related to a pentagonal dodecahedron. Another name for ether is quintaessentia, or the quintessential.

Chemists seek to mix pure substances – pure in the sense of nature, not in the sense of ideal and pure elements. The following are considered to be pure substances: gold, silver, lead, tin, iron, copper, mercury or quicksilver, salt, vinegar, lime or quicklime, bitumen or pitch, and extracts from plants.

Prerequisites for Chemistry include: Library Research + 10, Herbalism + 5, Toxicology + 5, Nature (Plants) + 5, Nature (Minerals) + 5.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities of Intuition, Math, and Analytic Intelligence. The higher the roll, the more likely is success. If the result is 6 or less, than an injury determined by the Aedile occurs to the chemist.

1. The original atomists were Leucippus and Democritus, as cited from The Atomists: Leucippus and Democritus, which is a translation of fragments of text by C. C. W. Taylor. For more information, see the References section at the end of this book.
2. Empedocles of Agrigentum (490 - 430 B.C.E.) first asserted the four-element model of nature.
3. Plato and Pythagoras associated the four elements with geometric shapes.
4. Aristotle added the fifth element. For more information, see the References section at the end of this book.

## Cheesemaking

Cheesemaking is the process of producing cheese. Whenever a character attempts to make cheese, a Cheesemaking skill check is required.

Cheese is made from milk, though the milk of different domesticated herbivores may be used to make different kinds of cheese. Milk must be coagulated or curdled, so that it forms curds, which are milky white lumps, and whey, a thin liquid. If left alone, milk curdles naturally; it sours and forms into an acid curd. Some cheeses are made from the curds, the others from whey. Next, cheeses undergo a ripening process, which varies between 2 weeks and 7 years. Finally, it is common to add spices. The rinds are treated during the ripening process, sometimes with wax for preservation. Oftentimes, the rinds are salted.

**Check:** Roll 3d10 and apply the modifier from the sub-ability of Common Sense. Higher results correspond with higher quality cheese.

## Cleaning

The cleaning of objects may involve numerous little tasks, such as dusting, arranging furniture, washing floors, etc. Whenever an area or inanimate object must be cleaned, a Cleaning skill check must be made.

**Check:** Roll 3d10 and apply the modifier from Common Sense. Higher results correspond to higher quality Cleaning. The Aedile will determine the TH of each circumstance.

## Climb

Climbing is the action of attempting to physically raise oneself regarding elevation. Whenever a character attempts to Climb, a Climb skill check is made.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities of Physical Fitness and Agility. Higher results correspond with better success at climbing. Characters who are fully encumbered are unable to Climb.

Divide the climber's Strength sub-ability score by their weight, multiply by 30, and subtract 30. The result is a modifier to the Climb skill check.

Next, the ease of the surface to Climb must be considered. If the surface permits sufficient footholds and handholds, then no penalty applies. If the surface resembles the difficulty of climbing a tree with thick bark, then the character incurs a penalty of - 5. If the surface is basically smooth, then the character incurs a penalty of - 15. If the surface is smooth and oily, then the character incurs a - 20 penalty.

Light armor incurs a - 5 penalty, while medium armor incurs a - 10 penalty, and heavy armor incurs a - 15 penalty.

Climbing up a rope yields a bonus of + 5. Climbing up a rope while wearing gloves gives a bonus of + 15. If the rope has periodic knots, then a + 2 bonus is incurred.

Consult the table below to determine whether or not the character may Climb as well as their rate, and the likelihood of falling per minute. Note that their chance of falling may be eliminated if they are assisted.

| TH | Fastest Speed Possible | Falling Chance/Minute |
|---|---|---|
| < 14 | Unable to Climb | - |
| 14-16 | 1% of Sprint speed | 32% |
| 17-20 | 5% of Sprint speed | 16% |
| 21-23 | 10% of Sprint speed | 8% |
| 24-25 | 15% of Sprint speed | 4% |
| 26-29 | 20% of Sprint speed | 2% |
| > 29 | 25% of Sprint speed | 1% |

## Clockmaking

A clock is a device that tells time. Whenever a clock is crafted, a Clockmaking skill check is made. For more information on the types of clocks available, consult *Chapter 9: Equipment*.

**Check:** Roll 3d10 and apply the modifier from the Spatial sub-ability. Higher results correspond with better quality clocks. On the table below, *Duration* represents the length of time until the clock breaks down, and *Inaccuracy* represents the amount of time that the clock will be off after a 24-hour period. Consult the table below to determine the qualities of the clock:

| TH | Duration | Inaccuracy |
|---|---|---|
| < 9 | Does not function | Does not function |
| 9-16 | 1d4 weeks | 2d4 hours |
| 17-20 | 2d6 months | 1d100 minutes |
| 21-23 | 1d4 years | 1d10 minutes |
| 24-29 | 1d10 years | 1d4 minutes |
| > 29 | 2d20 years | 1d4 seconds |

## Cobbling

A cobbler is a maker of shoes and other footwear. Whenever crafting footwear is attempted, a Cobbling skill check is made.

**Check:** Roll 3d10 and apply the modifier from the Common Sense sub-ability. Higher results correspond with better quality footwear. On the table below, the column *Duration* assumes that the footwear is worn daily and subjected to normal wear and tear for the duration listed. Consult the table below to see how long the footwear will last before becoming inoperable:

| TH | Duration |
|---|---|
| < 14 | 1 day |
| 14-16 | 1 month |
| 17-20 | 6 months |
| 21-23 | 1 year |
| 24-29 | 5 years |
| > 29 | 10 years |

## Comedy, Buffoonery

Buffoonery is coarse, loutish behavior. This type of comedy is often offensive to others, but many find it extremely amusing as well. Whenever buffoonery is attempted, a Buffoonery Comedy skill check is made.

**Check:** Roll 3d10 and apply the modifier from the Charisma ability.

| TH | Result |
|---|---|
| < 14 | Anger is evoked |
| 14-15 | No apparent effects |
| 16 | A chuckle occurs, light amusement |
| 17-20 | The pun went over well, merriment and laughter ensue |
| 21-29 | The pun makes the comedian the life of party, so to speak |
| > 29 | Whoever hears the pun wants to be friends with the comedian or experiences great attraction to the comedian |

## Comedy, Physical

Physical Comedy consists of humorous actions. Whenever actions are performed and intended to be humorous, a Physical Comedy skill check is made. Unintended humorous actions are not a result of skill, but luck or happenstance.

**Check:** Roll 3d10 and apply the average of the modifiers from the Charisma ability and the Agility sub-ability.

| TH | Result |
|---|---|
| < 11 | The comedian injures themselves and others nearby. The Aedile determines what is appropriate. |
| 11 | The comedian injures others nearby. The Aedile determines what is appropriate. |
| 12-13 | The comedian injures themselves. The Aedile determines what is appropriate. |
| 14-16 | No apparent effect |
| 17-20 | A chuckle occurs, light amusement |
| 21-23 | The Physical Comedy is well received, merriment and laughter ensue |
| 24-29 | The comedian becomes the life of the party, so to speak |
| > 29 | Whoever sees the Physical Comedy wants to be friends with the comedian, or experiences attraction to the comedian |

## Comedy, Pun

A pun is a play on words and demonstration of wit. In this skill, pun is used with comedic effect. Whenever a pun is attempted in hopes of being funny, a Pun Comedy skill check may be made.

**Check:** Roll 3d10 and apply the modifier from Charisma. Higher results correspond with a better effect from the pun. The effect of a pun can vary considerably. Consider the table below:

| TH | Result |
|---|---|
| < 9 | Anger is evoked |
| 9-16 | No apparent effect |
| 17-20 | A chuckle occurs, light amusement |
| 21-23 | The pun is well received, merriment and laughter ensue |
| 24-29 | The pun makes the comedian the life of the party, so to speak |
| > 29 | Whoever hears the pun wants to be the friend of the comedian, or is attracted to the comedian |

## Constellations

Whenever the constellations need to be identified in the night sky or their trajectories discussed, a Constellations skill check is made. This skill is not to be confused with the skill of Divination (Astrology), though they are often used together.

**Check:** Roll 3d10 and apply the average of the modifiers from Vision (include only for nearsightedness) and the sub-abilities of Reflection and Spatial Intelligence. Higher results correspond with better accuracy about the Constellations. The Aedile will determine the TH for each specific check.

## Contortion

Some are more skilled than others at bodily flexibility and fitting their bodies into smaller spaces. This skill allows a character to contort their body. A character skilled at Contortion has higher Sexual Adeptness.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities of Physical Fitness and Agility. Consult the table below:

| TH | Example |
|---|---|
| < 14 | Able to sit with legs extended, lean forward, and touch calves without bending knees |
| 14-16 | Able to sit with legs extended, lean forward, and touch lower legs without bending knees |
| 17-20 | Able to sit with legs extended, lean forward, and touch ankles/toes without bending knees |
| 21-23 | Able to sit with legs extended, lean forward, and touch toes without bending knees |
| 24-29 | Able to sit with legs extended, lean forward, and place fingers on bottom of feet without bending knees |
| 30-34 | Able to sit with legs extended, lean forward, and place palms on bottom of feet without bending knees |
| 35-39 | Able to sit with legs extended, lean forward, and comfortably place head on knees without bending knees |
| > 39 | Able to perform self-fellatio |

## Cooking

Those skilled at preparing food are good at Cooking. Whenever food is being prepared, a Cooking skill check is made.

**Check:** Roll 3d10 and apply the modifier from the sub-ability Common Sense. Higher results correspond to better cooking.

| TH | Result |
|---|---|
| < 9 | Poor cooking, resulting in a disease or food poisoning if applicable, such as botulism |
| 9-13 | Poor cooking. The meal is either (01-50%) undercooked or (51-100%) overcooked. In either case, it tastes terrible. |
| 14-20 | Normal cooking, nothing noteworthy |
| 21-23 | Good cooking. The meal is pleasing. |
| 24-29 | Excellent cooking. The cook is thanked repeatedly and the meal is recommended by friends and family. |
| 30-34 | Excellent cooking. The cook is thanked repeatedly and the meal is recommended throughout the community. |
| > 34 | Excellent cooking. The cook is thanked repeatedly and the meal is recommended throughout the land. |

## Coppersmithing

A coppersmith is one who forges and shapes copper with an anvil and a hammer. Copper is heated in a forge and then hammered into the shape desired. The process of forging improves the structure of the metal. Forged metal is stronger and exhibits greater resistance to fatigue and impact. The forge consists of an open hearth made of firebrick. Coal is used to fuel the forge, and bellows are inserted to fan air as needed. Broken or obsolete copper objects can be melted down and the substance reused. Whenever such metalworking is done, a Coppersmithing skill check must be made.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities Strength and Spatial Intelligence. Higher results correspond with better quality metalwork. The Aedile will determine the TH for each application.

## Cosmetics

Women apply cosmetics to themselves or each other to enhance their beauty. Cosmetics are not applied to males. The modifiers below apply only to females. If makeup is applied to a male, then consult the Aedile to determine the effects. Whenever makeup is applied, a Cosmetics skill check must be made.

First, foundation is applied to the face, which may range from the poisonous white lead to the safer chalk or orris root. A healthy glow is restored by applying red ochre. Second, eyes are given special attention; lampblack is applied to eyelashes and possibly eyebrows. Finally, a salve made of alkanet root and ochre is applied to the lips. Although it does not affect Facial Charisma, moisturizing cream is often applied to the body after leaving the baths.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities Spatial Intelligence and Intuition. Consult the table below to determine the effect on Facial Charisma:

| TH | Result |
|---|---|
| < 11 | Facial Charisma - (2d10)% |
| 11-15 | Facial Charisma - (1d10)% |
| 16-17 | - |
| 18-22 | Facial Charisma + (1d10)% |
| > 22 | Facial Charisma + (2d10)% |

## Cosmos, General Planes

This skill deals with natural facts of the planes of the cosmos in general. Usually, this entails information concerning popular locales, geography, prominent figures or gods and how the universe is structured. Whenever information or knowledge such as that listed above is required, a General Planes skill check is made.

**LC:** While there is no LC penalty, each educational course taken formally bestows a + 2 bonus to the General Planes skill check. Usually, humanoids do not formally study the General Planes, though select occupations may, such as priests, sages, and wizards.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding the General Planes. The Aedile must decide the TH depending on the circumstances.

## Cosmos, Specific Plane

This skill deals with natural facts of a specific plane of existence. Usually, this entails information concerning popular locations, such as the geography, prominent figures or gods, etc. Whenever information or knowledge such as that listed above is required, a Specific Plane skill check is made.

**LC:** While there is no LC penalty, each educational course taken formally bestows a + 2 bonus to the Specific Plane skill check. Similarly, every adventure to the plane where a good duration is spent also bestows a + 2 bonus. Usually, humanoids do not formally study a Specific Plane, though select occupations may, such as priests, sages, and wizards.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding a Specific Plane. The Aedile must decide the TH depending on the circumstances.

## Cunnilingus

See the Sexual Adeptness skill.

## Dance

Dancing is a physical activity performed either alone or with others as a rhythmic or patterned succession of steps, usually to music. Dancing is often performed when a character is happy, partaking in a celebration or festival, or desiring to mate.

**Check:** Roll 3d10 and apply the average of the modifiers from Kinetic Charisma and Agility. Higher results correspond with a better dancing performance. Some dances are more difficult to perform than others, and these incur appropriate penalties. Otherwise, consult the table below:

| TH | Result |
|---|---|
| < 9 | Observers laugh at the ineptitude of the dancer. |
| 9-13 | The timing of the dancer is poor and the movements are not fluid. The dancer stumbles here and there, attracting slightly negative attention. |
| 14-20 | The dancer is nothing noteworthy. |
| 21-23 | The dancer is better than most, attracting slightly positive attention. |
| 24-29 | Others pause to note the exquisite performance of the dancer. |
| 30-34 | Observers halt their activities, gathering around the dancer due to their breath-taking performance. |
| 35-39 | Rumors spread throughout the community of the skill of the dancer. |
| > 39 | Rumors spread throughout the land of the skill of the dancer. |

## Delousing

The act of removing lice, fleas, and bedbugs is Delousing. Lice, fleas, and bedbugs must be picked from hair, beards, armpits, and genitals. Most females are skilled in Delousing their family members. Some females make a trade out of delousing any character who will pay.

**Check:** Roll 3d10 and apply the modifier from the Hand-Eye Coordination sub-ability. A bonus of 5 is applied to the roll if the herb lavender is applied, which repels these pests. If the check is successful, then 1 bug has been removed. The TH to remove a bug is 24.

## Diagnosing

This skill may be used only by a doctor. A doctor must diagnose, or determine what is the problem with, a patient. Whenever a doctor must diagnose a patient, a Diagnosing skill check is made.

**Check:** Roll 3d10 and apply the average of the modifiers from the Intelligence and Wisdom abilities. The higher the roll, the more accurate the diagnosis. The Aedile will determine the difficulty of each diagnosis.

## Direction Sense

The skill to sense a given direction, such as north, is valuable to sailors, rangers, and dungeoneers alike. Whenever a character attempts to sense a direction, a Direction Sense skill check is made.

**Check:** Roll 3d10 and apply the modifier from the sub-ability Intuition. If the character has suddenly appeared in an absolutely unfamiliar location, such as by means of a Teleport spell, then a -10 penalty is incurred.

| TH | Result |
|---|---|
| < 17 | The direction seems impossible to discern. |
| 17-20 | An incorrect direction is sensed. The Aedile must roll 1d8 to determine the direction, rerolling the die if the correct direction results. Let 1=N, 2=NE, 3=E, 4=SE, 5=S, 6=SW, 7=W, and 8=NW. |
| > 20 | The correct direction is sensed. |

## Disarm

When a character attempts to remove a weapon from a combative foe, a Disarm skill check is made.

**Check:** First, make a skill check with whichever skill is appropriate (Brawling, Specific Weapon, etc.). If the attack succeeds, then the foe is generally unharmed. If the skill check succeeds, then roll 3d10 and apply the average of the modifiers from the sub-abilities of Hand-Eye Coordination and Agility.

Consider the length in inches of the foe's weapon that is exposed beyond their fulcrum point. Divide this by the foe's fist circumference (see *Chap. 2: Body*), and multiply this result by 2. This is a modifier for the disarmer. Additional modifiers are listed below:

| Factor | Modifier |
|---|---|
| Disarmer has initiative over foe | - |
| Foe has initiative over disarmer, and misses with a 1-handed hacking or pounding weapon | - 5 |
| Foe has initiative over disarmer, and strikes with a 1-handed hacking or pounding weapon | - 15 |
| Each inch of the weapon of the foe that is perpendicular to its handle (it is able to be hooked) | + 1 |

While the results vary with the method and weapon used, consult the table below for a general attempt at resolution:

| TH | Example |
|---|---|
| < 7 | If both the disarmer and foe have weapons with parts that are perpendicular to the handle, then both weapons become hooked. The character with the greatest Strength is able to pull the other weapon free. |
| 7-16 | The weapon is missed. |
| 17-25 | The weapon is hit as intended, but no damage is done to it or the foe, and the weapon remains in their grasp. |
| 25-29 | The weapon is dislodged from the grasp of the foe, and falls to the ground. |
| 30-39 | The weapon is dislodged from the grasp of the foe, and falls to the ground several feet away. |
| 40-49 | The weapon is dislodged from the grasp of the foe, and the foe is damaged. |
| > 49 | The weapon is dislodged from the grasp of the foe, and the foe suffers Graphic Gore. Roll 1d100. Either (01-50) the hand was struck, (51-80) lower arm, or (81-100) upper arm. |

## Disguise

The skill to furnish with a false appearance or assumed identity can be a dangerous skill. Disguise may be considered when performed on oneself, though others may help. This skill is often used in conjunction with Acting (Drama). Whenever a character is disguised, a Disguise skill check is made.

**Check:** Roll 3d10 and apply the average of the modifiers for Charisma and Common Sense. Higher results correspond with better disguises. For each other character who actively assists in establishing the disguise of a character, a bonus of + 1 is incurred. For others to detect the disguise, they must make an Intuition sub-ability check that exceeds the Disguise skill check.

## Dismemberment

This skill has no skill check, but instead the points invested in it contribute to the severity of the damage for hacking weapons on the Graphic Gore tables in *Chapter 10: Combat*.

## Divination, Alectromancy

Also called alectyromancy, this method of divination is performed by drawing a circle on the ground and inscribing letters about the perimeter, or in the case of yes/no questions a 'yes' and a 'no'. Then a cock is placed inside the circle and the letters where the bird pecks are collected into sentences as answers. Sometimes, answers are derived from the direction the cock crows, or reciting letters of the alphabet, noting during which ones the cock crows.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Anthropomancy

The act of divining from the entrails of dead or dying characters. Most often, these are sacrificial victims. Also called splanchomancy and extispicy, anthropomancy is commonly outlawed among civilized cultures.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Aspidomancy

The act of divining from sitting and chanting while in a circle is Aspidomancy. A circle must consist of at least 3 characters of the same species.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Astrology

This is the study of how events on Neveria (a fantasy world for F.A.T.A.L.) correspond to the positions and movements of astronomical bodies, particularly the sun, moon, stars, and planets. Astrologers believe that the position of astronomical bodies at the exact moment of a character's birth and the subsequent movements of the bodies reflect their characteristics, and therefore destiny. Astrologers create charts called horoscopes, which map the position of astronomical bodies. Every planet, including the sun and moon, are noted for their positions during the character's birth.

**Check:** Roll 3d10 and apply the modifier from Intelligence. Higher results correspond with perceptions of better astrological accuracy. The Aedile will determine the TH according to each situation.

## Divination, Austromancy

The act of divining by interpreting winds and cloud shapes is Austromancy.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Axinomancy

This act of divination is performed by placing an agate stone on a red-hot axe. Its motion is taken to indicate the identity of a character guilty of a crime. Other methods of prediction and answering questions are performed with an axe as well.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Belomancy

This act of divining consists of tying a message to an arrow. Each message is tied to a different arrow, and each message suggests a different answer or piece of advice. The diviner launches each arrow from the same bow. No other archer may launch 1 or more of the messages. The arrow that flies the farthest is considered to carry the message whose advise should be heeded.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Ceraunoscopy

The act of divining thunder and lightning is ceraunoscopy.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Chiromancy

Also called cheiromancy, palmistry, and palm reading, this is the act of divining from the creases, lines, and bumps on the palms and fingers. The hands reveal character and destiny to the seer, indicating factors such as longevity, general health, intelligence, love, luck, and money.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Cleromancy

The act of divining by means of dice. Any small object may be substituted, such as pebbles, beans, or bones.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

### Divination, Crystalomancy

The act of divining from transparent bodies such as a crystal ball, polished quartz, precious stones (especially a beryl), or any transparent object is Crystalomancy. By gazing fixedly and deeply into a polished crystal ball the seer attempts to see what will happen in the future or somewhere else, and to seek answers to questions.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

### Divination, Dririmancy

The act of divining by interpreting dripping blood is Dririmancy. Dririmancy is outlawed in most ceremonies.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

### Divination, Gastromancy

The act of divining by interpreting sounds from a belly is Gastromancy.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

### Divination, Gyromancy

This act of divining is accomplished by walking around a circle of letters until the diviner falls or is too dizzy to continue. The letters against which the diviner stumbles or the direction of the fall are supposed to spell out a prophetic message.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

### Divination, Hydromancy

The act of divining from water is Hydromancy. One method the diviner uses is to obtain a basin full of water, command it to be activated by spirits, and it vibrates to a point where it boils and gives off meaningful sounds. Other techniques are to drop pebbles into bowls filled with water, fountains, or other bodies of water. The diviner reads from the color of the water on its surface as the water ripples.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

### Divination, Libanomancy

The act of divining by interpreting the movements of incense smoke is Libanomancy.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Lithomancy

The act of divining the light reflected by precious or colored stones is Lithomancy. The gemstones are usually placed on a black cloth for the reading.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Lunomancy

The act of divining from the shadows created by the moonlight on an character's face is Lunomancy. Before the divining, silver dust is spread on the diviner's hands as well as the character's face.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Necromancy

The act of divining from communicating with the dead is Necromancy. Necromancers are often accused of witchcraft and considered immoral for seeking forbidden knowledge from corpses or spirits.

This skill is distinct from magic, though some spells of the ether discipline are necromantic as well. It is popular to refer to necromancers as 'bone-conjurers.'

Though this is a skill and not a magical spell, ceremony usually accompanies the practice of necromancy. Necromancers usually don black robes and bear gifts for the dead, such as milk, honey, holy water, wine, and olive oil, along with a wreath.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Numerology

The act of divining from numbers is Numerology. Numerologists believe that the universe is mathematically constructed, and that all things can be expressed in numbers. Since all letters, words, names, birthdays, and so forth may be converted numerically and expressed in numbers, it is believed that a character's life, temperament, and destiny can be determined. Numerologists use the numbers 1 - 9 and 0, converting larger numbers into these by adding them together. For instance, the number 14 would be the number 5 to a numerologist (1 + 4 = 5). Certain numbers are not reduced, however; these are 11 and 22. Regarding alphabets, the following letters are transposed into the following numbers:

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|
| A | B | C | D | E | F | G | H | I |
| J | K | L | M | N | O | P | Q | R |
| S | T | U | V | W | X | Y | Z | |

The above example formatted in English is formatted identically in other languages as well. Based on the information above, a word would be translated numerologically as follows:

FATAL = 6+1+2+1+3 = 13 = 1+3 = 4. The numerological number for FATAL is 4. From here, a numerologist would describe the significance of the number 4. An example of a date would be: 08/11/1972 = 0+8+1+1+1+9+7+2 = 29 = 2+9 = 11.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Omphalomancy

The act of divining by observing the knots in an umbilical cord is Omphalomancy.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Oneiromancy

The act of divining by interpreting dreams is Oneiromancy.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Onomancy

The act of divining by interpreting the letters of a name is Onomancy.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Oomancy

The act of divining by interpreting eggs is Oomancy. The diviner considers the outer shape and the inner contents.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Ornithomancy

The act of divining by observing the flight of birds is Ornithomancy.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

## Divination, Pyromancy

The act of divining by fire is Pyromancy. The presage is good if the flame is vigorous and quickly consumes the sacrifice. On the other hand, if it is slow to consume the victim, the presage is evil.

In addition to observing sacrifices, the flames of torches are observed. If the flame forms a single point it is good, if it splits in 2, it is a bad omen. Curiously, 3 is a better omen than 1. Bending of the flame is understood as sickness for the healthy and death for the sick. Sudden extinction suggests the coming of a frightful disaster or catastrophe.

Another specialty is called pyroscopy, wherein the seer burns a sheet of paper on a white surface and examines the resulting stains.

One form of Pyromancy is daphnomancy, wherein the seer listens to the noise made by laurel branches crackling in an open fire. The louder the crackles, the better the omens. If crackles are absent, then the meaning is bleak.

Finally, seers of Pyromancy may practice capnomancy, the art of interpreting the movement of smoke from sacrificial offerings. The meaning is good if it rises lightly from the altar and ascends straight to the clouds. The omen is bad if the smoke hangs about or lingers.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

### Divination, Scatomancy

The act of divining by food that has been vomited is Scatomancy.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

### Divination, Sortilege

The act of divining by drawing lots is Sortilege.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

### Divination, Stychomancy

Also called bibliomancy, this is the act of divination in which a book is thrown open and a random passage is selected. Meaning is derived from this passage.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

### Divination, Urimancy

The act of divining by the observation of urine, either by its taste, color, flow patterns, or the patterns formed when it hits the ground or in a swirling bowl.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

### Divination, Xenomancy

The act of divining by observing the first stranger to be found or who appears is Xenomancy.

**Check:** Roll 3d10 and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

### Dying

This is skill at altering the color of an object, usually cloth, by applying a dye. Whenever an object is to be dyed, a Dying skill check is made.

**Check:** Roll 3d10 and apply the modifier from the Hand-Eye Coordination sub-ability. Higher results correspond with better quality of Dying. If necessary, the Aedile will determine the TH.

### Ejaculating

See the Sexual Adeptness skill.

### Enameling

This is skill at applying enamel to an object. Whenever an object is to be enameled, an Enameling skill check is made.

**Check:** Roll 3d10 and apply the modifier from the Hand-Eye Coordination sub-ability. Higher results correspond with better quality of Enameling. If necessary, the Aedile will determine the TH.

### Engraving

This is skill at carving decorations or letters into an object, usually wooden. Whenever an object is to be engraved, an Engraving skill check is made.

**Check:** Roll 3d10 and apply the modifier from the Hand-Eye Coordination sub-ability. Higher results correspond with better quality of Engraving. If necessary, the Aedile will determine the TH.

## Etiquette

This is skill at observing and practicing the norms of social and official life or custom. Whenever Etiquette becomes relevant, an Etiquette skill check is made.

**Check:** Roll 3d10 and apply the average of the modifiers from Intuition, Common Sense, and Reflection. Higher results correspond with better observance and practice of norms. If unfamiliar with a similar culture (such as a human in a human culture), then a penalty of - 5 is incurred. If unfamiliar with a distinctly different culture (such as a human in a bugbear culture), then a penalty of - 20 is incurred. The Aedile will determine the TH of the norm in question.

## Fellatio

See the Sexual Adeptness skill.

## Fishing

The act of Fishing is considered here to consume a 6-hour period. Whenever a character fishes, a Fishing skill check is made.

**Check:** Roll 3d10 and apply the modifier Common Sense. The table below assumes that Fishing occurs in average conditions and climate. Penalties may incur, such as when in polluted water or during an inopportune time of year. Consult the table below:

| TH | Result |
|---|---|
| < 10 | Nothing |
| 10-11 | Half a meal for 1 human |
| 12-13 | 1 meals for 1 human |
| 14-15 | 2 meals for 1 human |
| 16 | 3 meals for 1 human |
| 17 | 4 meals for 1 human |
| 18-19 | 5 meals for 1 human |
| 20-21 | 6 meals for 1 human |
| 22-23 | 7 meals for 1 human |
| 24-25 | 10 meals for 1 human |
| 26-29 | 20 meals for 1 human |
| > 29 | 40 meals for 1 human |

## Fletching

Crafting arrows is a skill that must be checked for every dozen arrows crafted.

**Check:** Roll 3d10 and apply the modifier from Spatial Intelligence. Higher results correspond with arrows of better quality. Consult the table below:

| TH | Result |
|---|---|
| < 9 | These arrows incur a penalty of - 1d20 to Aim when used; they should be discarded. |
| 9-12 | These arrows incur a penalty of - 1d10 to Aim when used; they should be discarded. |
| 13 | These arrows incur a penalty of - 1d6 to Aim when used; they should be discarded. |
| 14-29 | Normal arrows, nothing noteworthy. |
| > 29 | These arrows incur a bonus of + 1d6 to Aim when used due to fine craftsmanship. |

## Foresting

This is skill at cutting down and removing trees from a forest. Whenever a tree is to be cut down, a Foresting skill check is made.

**Check:** Roll 3d10 and apply the modifier from the Common Sense sub-ability. Higher results correspond with better quality of Foresting. If necessary, the Aedile will determine the TH.

## Forgery

The act of falsely and with fraudulent intent making or altering a writing or copying a signature, this skill is usually illegal to practice. In order to make a Forgery, a character must be literate, and therefore practiced with the use of the quill. Whenever this skill is practiced, a Forgery skill check must be made.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities of Hand-Eye Coordination and Language. If the forgery is in a language foreign and unfamiliar to the forger, then a - 1d10 penalty is incurred. Higher results correspond with better forgeries. The Aedile will declare the TH necessary for the specific Forgery.

## Gambling

The act of playing a game and consciously risking money or other stakes on its outcome, gambling is a skill of risk. Whenever a bet is placed, a Gambling skill check is made.

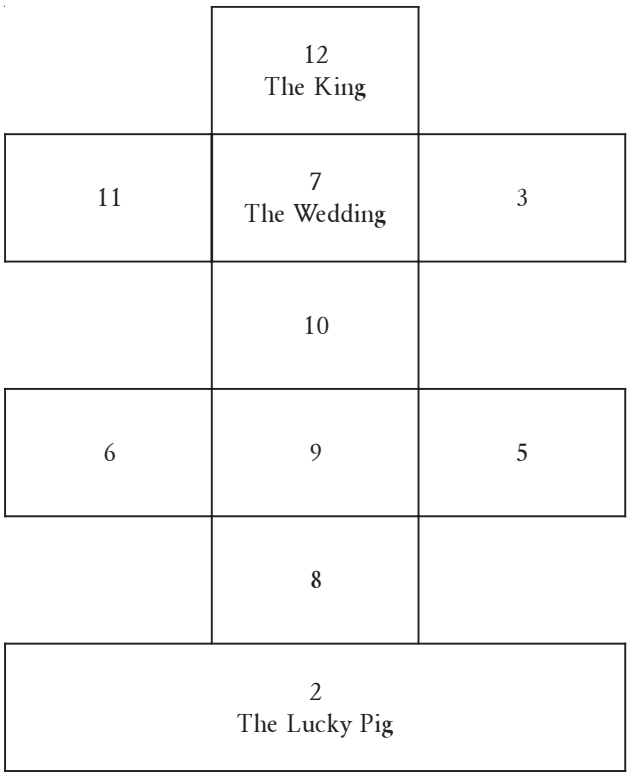
**Check:** Roll 3d10 and apply the average of the modifiers for the sub-abilities of Math and Common Sense. Higher results correspond with better odds of winning.

If a gambler attempts to cheat, then the gambler must attempt to pass a Hide skill check at a TH determined by the Aedile. If a spectator or another gambler is watching to see if a gambler is cheating, then a Sight skill check must be passed and the gambler must be cheating.

If the gambler is playing House of Fortune (see below), then the following adjustments are made, otherwise the following adjustment applies to the odds of other games:

| TH | Adjustment to Odds | House of Fortune |
|---|---|---|
| < 14 | - 10% | If a 2 or 12 is rolled, then the result is 7. |
| 14-16 | - 5% | If a 2 is rolled, then the result is 7. |
| 17-20 | - | - |
| 21-29 | + 5% | If a 7 is rolled, then the result is 2. |
| > 29 | + 10% | If a 6 or 7 is rolled, then the result is 12. |

**House of Fortune:** This is a popular gambling game that requires 2 dice, a board, and at least 2 players. The board is divided into compartmentalized squares and is usually expensive and elaborately carved with painted works of art. The simple device is demonstrated below:




First, players agree on a type of coin, most usually silver pieces. Players take turns rolling dice. Since there is no compartment for when a 4 is rolled, the player is allowed to roll again. When a player rolls a 3, 5, 6, 8, 9, 10, or 11, they place a coin in the appropriate compartment if it is empty, or collect any coins if it is not. Upon rolling a 7, the player places a coin in The Wedding compartment because it is proper to always bring a gift to a wedding. When a player rolls a 2, they are The Lucky Pig and take all the coins from all the compartments, except for those of The Wedding in compartment 7. If a player rolls a 12, then they are The King and take all coins on the board, including those in The Wedding because nothing is denied to The King.

## Gemcutting

Finishing stones is a tricky process that can enhance or detract from the value of the stone. Gems are shaped by being ground on abrasive wheels or disks. The first step is to saw it roughly to shape. Next, the stone to be shaped is affixed to the end of a wooden stick called a dop and is held against the revolving wheel or disk. When it has been ground to the desired shape, it is brought to a high polish on wooden or cloth wheels with fine abrasives. Different cuts or shapes are more suitable to different gems. Whenever an uncut gem undergoes a finishing process, a Gemcutting skill check must be made.

**LC:** Initially, the LC is 14, though it improves by 2 with every successful finish.

**Check:** Roll 3d10 and apply the modifier from the Spatial Intelligence sub-ability. If the gemcutter is a subterranean troll, add 20 to the roll. Consult the table below to determine the effect Gemcutting has upon the value of the uncut gem:

| TH | Result |
|---|---|
| < 16 | Gem ruined and worthless |
| 16 | Successful finish, 10% value |
| 17 | Successful finish, 25% value |
| 18-19 | Successful finish, 50% value |
| 20 | Successful finish, 75% value |
| 21-23 | Successful finish, 90% value |
| 24-25 | Successful finish, value x1 |
| 26-29 | Successful finish, value x2 |
| > 29 | Successful finish, value x3 |

## Genealogy

The history of the descent of a family is often charted as a family tree by literate characters. Whenever information is sought concerning a character's family, a Genealogy skill check is made.

**Check:** Roll 3d10 and apply the modifier from the sub-ability Common Sense. If the character is literate, then a bonus of 10 is applied to the roll. The Aedile must decide an appropriate TH.

## Girdlemaking

A girdle is a belt that is worn about the waist. Whenever a girdle is crafted, a Girdlemaking skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Common Sense sub-ability. Higher results correspond with girdles of higher quality. If necessary, the Aedile will declare the TH necessary for the specific girdle.

## Glassblowing

The basic ingredient of glass is silica, comprised of sand, flint, or quartz. The necessary tool for glassblowing is a hollow, iron pipe about 4 feet in length with a mouthpiece at 1 end. The glassblower collects a small amount of molten glass on the end of the blowpipe and rolls it against a metal plate to shape its exterior and slightly cool it. The glassblower then blows into the pipe, expanding it into a bubble, and controlling its form with tongs. Provided that glassblowing tools and ingredients are available, a Glassblowing skill check must be made whenever the production of glass is attempted.

**LC:** Initially, there is a LC of 14, though it improves by 2 with each successfully completed glassware.

**Check:** Roll 3d10 and apply the modifier from Spatial Intelligence. Higher results correspond with higher quality glassware.

## Glovemaking

A glove is protection for a hand that is usually made from cloth or leather. Whenever a pair of gloves are crafted, a Glovemaking skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Spatial Intelligence sub-ability. Higher results correspond with gloves of higher quality. If necessary, the Aedile will declare the TH necessary for the specific pair of gloves.

## Goldsmithing

A goldsmith is one who forges and shapes gold with an anvil and a hammer. Gold is heated in a forge and then hammered into the shape desired. The process of forging improves the structure of the metal. Forged metal is stronger and exhibits greater resistance to fatigue and impact. The forge consists of an open hearth made of firebrick. Coal is used to fuel the forge, and bellows are inserted to fan air as needed. Broken or obsolete gold objects can be melted down and the substance reused. Whenever such metalworking is done, a Goldsmithing skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Spatial Intelligence sub-ability. Higher results correspond with better quality metalwork. The Aedile will determine the TH for each application.

## Grooming

Grooming animals may involve numerous little tasks, such as brushing, washing, trimming, etc. Whenever a creature must be groomed, a Grooming skill check must be made.

**Check:** Roll 3d10 and apply the modifier from Common Sense. Higher results correspond to higher quality Grooming. The Aedile will determine the TH of each circumstance.

## Haggling

This skill is the practice of bargaining. The act of haggling assists a negotiator with quantities in a bargain. The quantities involved are usually either monetary value, animals, or equipment. Once initiated by 1 party, both the buyer and seller are involved in Haggling. When selling equipment that is not new, and depending on where it is sold, the equipment usually begins selling at a base of 50% the original cost of the item listed in *Chapter 9: Equipment*. If a base price is unknown, such as when a character haggles with a sorcerer over the price of hiring the sorcerer to cast a particular spell, then the base price must be determined by the seller.

**Check:** Roll 3d10 and apply the average of the Skill Modifiers from Rhetorical Charisma and Intuition. Both the buyer and seller make Haggling skill checks. The lowest result is subtracted from the highest. If the buyer has the highest result, then the buyer is able to purchase from the seller at a decreased price. If the seller has the highest result, then the seller is able to sell to the buyer at an increased price. Consult the table below to determine the outcome of the transaction:

| Difference | Price Decrease or Increase |
|---|---|
| <6 | - |
| 6-10 | (1d10)% |
| 11-15 | (2d10)% |
| 16-20 | (3d10)% |
| 21-25 | (4d10)% |
| 26-30 | (5d10)% |
| >30 | (6d10)% |

ARGUMENTUM·
AD·CRUMENAM

an appeal based on the
possibility of profit

## Hairstyling

Barbers style hair. Hair may be arranged into hundreds of styles. Whenever a character styles the hair of another, a Hairstyling skill check must be made.

**Check:** Roll 3d10 and apply the average of the Skill Modifiers from Hand-Eye Coordination and Spatial Intelligence. Consult the table below to determine the effect on the Facial Charisma of the character.

| TH | Result |
|---|---|
| < 11 | Facial Charisma - (2d20)% |
| 11-12 | Facial Charisma - (1d20)% |
| 13 | Facial Charisma - (1d10)% |
| 14-15 | Facial Charisma - (1d6)% |
| 16-17 | Facial Charisma is unaffected |
| 18-19 | Facial Charisma + (1d6)% |
| 20 | Facial Charisma + (1d10)% |
| 21-23 | Facial Charisma + (1d20)% |
| > 23 | Facial Charisma + (2d20)% |

## Hatmaking

A hat is protection for a head, and the hat is usually made from cloth or leather. Whenever a hat is crafted, a Hatmaking skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Common Sense sub-ability. Higher results correspond with hats of higher quality. If necessary, the Aedile will declare the TH necessary for the specific hat.

## Hearing

See the Sound skill.

## Heraldry

This broad skill refers to several things. Some cultures do not award coats of arms to families, but instead employ a generalized symbol. Heraldry entails knowledge and recognition of various family or cultural symbols. Familial coats of arms are a recent fad in the world, serving to distinguish friend from foe on the battlefield. Usually, the family insignia is embroidered on the surcoat worn over the coat of mail, and is hence why it is called a coat of arms. Unfortunately, coats of arms seem out of control, since no authority supervises the granting of armorial bearings, though many would welcome such an authority. As a result, characters, families, kingdoms, lordships, and towns may have coats of arms. Whenever heraldic information or recognition is relevant, a Heraldry skill check is made.

**Check:** Roll 3d10 and apply the Skill Modifier from the sub-ability Common Sense. Higher results correspond with more knowledge and recognition of armorial bearings.

| TH | Example |
|---|---|
| < 14 | Recognize the coat of arms of your king or ruler |
| 14-16 | Recognize the coat of arms of a popular local |
| 17-20 | Recognize the coat of arms of a foreign king or ruler |
| 21-23 | Recognize the coat of arms of a popular foreigner |
| 24-29 | Recognize the coat of arms of an obscure local |
| > 29 | Recognize the coat of arms of an obscure foreigner |

## Herbalism

This skill is not to be confused with Toxicology, the study of toxins. While toxins are usually derived from plants, Toxicology is a separate skill. Quite the opposite, Herbalism is concerned with medicinal herbs that heal or alleviate wounds and ailments. Whenever such knowledge is relevant or herbs are applied, an Herbalism skill check is made.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. A separate check must be made for finding, identifying, and extracting or preparing herbs. Finding an herb means that the character is attempting to find it in nature, such as searching a forest for an herb. The exact herb found is determined by the Aedile. Identifying an herb means that if a character beholds a substance that they suspect is beneficial such as a glass of wine handed to them by a moral knight, then they may possibly detect whether or not the wine contains an herb. Finally, extracting an herb refers to properly removing it from nature, such as removing sap from a plant and converting it into a drink. Preparing an herb means to properly prepare the extracted herb, such as how much to mix with what kind of liquids, such as wine or whatever works best.

| TH | Find | Identify | Extract | Prepare |
|---|---|---|---|---|
| < 13 | Nothing | Nothing | Sample Ruined | |
| 13 | Common | Nothing | Simple | Easy |
| 14-15 | Common | Obvious | Simple | Easy |
| 16 | Common | Obvious | Simple | Easy |
| 17 | Common | Obvious | Moderate | Easy |
| 18-19 | Common | Obvious | Moderate | Average |
| 20 | Uncommon | Ordinary | Difficult | Average |
| 21-23 | Uncommon | Ordinary | Difficult | Average |
| 24-29 | Rare | Obscure | Difficult | Hard |
| > 29 | Very rare | Obscure | Impossible | Hard |

## Hewing

The digging of ditches is known as Hewing. Whenever a ditch is to be dug, a Hewing skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Strength sub-ability. Higher results correspond to higher quality Hewing. The Aedile will determine the TH of each circumstance.

## Hide

The skill of hiding may save a character's neck. Hiding is defined here as physically preventing others from finding, and most usually deals with characters, though objects may also be hidden. Examples include an assassin hiding a stiletto in their clothing or a thief hiding while trespassing. Anytime a character desires not to be found, a Hide skill check must be made.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities of Agility and Common Sense. Higher rolls correspond to better success at hiding. Additional modifiers may affect the results. Some factors are listed on the following table. A character cannot Hide if others are watching them as they attempt to Hide, or if the Aedile determines that it is impossible to Hide for any reason. A check must be made every round to remain hidden while other characters have the potential to find the character attempting to Hide. Additional modifiers may be applied to the roll as determined by the Aedile. For example, a modifier at the discretion of the Aedile relates to the dedication of those who seek for the hidden character, if others seek the hidden character at all. Finally, any character who is seeking the hidden character or object must made a Sight skill check, or any other check that is appropriate. The higher of the 2 checks is successful.

| Factor | Modifier |
|---|---|
| **Background** | |
| Weak contrast, such as a naked light elf standing in front of a snowdrift | + 30 |
| Moderate contrast, such as a human standing in front of a snowdrift | - |
| Strong contrast, such as a naked dark elf standing in front of a snowdrift | - 30 |
| **Light** | |
| Daylight | - |
| Twilight, torch, or lantern light | + 10 |
| Night with full moon | + 20 |
| No light (negate Background modifiers) | + 30 |
| **Movement** | |
| Does not move | - |
| Moves at 0-25% Sprint speed | - 15 |
| Moves at 26-50% Sprint speed | - 20 |
| Moves at 51-75% Sprint speed | - 25 |
| Moves at 76-100% Sprint speed | - 30 |

## History, Cultural

This skill deals with the history of an entire culture or race. Usually, this entails from where the characters came before settling the area, as well as how these characters differ from and are similar to other known cultures. Whenever information or knowledge such as that listed above is required, a Cultural History skill check is made.

**LC:** While there is no LC penalty, each educational course taken formally bestows a + 2 bonus to the Cultural History skill check. Usually, humans do not formally study Cultural History, though select cultures may. Most often, humans are known to study this subject.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding Cultural History. The Aedile must decide the TH depending on the circumstances.

## History, Legendary

This skill entails the history of legends and myths of an area usually larger than a town but smaller than its country. Whenever information or knowledge such as that listed above is required, a Legendary History skill check is made.

**LC:** While there is no LC penalty, each educational course taken formally bestows a + 2 bonus to the Legendary History skill check. Usually, humans do not formally study Legendary History, though select cultures may. Most often, humans are known to study this subject.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding Legendary History. The Aedile must decide the TH depending on the circumstances.

## History, Local

This skill entails local culture, customs, and generalized history for the local region, most often consisting of a town and the surrounding area. Whenever information or knowledge such as that listed above is required, a Local History skill check is made.

**LC:** While there is no LC penalty, each educational course taken formally bestows a + 2 bonus to the Local History skill check. Usually, humans do not formally study Local History, though select cultures may. Most often, humans are known to study this subject.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding Local History. The Aedile must decide the TH depending on the circumstances.

## History, Military

This skill entails the history, development, and employment of tactics, strategies, siege engines, armies, battles, skirmishes, campaigning, and related topics. Whenever information or knowledge such as that listed above is required, a Military History skill check is made.

**LC:** While there is no LC penalty, each educational course taken formally bestows a + 2 bonus to the Military History skill check. Usually, humans do not study Military History, though select cultures may. Most often, humans are known to study this subject.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding Military History. The Aedile must decide the TH depending on the circumstances.

## Hunting

The act of Hunting may be performed by a character in detail, such as utilizing other skills in combination, like Hide, Sight, and Aim or Hurl. This skill, however, is intended to provide a simple result to avoid an unnecessarily time-consuming routine. Hunting is usually prohibited for peasants; game is usually reserved for nobility. Whenever a character desires to hunt, a Hunting skill check is made.

**Check:** Roll 3d10 and apply the average of the modifiers for Vision and the sub-ability of Hand-Eye Coordination. The table below assumes that hunting occurs in average conditions and climate. Penalties may incur, such as when in a desert or during the dead of winter. Consult the table below:

| TH | Result |
|---|---|
| < 10 | Nothing |
| 10-11 | Half a meal for 1 human |
| 12-13 | 1 meals for 1 human |
| 14-15 | 2 meals for 1 human |
| 16 | 3 meals for 1 human |
| 17 | 4 meals for 1 human |
| 18-19 | 5 meals for 1 human |
| 20-21 | 6 meals for 1 human |
| 22-23 | 7 meals for 1 human |
| 24-25 | 10 meals for 1 human |
| 26-29 | 20 meals for 1 human |
| > 29 | 40 meals for 1 human |

## Hurl

This skill applies individually to different missile weapons that may be hurled. This skill is distinct from the Aim skill; Hurl is concerned only with weapons that may be hurled, such as daggers, hatchets, knives, rocks, spears, etc. For each missile weapon in which 3 SP have been invested, a weapon may be used in combat without penalty.

**Check:** Roll to determine the body part attacked. Now roll 3d10 and apply the average of the modifiers for the Hand-Eye Coordination sub-ability and Vision (included only when near-sighted). A skill check with a missile weapon means that it is being hurled at a foe or target. For those who have never before used this missile weapon in combat or trained with it, there is a penalty of - 10 to the skill check.

The base TH is the foe's CA (Current Armor). Now, consider that each weapon has modifiers to hit certain types of armors; these modifiers affect the skill check. Further, every 2 SP invested or accumulated with a Specific Weapon beyond the first 5 will improve the skill check by 1. This skill does not increase damage.

## Impaling

This skill has no skill check, but instead the points invested in it contribute to the severity of the damage for stabbing weapons on the Graphic Gore tables in *Chapter 10: Combat*.

## Inkmaking

Whenever ink is to be produced, an Inkmaking skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Common Sense sub-ability. Higher results correspond to higher quality ink. The Aedile will determine the TH of each circumstance.

## Intimidation

This skill entails most attempts to bully, browbeat, frighten, or coerce others into submission or obedience, inspiring a sense of inferiority. Often, Intimidation is an attempt through threats and/or violence to compel others to action or inaction. In any case, it is a reduction to a state where the spirit is broken or all courage lost. Some men attempt rape after intimidating women to allow the man to have his way with her; oftentimes, if this fails, then the man changes tactics and attempts a Wrestling skill check, hoping to overbear her. Aside from Wrestling, if any of the above is attempted, an Intimidation skill check must be made.

**Check:** Roll 3d10 and apply the average of the modifiers from the Physique sub-ability and the Charisma ability. The character to be intimidated must also make an Intimidation skill check. If they are restrained physically, then they suffer - 15 to their roll. If they are outnumbered at least 3-to-1, then they suffer - 10 to their roll. Compare the height of the 2 characters. For each inch of difference, the character attempting Intimidation adjusts their skill check by 1, in whichever direction is appropriate. Finally, the Strength scores of the 2 characters are compared. For each 5 points of difference in sub-ability, the character attempting Intimidation adjusts their skill check by 1, in whichever direction is appropriate. If the intimidator has the higher roll, then Intimidation is successful. Intimidating masses of characters instead of individuals is a different matter, best determined by the Aedile.

## Juggling

The skill of juggling is the art of keeping multiple objects in the air at the same time through precise throwing and catching. Anytime this is attempted, a Juggling skill check must be made.

**LC:** Initially with each type of object there is a - 13 LC, though it improves by 2 per month if practiced daily.

**Check:** Roll 3d10 and apply the modifier from the Hand-Eye Coordination sub-ability. Higher results correspond to better and longer performances. The table below assumes that the objects to be juggled are simple, such as plums. More difficult objects, such as knives, incur penalties. For example, juggling throwing knives or 2 hand axes often incurs a - 10 penalty. From the table below, the Aedile should determine the number of objects and duration, and not inform the player. If dangerous items are juggled and failure occurs or the objects are juggled longer than allowed by the table, then a 2nd juggling skill check must be made to determine whether or not the juggler is harmed. For a 2nd check, a juggler must pass a skill check at TH 17 or be injured by a random number of the objects juggled. Consult the table below:

| TH | Result |
|---|---|
| < 17 | Failure, the objects fall before ever being truly juggled |
| 17-20 | May juggle 2-3 objects for 1d10 rounds |
| 21-23 | May juggle 2-4 objects for 1d20 rounds |
| 24-29 | May juggle 2-4 objects for 1d4 minutes |
| > 29 | May juggle (1d4 + 1) objects for 2d6 minutes |

## Jump

Skill at jumping depends heavily on Physical Fitness and practice. 2 forms of jumping may be performed: from a standstill, and from a sprint. Whenever a character jumps, they must make a Jump skill check.

**Check:** Roll 3d10 and apply the modifier from the Physical Fitness sub-ability. On the table below, both the distance and height that a character may jump are expressed as a percent of the character's height. Height is considered just as the Olympic High Jump event – it is the height than an object may be jumped over without touching it. Finally, encumbrance affects jumping as well. For example, if a character is 50% encumbered, then they may jump only 50% as far and high. Consult the table below to determine the distance and height jumped:

| TH | Standing Distance | Standing Height | Sprinting Distance | Sprinting Height |
|---|---|---|---|---|
| < 11 | 50% | 33% | 100% | 70% |
| 11-12 | 60% | 45% | 125% | 80% |
| 13 | 70% | 50% | 150% | 85% |
| 14-15 | 80% | 55% | 170% | 90% |
| 16 | 90% | 60% | 185% | 95% |
| 17 | 100% | 67% | 200% | 100% |
| 18-19 | 110% | 70% | 225% | 110% |
| 20 | 120% | 72% | 250% | 115% |
| 21-23 | 130% | 75% | 270% | 120% |
| 24-29 | 140% | 77% | 285% | 125% |
| > 29 | 150% | 80% | 300% | 130% |

## Language, Read/Write

If a character receives formal education in a language, then they may learn to read and write in the language provided they are not limited by their Intelligence ability. The vast majority of the world is illiterate. Unless a character has been literate since youth, such as with a noble or royal character, they will have to make a check when reading or writing.

**LC:** Initially, the LC is 24 after a year with the language, though it improves by 6 for each year of study.

**Check:** Roll 3d10 and apply the modifier from the sub-ability Language. Higher results correspond to better grammar and syntactical accuracy.

## Language, Speak

If a character has frequent contact with another race or sentient species, or through formal education, they may learn to speak another tongue. The number of tongues that may be learned is limited by the ability of Intelligence. No check needs to be made in a character's native language. However, to be understandable to others and to understand their speech, a check must be made.

**LC:** Initially, the LC is 21 after a year with the language, though it improves by 5 for each year of study or immersion in that culture.

**Check:** Roll 3d10 and apply the modifier from the sub-ability Language. Higher results correspond to better fluency.

## Law

Most societies utilize laws or universal rules for citizens. The laws are reinforced by the government or those who are in power. Since laws vary from society to society, whenever a character makes a decision based on their knowledge of the law, a check must be made.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Higher results correspond to more knowledge about the law.

## Listening

See the Sound skill.

## Locksmithing

There is no great variety of locks; most are very similar. However, artisans may design locks of exquisite detail. Provided the equipment is available, each time a lock is made a Locksmithing skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the sub-ability Spatial Intelligence. The TH is 30 for a working lock to be produced.

## Lock-Picking

Only with proper tools may a character attempt to pick a lock, and then they must hope that they do not have to overcome rust. Locks are mechanical devices opened by keys that are used to fasten doors, chests, and lids. Keys, however, are not small, but large and cumbersome. Just the same, whenever a character and their lock-picks attempt to open a lock, a Lock-Picking skill check is made.

**Check:** Roll 3d10 and apply the modifier from Hand-Eye Coordination. Consult the table below:

| TH | Result |
|---|---|
| < 9 | A lockpicking tool just broke |
| 9-19 | The character cannot pick the lock |
| 20-21 | The lock is picked after 3d6 minutes |
| 22-23 | The lock is picked after 2d6 minutes |
| 24-25 | The lock is picked after 1d6 minutes |
| 26-29 | The lock is picked after 1d20 seconds |
| > 29 | The lock is picked in 1d4 seconds |

## Logic

This is a science that deals with canons and criteria of validity in thought and principles of reasoning. Logic is divided into deductive and inductive. Things demonstrated deductively must be true, provided the logic is not flawed. Things demonstrated inductively are probably true. For example, if all chambermaids exercise fellatio, and fellatio always feels good, then it follows deductively that the fellatio administered by a chambermaid will always feel good. Of course, each of the 2 premises are logically flawed, since there may very well be chambermaids who refuse fellatio, and it is possible for fellatio not to feel good, such as by including fierce biting. Inductive or probabilistic logic may be characterized by the following basic example. If chambermaids typically give fellatio, and fellatio typically feels good, then I probably want to meet a chambermaid. Any time the validity of logic needs to be assessed, a Logic skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the sub-ability of Analytic Intelligence. Higher results correspond to more clarity in logical thinking.

## Mangling

This skill has no skill check, but instead the points invested in it contribute to the severity of the damage for pounding weapons on the Graphic Gore tables in *Chapter 10: Combat*.

## Massage

To caress or rub another is to Massage them. A Massage may be performed for the purpose of soothing or relaxing muscles, but it may also be performed with erotic intentions.

**Check:** Roll 3d10 and apply the average of the modifiers from Kinetic Charisma and Hand-Eye Coordination. Higher results correspond to a better Massage.

## Masturbating

See the Sexual Adeptness skill

## Math, Algebra

In algebra, arithmetic relations are generalized and explored by using letter symbols to represent numbers. This is used to solve linear, quadratic, and indeterminate equations, as well as polynomials and binomials. Some call this the science of restoration and balancing. Any time an algebraic expression needs to be solved, its difficulty will be assessed and the Aedile will declare its TH.

**Check:** Roll 3d10 and apply the modifier for the sub-ability Math. Higher results correspond to better algebraic performance.

## Math, Fundamental

The study of relationships among quantities, magnitudes, and properties are deduced in Fundamental Mathematics with addition, subtraction, multiplication, division, and fractions.

**Check:** Roll 3d10 and apply the modifier for the sub-ability Math. Higher results correspond to better performance.

## Math, Geometry

This is a branch of mathematics that deals with the properties of space. It is often used to determine areas, diameters, and volumes. For example, axioms like 'the shortest distance between 2 points is a straight line' supports theories about points, lines, angles, curves, and planes.

**Check:** Roll 3d10 and apply the modifier for the sub-ability Math. Higher results correspond to better geometric performance.

## Math, Trigonometry

This is a branch of mathematics that is used to solve problems related to astronomy, surveying, and construction. Trigonometry deals with the sides and angles of triangles, among closely related magnitudes, and especially with methods of deducing required parts from given parts.

**Check:** Roll 3d10 and apply the modifier for the sub-ability Math. Higher results correspond to better trigonometric performance.

## Milking

Milking is the skill in removing milk from a mammal. Cows are the most common mammal from which milk is extracted, but a variety of mammals produce milk.

**Check:** Roll 3d10 and apply the average of the modifiers for the sub-abilities of Hand-Eye Coordination and Common Sense.

| TH | Result |
|---|---|
| < 16 | Mammal becomes upset and kicks or bites because its nipples were pinched |
| > 15 | Successful milking |

## Milling

The skill of grinding grain is Milling. Whenever grain must be ground, a Milling skill check must be made.

**Check:** Roll 3d10 and apply the modifier for the sub-ability Common Sense. Higher results correspond in better Milling or knowledge thereof.

## Mining

Distinct from Hewing, the goal of Mining is to extract from the earth commodities such as iron, silver, gold, lead, as well as ornamental and valuable stones. This skill represents knowledge about mine shafts, ventilation, and using a pick to uncover commodities without damaging them.

**Check:** Roll 3d10 and apply the modifier for the sub-ability Common Sense. Higher results correspond in better Mining or knowledge thereof.

## Minting

The skill of making currency is Minting. Currency may consist of both coins and bullion. A minter must first be skilled with whatever metal is necessary. For example, to mint silver coins or bullion, the minter must first be a skilled silversmith. Whenever currency must be crafted, a Minting skill check must be made.

All coins are made by striking, which is an improvement over the ancient method of casting. First, an iron anvil is obtained. An impression is made for the coin. The bottom of the impression has the imprint of 1 side of the coin. Next, a die is obtained, which is a cylindrical piece of iron, on which 1 end is an imprint of the other side of the coin.

The appropriate metal for the coin, usually silver, is heated and poured into the mold, which is the impression on the anvil. When still warm, the coin is struck with the cylinder, which impresses the other side of the coin. When cool, the coin is removed and placed in circulation.

**Check:** Roll 3d10 and apply the modifier for the sub-ability Common Sense. Higher results correspond in better Minting or knowledge thereof. To check the quality of minted silver, it must be bitten, along with another sample of acceptably pure silver. Better quality samples are softer.

## Mountaineering

Usually, mountaineering requires the use of tools such as rope, pitons, and other specialized equipment. Whenever a character must climb using these tools, a Mountaineering skill check must be made.

**Check:** Roll 3d10 and apply the average of the modifiers for the sub-abilities of Physical Fitness, Strength, and Agility. Higher results correspond with better performance.

## Mounted Archery

Although this is a skill and it may be improved if practiced (and points are allotted to it), there is no skill check. Instead, a penalty of 20 is applied to ground-based mounted archery, and 30 for aerial archery, such as from the back of a dragon. After the attack, see the Riding skill to determine whether or not the character remained mounted.

## Music, Counterpoint

Not to be confused with music theory, counterpoint is the study of 2 notes, not so much when they are played at the same time (the study of harmony), but in succession. Hence, counterpoint is concerned with melody more than harmony. Counterpoint is highly respected among educated musicians and can be very mathematical. In fact, the complexity and exactitude of counterpoint has led many to claim with strength that music is not an art, but a science. Typically, music theory is learned prior to contrapuntal studies. Each time music is written or improvised, a check is required to see how well contrapuntally it was written or performed. All music involves counterpoint to some extent, whether or not the composer or performer is aware of it.

The only races to utilize counterpoint are bugbears, dwarves, and humans. Elves are too capricious to calculate what they consider to be an artform, and kobolds have failed to show interest to date.

**Check:** Roll 3d10 and apply the average of the modifiers for the sub-abilities of Math and Analytic Intelligence. Higher results correspond with better contrapuntal writing or playing.

## Music, Theory

In music theory, when 2 notes are played at the same time, a harmony is produced. Harmony is the study of the various possible intervals and their progressions. On a larger scale, 3 or more different intervals played at the same time constitute a chord. As a study, music theory is also concerned with the relationship between any given interval or chord and its scale or the tonality of the piece of music. Each time music is written or improvised with an instrument capable of multiple simultaneous notes or when accompanying other musicians, a skill check is required to see how well harmonically it was written or performed.

An octave is divided into 12 equal pitches. The dominance of some pitches over others constitutes a scale. Usually, scales are presented as formulae, as a series of whole (W) or half (H) tones. Otherwise, an interval of a minor 3rd (M) occurs. The interval of a halftone means adjacent pitches, while a wholetone skips 1 and a minor 3rd skips 2.

Each race claims a scale as its own, except for anakim, ogres, and borbytingarna and hill trolls. Anakim have no racial scale, but use the scale corresponding to the society in which they live. Ogres and the trolls mentioned above do not recognize scales. If they play music at all, notes and rhythms are chosen without a method.

The following table lists the name and formula of each race's scale[1]. The scale names are translated into Sapien.

| Race | Scale Name | Formula |
|---|---|---|
| Bugbear | Buggian | HMHWHMH |
| Dwarf, Black | Blackian | WWWWWW |
| Dwarf, White | Whitian | WWHWWHW |
| Elf, Dark | Darkian | WWWHWWH |
| Elf, Light | Lightian | WWHWWWH |
| Human | Humanian | WHWWHWW |
| Kobold | Koboldian | WHWWHWM |
| Troll, Subterranean | Trollian | HMHWHWW |

1. The formulae listed in the table correspond to actual scales. The bugbear scale is double harmonic minor, black dwarven is wholetone, white dwarven is mixolydian, dark elven is lydian, light elven is major or ionian, human is minor or aeolian, kobold is harmonic minor, and subterranean troll is phrygian dominant.

Overall, each race tends to produce certain types of music. Bugbear music is fast, orderly, aggressive, and calculated. Some of the fastest lute-pickers are bugbears.

Black dwarven music is moderate in tempo, aggressive, calculated, and prides itself on its numerous simultaneous melodies.

White dwarven music is generally happy and uplifting, yet powerful. Their music is calculated.

Dark elven music is capricious and seductive. Females are famous for playing phallic-shaped flutes.

Light elven music is best described as happy. All light elven music is suitable for dancing, and highly repetitious.

Human music has an expressive range, but is best described as sad or emotional. Humans play all types of music, but prefer their racial scale.

Kobold music is capricious, repetitive, and concerned with power. No other race relies on power chords (root, 5th, and omitted 3rd) as much as kobolds.

Subterranean trolls dislike noise, so they rarely play music. When they do, it is exceedingly slow and concerned with complicated harmonies, not counterpoint.

**Check:** Roll 3d10 and apply the modifier for the sub-ability of Math. Higher results correspond with music exuding good music theory.

## Musical Instrument

In order to judge the performance of the musician with their instrument, a Musical Instrument skill check is made.

**LC:** For every month that the instrument is practiced regularly, and the practicing consists of structured efforts, the LC decreases by 2.

**Check:** Roll 3d10 and apply the average of the modifiers for the Hand-Eye Coordination and Spatial Intelligence sub-abilities. The higher the number, the better the performance. What may be easy to perform on one instrument may be difficult or impossible on another. For this reason, the Aedile is the arbiter of each performance.

Many players, however, seek to be considered virtuosos. Virtuosity, however, is more than a skill check, it is the result of a multiplicative function. Following are numeric factors to determine virtuosity. The factors must be multiplied together. In order to be a virtuoso, a character must have a VS (Virtuosity Score) of 25,000,000.

VS = (numerical and decimal equivalent of total years of playing the instrument) x (Hand-Eye Coordination) x (Spatial Intelligence) x (Analytic Intelligence)

For instance, someone who has played for 10 years, has a Hand-Eye Coordination of 145, Spatial Intelligence of 130, and with an Analytic Intelligence of 150 has a VS of 23,562,500 (10 x 145 x 130 x 125), and while they are close and obviously talented, they are not a virtuoso with that instrument.

## Nature, Animals

Concerning the knowledge of natural animals, this skill may be checked to determine the extent at the moment.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Consult the table below:

| TH | Result |
|---|---|
| < 9 | Unfamiliar with the species |
| 9-16 | Familiar with the species on sight |
| 17-20 | Familiar with the species by its sounds |
| 21-22 | Familiar with the habits and routines of the species |
| > 23 | Familiar with fine and obscure details about the species |

## Nature, Beasts

Concerning the knowledge of beasts, such as giant animals, ogres, etc., this skill may be checked to determine the extent at the moment. Natural beasts do not include magical beasts, the undead, etc.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Consult the table below:

| TH | Result |
|---|---|
| < 9 | Unfamiliar with the species |
| 9-16 | Familiar with the species on sight |
| 17-20 | Familiar with the species by its sounds |
| 21-22 | Familiar with the habits and routines of the species |
| > 23 | Familiar with fine and obscure details about the species |

## Nature, Birds

Concerning the knowledge of natural birds, this skill may be checked to determine the extent at the moment. This includes giant birds, but not magical birds.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Consult the table below:

| TH | Result |
|---|---|
| < 9 | Unfamiliar with the species |
| 9-16 | Familiar with the species on sight |
| 17-20 | Familiar with the species by its sounds |
| 21-22 | Familiar with the habits and routines of the species |
| > 23 | Familiar with fine and obscure details about the species |

## Nature, Fish

Concerning the knowledge of natural fish, this skill may be checked to determine the extent at the moment.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Consult the table below:

| TH | Result |
|---|---|
| < 9 | Unfamiliar with the species |
| 9-16 | Familiar with the species on sight |
| 17-20 | Familiar with the species by its sounds |
| 21-22 | Familiar with the habits and routines of the species |
| > 23 | Familiar with fine and obscure details about the species |

## Nature, Geography

Concerning the knowledge of geography, this skill may be checked to determine the extent at the moment.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Consult the table below:

| TH | Result |
|---|---|
| < 9 | Unfamiliar with the geographical feature (mountains, forests, etc.) on sight |
| 9-13 | Familiar with the geographical feature (mountains, forests, etc.) on sight |
| 14-20 | Familiar with the geographical feature from prior studies or tales |
| 21-22 | Familiar with the geographic feature from experience |
| > 23 | Familiar with fine and obscure details about the geographic feature |

## Nature, Humanoids

Concerning the knowledge of natural humanoids, this skill may be checked to determine the extent at the moment.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Consult the table below:

| TH | Result |
|---|---|
| < 9 | Unfamiliar with the species |
| 9-16 | Familiar with the species on sight |
| 17-20 | Familiar with the species by its sounds |
| 21-22 | Familiar with the habits and routines of the species |
| > 23 | Familiar with fine and obscure details about the species |

## Nature, Minerals

Concerning the knowledge of minerals, this skill may be checked to determine the extent at the moment.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Consult the table below:

| TH | Result |
|---|---|
| < 9 | Unfamiliar with the mineral on sight |
| 9-16 | Familiar with the mineral on sight |
| 17-20 | Familiar with the mineral by its color, texture, or taste |
| 21-22 | Familiar with the common locations of the mineral |
| > 23 | Familiar with fine and obscure details about the mineral |

## Nature, Mycology

Concerning the knowledge of fungi, this skill may be checked to determine the extent at the moment.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Consult the table below:

| TH | Result |
|---|---|
| < 9 | Unfamiliar with the species |
| 9-16 | Familiar with the species on sight |
| 17-20 | Familiar with the species by its smell or taste |
| 21-22 | Familiar with the habitat of the species |
| > 23 | Familiar with fine and obscure details about the species |

## Nature, Plants

Concerning the knowledge of natural plants, this skill may be checked to determine the extent at the moment.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Consult the table below:

| TH | Result |
|---|---|
| < 9 | Unfamiliar with the species |
| 9-16 | Familiar with the species on sight |
| 17-20 | Familiar with the species by its smell or taste |
| 21-22 | Familiar with the habitat of the species |
| > 23 | Familiar with fine and obscure details about the species |

## Nature, Trees

Concerning the knowledge of natural trees, this skill may be checked to determine the extent at the moment.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Consult the table below:

| TH | Result |
|---|---|
| < 9 | Unfamiliar with the species |
| 9-16 | Familiar with the species on sight |
| 17-20 | Familiar with the species by its smell or taste |
| 20-21 | Familiar with the habitat of the species |
| > 23 | Familiar with fine and obscure details about the species |

## Orgasm

See the Sexual Adeptness skill.

## Painting

The skill of Painting entails using pigments that are carried in an egg or gum. Various minerals are ground into powders and mixed with animal fat, egg whites, plant juices, fish glue, or blood. Most paintings are done on buildings, and the first step is to fill all cracks or crevices. Finally, paints are applied to the surface with a brush.

**LC:** Initially, the LC is 13, though it improves by 1 with each completed painting.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities of Hand-Eye Coordination and Spatial Intelligence. Higher results correlate to higher quality paintings.

| TH | Result |
|---|---|
| < 14 | Stick figures; worthless |
| 14-15 | Embarrasing artwork; worth 25% of the price of materials |
| 16 | Disproportionate artwork; worth 50% of the price of materials |
| 17 | Acceptable artwork; worth 75% of the price of materials |
| 18-19 | Decent artwork; worth 100% of the price of materials |
| 20 | Good artwork; worth 1d10 times the price of materials |
| 21-23 | Exceptional artwork; worth 2d10 times the price of materials |
| 24-29 | Admirable artwork; worth 3d20 times the price of materials |
| 30-34 | Astonishing artwork; worth 1d100 times the price of materials |
| > 34 | A masterpiece; worth 1d1000 times the price of materials |

## Papermaking

To make paper, raw materials are gathered (straw, leaves, bark, rags, or other fibrous material) and placed in a vat or trough and pounded with a heavy hammer to separate the fibers. The material is washed with water to remove impurities. Next, the material is placed within a mold in a wooden frame, coated with a thin layer of water, and shaken from side to side. The material is removed, placed between 2 pieces of felt, and pressed flat. After it is sufficiently pressed, the sheet of paper is hung to dry over ropes in a drying room. Next, the paper is dipped in a solution of animal glue, so that ink will not become absorbed and fuzzy. After the glue dries, the paper is again pressed. This process, though used by the trolls for roughly 1,000 years now, is quite new among humans and has replaced papyrus and parchment, only having been used for a little more than 100 years now.

**Check:** Roll 3d10 and apply the modifier from the Spatial Intelligence sub-ability. Higher results correlate to higher quality pages.

| TH | Result |
|---|---|
| < 9 | Not drying properly, the paper is flimsy, breaks easily, and cannot be written upon |
| 9-13 | Glue was not applied properly, so writing will be blotchy and smear |
| > 13 | Quality paper |

## Parry

The purpose of this combat skill is to deflect an attack of a foe without intending to harm the foe. In terms of game time, Parry takes as long as the foe takes to attack. Although time varies, this usually results in the loss of 1 attack for the character who parries.

**LC:** To Parry without a penalty due to LC, a character must be skilled in the Specific Weapon or General Weapon used to Parry.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities of Hand-Eye Coordination and Agility. The adjusted roll must be higher than the adjusted roll of the foe in order to successfully Parry the attack. If the attack is parried successfully, then the attack does no damage. If the adjusted roll is not higher than the adjusted roll of the attacker, then damage is taken normally.

## Perfumemaking

Perfume is a substance that smells attractive. Whenever perfume is prepared, a Perfumemaking skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Common Sense sub-ability. Higher results correspond with perfumes that smell more appealing.

## Persuasion

This is an act or the action of influencing the opinions, attitudes, or beliefs of others by the attractiveness of arguments offered. However, instead of appealing to a character strictly through rationality and reason such as with the skill of Logic, this skill appeals primarily to the emotions of others. Persuasion is distinct from Trickery, in that its primary component is not falsehood, but emotional appeal. Persuasion and Trickery are often used together. Finally, Persuasion is accomplished subtly, not with force. When Persuasion occurs, the character's inner opinions change. Forceful change in characters is best accomplished with the Intimidation skill, though this form of change is still often external, not internal. Proficient arguers often oscillate back and forth between using the skills of Persuasion and Logic, between appeals to emotion and reason, depending on what suits them better at the moment.

**Check:** Roll 3d10 and apply the modifier from the Charisma ability. The higher the result, the more persuasive the argument. Consult the Aedile to determine whether Persuasion occurs.

## Pewtersmithing

A pewtersmith is one who forges and shapes pewter with an anvil and a hammer. Pewter is heated in a forge and then hammered into the shape desired. The process of forging improves the structure of the metal. Forged metal is stronger and exhibits greater resistance to fatigue and impact. The forge consists of an open hearth made of firebrick. Coal is used to fuel the forge, and bellows are inserted to fan air as needed. Lead and tin are combined to produce pewter. Broken or obsolete pewter objects can be melted down and the substance reused. Whenever such metalworking is done, a Pewtersmithing skill check must be made.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities Strength and Spatial Intelligence. Higher results correspond with better quality metalwork. The Aedile will determine the TH for each application.

## Philosophy

This is the study or intellectual pursuit of Wisdom and the underlying causes and principles of reality, as well as a quest for truth through logical reasoning. Most philosophical topics are concerned with epistemology (how we come to know things), metaphysics (studying things beyond the physical, like gods, souls, morality, and ethics), organized religion, necessity vs. chance (determinism vs. free will), and experimental applications and implications of ether.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Higher results correspond with better knowledge about the philosophical topic at hand.

## Pick Pocket

Usually, pockets are picked by bumping into a character, which may or may not be coordinated with an added distraction. The act of bumping is, itself, a distractive cover for the thieving hand.

**Check:** Roll 3d10 and apply the modifier from the sub-ability of Hand-Eye Coordination. The character whose pockets are being picked is allowed to make a Touch skill check. The higher of the 2 checks succeeds. For instance, if the roll for Pick Pocket is higher than their roll for Touch, then the pocket is picked successfully. If the Touch roll is higher, however, then thievery has been detected. Modifiers to the Pick Pocket skill check include:

| Modifier | Circumstance |
|---|---|
| + 1 | Accompanying verbal distraction |
| + 2 | Accomplice offers distraction |
| + 3 | Bump into the target character |

## Pottery

This skill is the act of hardening clay. Earthenware clay is often heated to roughly 1700°-2200° Fahrenheit. The potter's wheel is a flat disk that revolves horizontally on a pivot. Both hands – 1 on the inside and 1 on the outside of the clay – are free to shape the pot from the ball of clay that is centered on the rotating wheel head. A stick fits into a notch in the wheel and is turned by an assistant. Wood is used to fuel the kiln to the desired temperature once the pot is shaped and dried by the air. A pot can be decorated before or after firing. Glazes may or may not be applied. Clay pots serve many functions, including 2-handled storage vessels for wine, corn, oil, or honey. Also, some are made as oil flasks, funeral offerings, or works of art.

**Check:** Roll 3d10 and apply the modifier from the sub-ability of Common Sense. Higher results correspond to higher quality pottery.

## Pursemaking

A purse is a mobile container, usually filled with coins. Whenever a purse is to be crafted, a Pursemaking skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Common Sense sub-ability. Higher results correspond with purses of higher quality.

## Read Lips

The ability to discern what others are saying without being able to hear them, only by seeing their lips move, is a valuable skill that few possess with any accuracy, especially if deaf.

**Check:** Roll 3d10 and apply the modifier from the sub-ability of Intuition. Deaf characters receive a + 20 bonus to their roll. The result is the percent of words understood.

## Religion, Cultural

This skill applies only to the religion of 1 specific culture. Anytime knowledge is relevant, a Cultural Religion skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. High results correspond with high familiarity or knowledge regarding the culture's religion.

## Religion, Specific

This skill applies only to the Specific Religion of 1 god. Anytime knowledge is relevant, a Specific Religion skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. High results correspond with high familiarity or knowledge regarding the culture's religion.

## Remember Detail

The ability to remember fine, specific, and distant memories is a valuable skill. When points are put into this skill, they represent that the character spends much time remembering details and substantial mental energy in both memorizing details as well as continually referring back to them to refresh their memory.

**Check:** Roll 3d10 and apply the modifier from the Reflection sub-ability. Higher results correspond with clearer memories of more distant details.

## Research, Library

Researching topics in a library is a skill in itself, especially when each library is organized differently. To search a library without assistance while researching a topic, make a Library Research skill check.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Higher results correspond with better finds. If the search is assisted by a character who is familiar with the library, then the Aedile will assign an appropriate bonus. Obviously, the harder the topic to find in the library, the higher the TH will be.

## Riding

Most human characters are able to ride horseback, just as they are able to walk. Anything beyond mere Riding, however, necessitates a Riding skill check. For example, when attempting to attack a foe while Riding, a Riding skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Agility ability.

| TH | Result |
|---|---|
| < 14 | Unable to remain on horseback while attacking |
| 14-15 | Able to remain on horseback while attacking |
| > 16 | Able to successfully jump the horse and remain on horseback |

## Ritual, Complex

Rituals that require long durations and great precision are Complex Rituals. In spellcasting, spells of 6th-10th levels have complex rituals that may take from 30 minutes to 1 week to perform.

**Check:** Roll 3d10 and apply the average of the modifiers from Intelligence and Hand-Eye Coordination. Higher rolls correspond with rituals performed with greater precision.

## Ropemaking

A rope or thread is a collection of fibers that have been wound lengthwise. Whenever rope or thread is to be wound, a Ropemaking skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Common Sense sub-ability. Higher results correspond with rope of higher quality.

## Rope Use

Rope may be used in many ways, such as for climbing, binding prisoners, drawing and quartering criminals, and in any occasion when a sturdy or appropriate knot is necessary.

**Check:** Roll 3d10 and apply the modifier from the sub-ability Hand-Eye Coordination. Consult the Aedile concerning the difficulty of the action chosen.

## Saddlemaking

A saddle is a utility for a character who rides horses. The saddle lies between the rider and the horse. Knackers make saddles and harnesses. Whenever a saddle is to be crafted, a Saddlemaking skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Common Sense sub-ability. Higher results correspond with saddles of higher quality.

## Sailing

The proficiency of a mariner in directing a vessel as desired by manipulating sails is Sailing. Sailing entails familiarity with the stars, tides, winds, currents, and seagoing vessels. The Sailing skill is unnecessary for small river craft. Any time a seagoing vessel is sailed, the decision-making sailor needs to make a Sailing skill check.

**LC:** The initial LC is 13, though it improves by 1 with each voyage.

**Check:** Roll 3d10 and apply the average of the modifier of Intelligence and the modifier for Vision. Many variables may influence sailing, such as the direction and speed of the winds and currents, storms, etc. 3 times the adjusted result of the skill check equals the percentage of Wind Potential that may be used (see *Chap. 18: Warfare*).

Additionally, a Sailing skill check is necessary when a vessel with a ram attempts to ram another vessel. For ramming, divide the feet per round of movement of the attacking vessel by 3, and add to the check. Additionally, a deceres gains + 1d12, septireme + 1d10, quinquereme + 1d8, and a trireme + 1d6. Consult the table below:

| TH | Result | Chance Ram Breaks |
|---|---|---|
| < 14 | Miss | - |
| 14-15 | 1d20 IP | 1% |
| 16 | 1d100 IP | 2% |
| 17 | 2d100 IP | 3% |
| 18-19 | 5d100 IP | 4% |
| 20 | 7d100 IP | 5% |
| 21-23 | 1d1000 IP | 6% |
| 24-29 | 2d1000 IP | 7% |
| > 29 | 5d1000 IP | 8% |

## Sailmaking

A sail captures wind and helps propel or direct a waterborne vessel. Whenever a sail is to be crafted, a Sailmaking skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Spatial Intelligence sub-ability. Higher results correspond with sails of higher quality.

## Sculpture

Traditionally, there have been 2 types of sculptures: freestanding and relief. Materials for sculptures are usually stone, metal, clay, or wood. The method may be carving, chiseling, or casting. With casting, usually bronze is cast.

**LC:** Initially, the LC is 13, though it improves by 1 with every sculpture finished.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities of Intuition and Hand-Eye Coordination. Higher results correspond with higher quality sculptures.

## Search

Whenever a character needs to Search for something, such as pillaging a carcass, room, or home, a Search skill check is made. Most often, this skill is checked regarding corpses or rooms.

**Check:** Roll 3d10 and apply the average of the modifier from Vision (include only if near-sighted) and from the sub-abilities of Intuition and Common Sense. Below is a list of examples of what may be found with a given TH:

| TH | Result |
|---|---|
| < 14 | A carcass is patted down |
| 14-16 | The pockets of a creature are examined thoroughly, chests are opened, etc. |
| 17-20 | The boots of a creature are emptied, tables are turned over, etc. |
| 21-29 | Concealed doors, gold dental fillings, etc. |
| 30-34 | Secret doors, false bottoms, hollow compartments, etc. |
| 35-39 | A needle in a haystack in daylight |
| > 39 | A needle in a haystack in the dark |

## Seduction

Practicing Seduction implies intentions to mate an unknown subject. Whenever a character attempts to seduce an unknown other, a Seduction skill check is made.

**Check:** Roll 3d10 and apply the average of the modifiers from the Charisma ability and Bodily Attractiveness sub-ability. Initially, there is a base TH of 25 for males and 20 for females. First, since it is easier to seduce those less attractive, the difference between the Charisma ability scores of the seducer and subject are adjusted (1-15 = +/- 2, 16-30 = +/- 4, 17-45 = +/- 8, etc.). Second, the Aedile determines a racial and/or cultural antipathy modifier (assuming sex is physically possible) from - 20 (kobolds and ogres) to 0 (same race). Third, if the subject has been drinking, then the Aedile assigns + 1 (buzzing) to + 8 (drunk) bonus. Fourth, the Aedile includes a personal adjustment from - 10 (man-hating virgin) to + 10 (in heat). If the seducer succeeds, then the subject is willing to mate.

---

VOLT·NON·VOLT·DARE·GALLA·MIHI·
NEC·DICERE·POSSUM·
QUOD·VOLT·ET·NON·VOLT·
QUID·SIBI·GALLA·VELIT

She's half-and-half inclined
To sleep with me. No? Yes?
What's in that tiny mind?
Impossible to guess.

## Sexual Adeptness

In a sexual encounter, Sexual Adeptness heavily influences the perception of the other, from positively to negatively. The amount of pleasure a character derives from a sexual encounter may be determined as follows.

For each SP a character invests into Sexual Adeptness, they may further invest 1 Sexual Adeptness Point (SAP) either into cunnilingus, ejaculation/orgasm control, fellatio, or positions.

**Cunnilingus:** For each SP invested in Sexual Adeptness, the character may invest in the specialty of cunnilingus. Each SP invested in cunnilingus represents a new technique such as a trick with the tongue, lips, or suction.

**Ejaculation/Orgasm Control:** For each SP invested in Sexual Adeptness, the character may invest in the specialty of ejaculation control if male, or orgasm control if female. A male specialized in ejaculation control can delay his ejaculation until he is ready.

A female specialized in orgasm control increases her odds of having an orgasm by 1 for each point invested. Each female already has a Base Odds of Orgasm (BOO), which is 1d100. The TH for orgasm is 100 - BOO - (points invested in orgasm control). Compare the skill check to the TH.

A male specialized in ejaculation control increases his ability to delay ejaculation. Each point invested allows a male to delay his ejaculation by 60 seconds, if desired. The base time an erect male can delay his ejaculation from initial and continued stimulation is 300 seconds. However, many other factors affect orgasm control. Consult 'ejaculation' on the next page to obtain SF (Scrotum Fullness). Subtract SF from 100, to obtain Scrotum Emptiness (SE). Divide SE by 100 and multiply it by the base or modified time for ejaculation control. Next, consider the partner's Bodily Attractiveness and Facial Charisma Skill Modifiers. Apply the average during the missionary position. Consider Bodily Attractiveness twice as important during doggie-style. Consider Facial Charisma twice as important during fellatio, except for mutual fellatio. Apply the opposite of the modifier, such as - 64 becoming + 64. If the sexual stimulus is novel, then multiply ejaculation control by 0.2. If the sexual stimulus is not novel, but boring, multiply ejaculation control by 2. Finally, if a character is in puberty, then multiply ejaculation control by 0.2. If a character is middle-aged, then multiply ejaculation control by 2. If a character is in old age, then multiply ejaculation control by 3, and multiply it by 4 if the character is venerable.

**Fellatio:** For each SP invested in Sexual Adeptness, the character may invest in the specialty of fellatio. Each SP invested in fellatio represents a new technique such as a trick with the tongue, lips, humming, or suction. During fellatio, the partner's Bodily Attractiveness counts only half as much as Facial Charisma regarding the skill check.

**Positions:** For each SP invested in Sexual Adeptness, the character may invest in the specialty of sexual positions. Each SP invested represents a sexual position known. During doggie style, the partner's Facial Charisma counts only half as much as Bodily Attractiveness regarding the skill check.

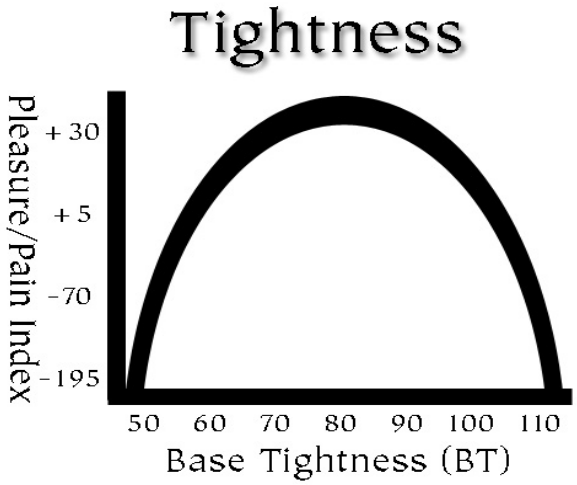
**Debauchery Discrepancy Penalty:** Large differences in Debauchery between partners will cause a penalty to the impression of Sexual Adeptness (see Debauchery in *Chap. 6: Sociality*). Subtract one character's Debauchery (D2) from the others (D1), divide the result by 100, and truncate the remainder. Apply the result as a penalty. For reference, the formula is below:

$$[(D1 - D2)^2] / 100$$

**Check:** Concluding the act of sexual intercourse or each sexual position, a character must make a Sexual Adeptness skill check concerning the quality of their performance, as does the partner(s). The higher the roll, the more the character has satisfied their sexual partner.

Roll 3d10 and apply the average of all relevant modifiers:

- Bodily Attractiveness (except in darkness)
- Facial Charisma (except in darkness, or with a sack over the head)
- Kinetic Charisma (except in darkness)
- Contortion SP invested (depending on the position, and only if Debauchery exceeds 50)
- SP invested in Sexual Adeptness
- SP invested in the most appropriate Specialty (such as cunnilingus, fellatio, etc.)
- Tightness (vaginal or anal only)




**Tightness:** For vaginal or anal sex, tightness ratio is a major factor of pleasure. To determine the modifier for tightness, divide Manhood Circumference by Anal or Vaginal Circumference Potential. Multiply the result by 100, consider it to be Base Tightness (BT), and use the following parabolic formula:

$$(BT - 80)^2 = -4y + 120$$

Solve for y.

For example, if BT is 70, then:

$$(70 - 80)^2 = -4y + 120$$
$$(-10)^2 = -4y + 120$$
$$100 = -4y + 120$$
$$0 = -4y + (120 - 100)$$
$$0 = -4y + 20$$
$$4y = 20$$
$$y = 5$$

Therefore, the most sexual pleasure is experienced from a fit that is neither too tight nor too loose. The result from tightness is averaged with other modifiers and included in the skill check.

Consult the table below to observe the performance of your character and the typical impression made on the sexual partner. Finally, in the case of multiple partners, a character's satisfaction may be considered either partner to partner, or averaged for the entire experience.

| TH | Examples of Results |
|---|---|
| <3 | The Manhood is bent and broken (1 BPP damage to groin). |
| 3-6 | The clitoris is bitten.<br>The fellatrix scrapes teeth along the Manhood.<br>The Manhood is jammed, but unbroken. |
| 7-10 | The fellatrix does not use suction.<br>This sexual act may be remembered as a bad experience. |
| 11-14 | The fellatrix poorly uses suction.<br>This sexual act is too repetitive and boring. |
| 15-18 | This sexual act is ordinary and not memorable. |
| 19-22 | The fellatrix uses enough suction that sucking sounds may be heard up to 3d10 feet away.<br>This sexual act is fun and exciting. |
| 23-26 | The fellatrix uses enough suction that sucking sounds may be heard up to 6d10 feet away. |
| 27-30 | The fellatrix uses enough suction that sucking sounds may be heard up to 3d100 feet away. |
| 31-34 | The fellatrix uses enough suction that it will be remembered for decades. |
| >34 | The fellatrix uses enough suction that it will be remembered for life as one of the best. |

**Ejaculation:** Many factors affect ejaculation, including Physical Fitness, Age, Scrotum Fullness (SF), and points invested in ejaculation control.

The scrotum may accumulate sperm for 2-5 days before becoming full. The rate of filling varies with age. From being totally drained, the scrotum fills with sperm in 5 days while in puberty, 2 days for young adults, 3 days for middle age, 4 days for old age, and 5 days for venerable characters. Consider the accumulation of sperm as a percent, from 0-100. This is Scrotum Fullness (SF).

Each ejaculation drains a percentage of accumulated sperm based on age. Pubescent ejaculation drains 80%, young adults drain 50%, middle age characters drain 60%, characters in old age drain 70%, and venerable characters drain 80%. It is uncomfortable for a scrotum to contain 10% or less of its potential sperm. For example, if the scrotum of a young adult is full, then he will be reduced to 50% fullness with the 1st ejaculation, 25% fullness after the 2nd, 12% fullness after the 3rd, and 6% after the 4th. After 4 consecutive ejaculations, the scrotum of the young adult will feel uncomfortable, and SF is 6.

The number of ejaculatory contractions is (4 + 1d6). The distance that sperm is launched in the 1st contraction is affected by Age, SF, Physical Fitness, Facial Charisma or Bodily Attractiveness, and novelty. To determine Ejaculatory Distance (ED), progress through the following:

Consider Base ED to equal the Breadth of the character. Age penalties include - 25% for pubescent and middle age characters, - 50% for old age, and - 75% for venerable characters. Next, divide Physical Fitness by 100, and multiply ED by the result.

When a male ejaculates, the attractiveness of the object he is watching affects his ejaculation. Now consider whether the male is looking at or imagining a face or body, and divide either Bodily Attractiveness or Facial Charisma by 100. Multiply ED by the result.

The novelty of the stimulus for the male affects his ejaculation. For example, if a loyal husband only has sex with his wife repeatedly, then while she was exciting in the beginning of their relationship because she was new, she becomes boring in time and decreases his ejaculation. A new partner or position may affect his ejaculation. If this is not the first time the male has ejaculated for this partner, then decrease ED by (1d10)%. If the position is not new, then decrease ED by (1d10)%.

Finally, ED is affected by SF. Divide SF by 100, and multiply ED by the result.

Each contraction launches sperm only (1d100)% as far as the last contraction.

**Vaginal Soreness:** Sometimes vaginal penetration can cause the vagina to be sore after sex. Factors include Base Tightness (BT) and the duration of vaginal penetration. To determine BT, see Tightness above. Then, multiply BT by the duration of sexual penetration in minutes. Finally, multiply the result by 0.003. This is the number of hours that the female's vagina is sore.

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NOTA·SIBI·SIT·QUAEQUE·
MODOS·A·CORPORE·CERTOS·
SUMITE·NON·OMNES·UNA·FIGURA·DECET·
QUAE·FACIE·PRAESIGNIS·ERIT·
RESUPINA·IACETO·
SPECTENTUR·TERGO·
QUIS·SUA·TERGA·PLACENT

Each woman should know herself,
and in the act of sex
Adapt her body for the best effects.
No one method is best
For everybody. If you're blessed
With a pretty face, lie supine in the sack;
If you're proud of your back,
Then perform the act
Like a beast, two-backed,
And offer a lovely rear view to beholders.

## Sheathemaking

A sheathe is a holder for a weapon such as a sword, and is usually worn about the waist or on the back. Whenever a sheathe is to be crafted, a Sheathemaking skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Common Sense sub-ability. Higher results correspond with a sheathe of higher quality.

## Shipwright

To successfully build or repair a waterborne vessel, and assuming the shipwright has the necessary labor and tools, the shipwright must make a skill check.

When building a ship, the seams of the planks are smeared with pitch, or pitch and wax. A layer of pitch is then applied to the interior of the hull. The outer hull that is to be underwater is usually protected by overlapping thin lead plates that are nailed over a layer of tarred linen.

**LC:** The Learning Curve lessens by 3 for every ship built, and 1 for every ship repaired.

**Check:** Roll 3d10 and apply the modifier from the Spatial Intelligence sub-ability. Consider any prior learning that has been invested. Consult the table below concerning TH's:

| TH | Build | Repair |
|---|---|---|
| < 13 | Raft | |
| 13 | Rowboat | |
| 14-15 | Barge | Minor gash |
| 16-19 | Cargo or fishing ship | Minor fire |
| 20 | Longboat | Major fire |
| > 20 | Trireme | Medium gash |

## Sight

When it is important for characters to see well or spot an object, a Sight skill check is made. This is different from searching or pillaging a nearby area, which is the Search skill. If a character is actively looking, then only a Sight skill check must be made. However, if a character is not actively looking, then both an Intuition sub-ability check and Sight skill check must be passed for the creature or object to be seen. Examples of using the Sight skill include finding a character who is hiding or catching a cheating gambler.

**Check:** Roll 3d10 and apply the modifier from Vision (include only if near-sighted). Characters with near-sighted Vision (see *Chap. 2: Body*) suffer penalties to Sight skill checks. Consult the table below concerning TH's:

| TH | Result |
|---|---|
| < 9 | The broad side of a barn, 50 feet away |
| 9 | An ordinary character in a crowd of 25 characters who are 25 feet away |
| 17-20 | An ordinary character in a crowd of 50 characters who are 50 feet away |
| 21-34 | An ordinary character in a crowd of 100 characters who are 100 feet away |
| 35-39 | A needle in a haystack in daylight |
| > 39 | A needle in a haystack in the dark |

When light is less than daylight, determine the range of effective Vision, as listed under Vision. Also, consult examples of dim light and how it affects Sight. Examples are listed in *Chapter 9: Equipment*, and include candles, lanterns, and torches.

Some creatures have Low-Light Vision (LLV). Regarding player characters, all dwarves, kobolds, and subterranean trolls have LLV. Consult Vision to determine the effect of light on these creatures.

## Silence

If a character needs to be silent or move silently, then a Silence skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Health sub-ability. Further, if intending to move and maintain Silence, then the modifier for the Agility sub-ability averaged with the modifier for the Health sub-ability must also be applied. Consult the table below for TH's to determine who or what was fooled by the Silence:

| TH | Stationary | Moving |
|---|---|---|
| <13 | Obvious noise (hiccup, fart, etc.) | Obvious noise (hiccup, fart, etc.) |
| 13 | A nearby distracted and drunk character | Obvious noise (hiccup, fart, etc.) |
| 14-15 | A nearby drunk character | Obvious noise (hiccup, fart, etc.) |
| 16 | A nearby distracted character | A nearby distracted and drunk character |
| 17 | A nearby quiet character | A nearby drunk character |
| 18-20 | A nearby alert character | A nearby distracted character |
| 21-23 | A nearby alert dog | A nearby quiet character |
| 24-29 | A nearby alert cat | A nearby alert character |
| 30-34 | A nearby alert elephant | A nearby alert dog |
| 35-39 | A nearby alert owl | A nearby alert cat |
| >39 | A nearby alert bat | A nearby alert elephant |

## Silversmithing

A silversmith is one who forges and shapes silver with an anvil and a hammer. Silver is heated in a forge and then hammered into the shape desired. The process of forging improves the structure of the metal. Forged metal is stronger and exhibits greater resistance to fatigue and impact. The forge consists of an open hearth made of firebrick. Coal is used to fuel the forge, and bellows are inserted to fan air as needed. Broken or obsolete silver objects can be melted down and the substance reused. Whenever such metalworking is done, a Silversmithing skill check must be made.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities Strength and Spatial Intelligence. Higher results correspond with better quality metalwork. The Aedile will determine the TH for each application.

## Skinning

Skinning is the removal of skin from a creature, as well as removing hair from the skin. Whenever a creature must have its skin removed, a Skinning skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Common Sense sub-ability. Higher results correspond with higher quality Skinning.

## Smell

Smell is a sense and different than most skills. Each character must roll 3d10 to determine the quality of this sense and record this as SP invested. A character may invest no more than an additional 1d10 SP into this skill. If a character needs to assess the sensitivity of their Smell, then a Smell skill check must be made.

**Check:** Roll 3d10 and apply the modifier from above. Consult the table below concerning TH's:

| TH | Example |
|---|---|
| < 25 | Unable to smell anything. |
| 25 | Able to smell wine in the breath of a drunk from 1 foot away while indoors. |
| 26-29 | Able to smell wine in the breath of a drunk from 2 feet away while indoors. |
| 30-31 | Able to smell wine in the breath of a drunk from 4 feet away while indoors. |
| 32-33 | Able to smell wine in the breath of a drunk from 8 feet away while indoors. |
| 34-36 | Able to smell wine in the breath of a drunk from 16 feet away while indoors. |
| 37-45 | Able to smell wine in the breath of a drunk from 32 feet away while indoors. |
| 46-50 | Able to smell wine in the breath of a drunk from 64 feet away while indoors. |
| 51-100 | Able to smell wine in the breath of a drunk from 128 feet away while indoors. |
| 101-150 | Able to smell the presence of a creature from 3d10 feet away while outdoors or detect its scent 10 minutes after it left. |
| 151-200 | Able to smell the presence of a creature from 1d100 feet away while outdoors or detect its scent 1 hour after it left. |
| 201-250 | Able to smell the presence of a creature from 1 mile away while outdoors or detect its scent 1 day after it left. |
| > 251 | Able to smell the presence of a creature from 5 miles away while outdoors or detect its scent 4 days after it left. |

## Soapmaking

Soap is used to clean things. Whenever soap is to be produced, a Soapmaking skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Common Sense sub-ability. Higher results correspond with soap of higher quality.

## Sound

Sound is a sense and different than most skills. Each character must roll 3d10 to determine the quality of their hearing and record this as SP invested. A character may invest no more than an additional 1d10 SP into this skill. If a character needs to listen for a Sound, then a Sound skill check must be made.

**Check:** Roll 3d10 and apply the modifier from above. Consult the table below concerning TH's to determine what Sound could be heard:

| TH | Example |
|---|---|
| < 25 | Nearby explosion |
| 25 | Horses galloping past |
| 26-29 | Knight in platemail walking |
| 30-31 | Someone wearing chainmail walking 20' away |
| 32-33 | Townsperson walking 20' away |
| 34-36 | Crackling campfire 20' away |
| 37-45 | Twig snapping 30' away |
| 46-50 | Pin dropping 20' away |
| 51-55 | Cat on the prowl 50' away |
| > 55 | An eagle flying past 250' away |

## Spellcasting, Combat

This skill determines whether or not concentration is broken during spellcasting in combat. Regardless of the spellcaster's distance from the combat, concentration is equally likely to be broken. For example, combatants are continually changing positions, dying, screaming, bleeding, etc. If concentration is broken, then chaotic effects may occur.

**Check:** Roll 3d10 and apply the modifier from the Drive sub-ability. Consult the table below:

| TH | Example |
|---|---|
| < 16 | Concentration is broken, the spell is wasted, but the ingredients, if any, remain unused. |
| 16 | Concentration is broken, the spell and its ingredients are wasted. |
| 17 | Concentration is broken, the spell and its ingredients are wasted. Consult *Appendix 3: Random Magical Effects* to determine a random effect. |
| > 17 | Successful combat spellcasting occurs. |

## Spellcasting, Familiarity

This skill is available only to those who may become familiar with the intricacies of spellcasting: priests and wizards. Familiarity with Spellcasting allows a spellcaster a chance to identify a spell upon observing the casting of it, usually discerning it from others due to the accompanying ritual, gestures, and chants. Obviously, once a spell is cast, it is easier to identify the spell by observing the effects. Instead, this skill focuses on identifying a spell prior to its enactment.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Since 1st level spells have a casting time of 1 second, they are too brief for this skill. Otherwise, consult the table below:

| TH | Result |
|---|---|
| < 9 | Able to indentify the discipline of magic to which the spell belongs. |
| 9-12 | Able to identify the casting of a 2nd level spell in (1d6 - 1) seconds. |
| 13 | Able to identify the casting of a 3rd level spell in 1d10 seconds. |
| 14-15 | Able to identify the casting of a 4th level spell in 1d20 seconds. |
| 16 | Able to identify the casting of a 5th level spell in 2d20 seconds. |
| 17 | Able to identify the casting of a 6th level spell in 1d20 minutes. |
| 18-19 | Able to identify the casting of a 7th level spell in 3d20 minutes. |
| 20 | Able to identify the casting of an 8th level spell in 1d10 hours. |
| 21-22 | Able to identify the casting of a 9th level spell in 1d20 hours. |
| < 23 | Able to identify the casting of a 10th level spell in (1d8 - 1) days. |

## Spellcasting, Specific

This skill is available only to those who are spellcasters by occupation: priests or wizards. For each spell that a spellcaster may use, the spellcaster may invest SP into this skill in order to improve their magical performance. This skill applies individually to different spells.

Each SP invested into casting a specific spell increases the following parameters of the spell by 1%: range, area, duration, damage, and whatever is appropriate. TH checks are adjusted in the appropriate direction, subject to the Aedile's approval. Level is not increased. Each SP that is invested into the casting of a specific spell decreases casting time by 1%. Consult the Aedile to determine what is affected and unaffected for each spell.

For example, a 3rd level sorcerer has invested a total of 15 SP in the spell, One for All. The parameters for this spell are affected as follows: range is unaffected, area (1.15 creatures) still affects only 1 creature due to mathematical truncation, duration is 31 rounds (since $3^3$ + 15% = 31.05), and the TH for the target creature is 57 (since 50 + 15% = 57.5). If the target creature fails its Drive check, then the number of exploited points is increased by 15%, as is the number of feet around the target creature in which the exploited points are absorbed by others.

**Check:** A skill check is unnecessary for this skill.

## Spitting

This skill is available to any character capable of launching saliva and mucous from their mouth. While Spitting may serve no purpose, it may also be a valued skill when accuracy is necessary. Spitting is commonly understood across cultures as barbaric. For instance, Spitting into a character's face is a sign of disrespect and usually meant to taunt aggression. Many creatures are capable of Spitting things in addition to saliva, such as poison or fire.

**Check:** Roll 3d10 and apply the modifier from the Enunciation sub-ability. If accuracy is a consideration, then the TH of the spitter equates to the CA hit. Armor does not figure into the CA in the case of Spitting. A creature may spit once per minute without penalty. However, for each Spitting beyond this limit, a cumulative penalty of -20 is incurred. Creatures that spit things in addition to saliva may have different limitations regarding frequency. Consult the table below:

| TH | Result |
|---|---|
| < 9 | Dry, unable to muster any saliva |
| 9 | Minimal saliva<br>Distance = 50% height of spitter |
| 17-20 | Moderate saliva<br>Distance = 100% height of spitter |
| 21-23 | Substantial saliva<br>Distance = 150% height of spitter |
| 24-28 | Lugee<br>Distance = 200% height of spitter |
| > 29 | Green and thick lugee<br>Distance = 300% height of spitter |

Note that with some Spitting creatures, it may be more appropriate to use the spitter's length than height.

## Sprint

This fundamental skill determines the duration a character may move and at different speeds, including: sprint, run, brisk jog, jog, walk, crawl on hands and knees, crawl prone, and forced marches.

**Check:** Roll 3d10. Unless the character is naked, apply the modifier from the Encumbrance (see *Chap. 9: Equipment*) to the number of feet sprinted per round listed in the Physical Fitness sub-ability[1]. Next, depending on the speed at which the character desires to move, a check must be made. Various speeds are described below. Though Physical Fitness is the sub-ability for this skill, its role is to determine a character's speed, not to adjust their skill check rolls. SP invested in this skill do not increase the character's speed, but increase only skill check rolls. Finally, consider the angle of elevation at which the character runs; elevation is covered last.

| Speed of Movement | |
|---|---|
| **Movement** | **Percent of Sprint Speed** |
| Sprint | 100 |
| Run | 75 |
| Brisk Jog | 65 |
| Jog | 50 |
| Walk | 25 |
| Crawl on Hands and Knees | 10 |
| Crawl Prone | 5 |

All characters are able to move only so long. Therefore, a check will need to be made periodically. The periodicity of the check is the Base Time. Base Time is based on the speed at which a character moves. At each multiple of Base Time, a character must make a check. The TH increases depending on the number of multiples of Base Time. If the check is failed, then the character must decelerate or stop, depending on the type of movement.

### Sprint

Base Time = (Physical Fitness / 10)

Base Time is in seconds.

TH Increase = (301 - Physical Fitness) / 13

If a Sprint check is failed, then the character must decelerate to running. After another Base Time while running, this character may attempt to Sprint again.

### Run

Base Time = Physical Fitness

Base Time is in rounds.

TH Increase = (301 - Physical Fitness) / 17

If a run check is failed, then the character must decelerate to a brisk jog. After another Base Time at a brisk jog, this character may attempt to run again.

### Brisk Jog

Base Time = Physical Fitness

Base Time is in rounds.

TH Increase = (301 - Physical Fitness) / 19

If a brisk jog check is failed, then the character must decelerate to jogging. After another Base Time while jogging, this character may attempt to a brisk jog again.

### Jog

Base Time = Physical Fitness

Base Time is in rounds.

TH Increase = (301 - Physical Fitness) / 21

If a jog check is failed, then the character must decelerate to walking. After another Base Time while walking, this character may attempt to jog again.

1. According to the Guiness Book of World Records, the fastest sprinter is Donovan Bailey, who is from Canada, ran the 100m sprint in the 1996 Olympic Games in 9.84 seconds, is 6' 1", and 182 lbs. If his speed were converted into F.A.T.A.L. Sprint speed, Donovan would have a Sprint speed of 99.9'.

### Walk

Base Time = Physical Fitness

Base Time is in minutes.

TH Increase = (301 - Physical Fitness) / 40

If a walk check is failed, then the character must stop. After another Base Time while resting, this character may attempt to walk again. To determine distance in terms of miles walked per hour, adjust the Sprint speed for Encumbrance (see *Chap. 9: Equipment*) and divide by 20. Difficult terrain may also impede the distance traveled (see *Chap. 18: Warfare*).

### Crawl on Hands and Knees

Base Time = Physical Fitness

Base Time is in minutes.

TH Increase = (301 - Physical Fitness) / 30

If a crawl on hands and knees check is failed, then the character must rest. After another Base Time while resting, this character may attempt to crawl on hands and knees again.

### Crawl, Prone

Base Time = Physical Fitness

Base Time is in minutes.

TH Increase = (301 - Physical Fitness) / 40

If a prone crawl check is failed, then the character must rest. After another Base Time while resting, this character may attempt to prone crawl again.

### Forced March

A forced march occurs when a leader forces warriors to march beyond 10 hours in a day. After 2 hours of forced march or 12 hours of marching (which is originally 25% of a character's Sprint speed), a Sprint skill check must be passed at TH 17 or the character needs to rest due to exhaustion. To rest, a character may attempt to pass a Sprint skill check every minute, then being able to move at 20% pace, next at 50%, 75%, and finally be fully recovered.

### Angle of Elevation/Declination

Since it is more difficult to move uphill than downhill, angle of elevation becomes relevant to all movement.

**Uphill:** If the character is attempting to move uphill or upstairs, then acquire a calculator with a button called 'sin', also known as sine. Put your calculator in 'Degrees' mode. Press 'sin' and then enter the degree of elevation. Multiply the result by 100 and consider this to be a percentage of loss in speed. For instance, if a character is capable of sprinting 50 feet per round, but they attempt to Sprint at an uphill angle of 45°, then [(sin 45 = 0.7071) x 100] = 70% of loss in speed. Instead of sprinting 50 feet in a round, this character may only Sprint 15 (50 x .3) feet per round at an uphill angle of 45°. For TH Increase, use the $X^y$ button on your calculator, and calculate $TH^{(1.(\text{degrees})}$. So, if TH Increase = 7 on level ground, then on a 45° incline it is $7^{(1.(45))}$ or 16.

**Downhill:** If a character is attempting to move downhill, then consider the angle of declination to be X. Proceed through the following formula[1] to get Y, the modifier to their speed:

$$Y = -0.177(X^2) + 2.66(X) - 2.84$$

Y represents a modifier that may be positive or negative. If positive, then it represents the percent gained in speed. If negative, then it represents the percent lost in speed.

For example, if a hill troll sprints downhill toward a living human so that he can eat their brain, and if the decline is 8°, then:

$$Y = -0.177(8^2) + 2.66(8) - 2.84$$
$$Y = -0.177(64) + 2.66(8) - 2.84$$
$$Y = -11.328 + 21.28 - 2.84$$
$$Y = 7.112$$
$$Y = 7$$

Therefore, if this character sprints downhill at 8°, then their speed increases by 7%.

If a character sprints downhill, then the character must pass a Balance skill check or fall. Divide the degrees of declination by 3 and consider this the TH.

1. This parabola was calculated with quadratic regression.

## Stonemasonry

This skill refers to the knowledge, experience, and ability to perform 2 types of masonry: rubble and ashlar. Rubble walls are composed of irregular and coarsely jointed field stone. Ashlar, conversely, is a wall constructed of carefully worked stones set with fine, close joints. It is in the building of ashlar walls that stonemasons are employed, as they painstakingly craft stones to certain measurements or specifications. Stonemasonry is often reserved as work for criminals.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities of Strength and Spatial Intelligence. The roll must exceed TH 14 to be successful for 1 day's worth of labor. A single stonemason can produce 1 cubic foot of fitted stone per day.

## Storytelling

Creatures have told stories as long as language has existed. If a character is telling a story to entertain or impress, then a Storytelling skill check must be made. Storytelling may be combined with other skills. For instance, not to be mistaken with Trickery, which is telling a lie, a character may tell a detailed and fabricated story in an effort to fool a character; this is a combination of Trickery and Storytelling.

Most stories do not have a moral. In fact, wickedness triumphs more often than justice. Most popular of all are humorous short stories in verse, sometimes written and sometimes recited. These works are the products of authors of all social classes and are enjoyed by all audiences. Some have folk tale origins, some are drawn directly from life. Their common ingredient is humor, often bawdy. Certain characters recur: the merchant who is cuckolded, swindled, and beaten by his young wife; the young scholar who outwits the husband; the lecherous priest who is the rival of a husband. The women tend to be treacherous, lustful, faithless, and may be beaten by their husbands but always manage to get the better of them.

**Check:** Roll 3d10 and apply the modifier from the Charisma ability. The result indicates the effectiveness of the story in many respects, including elocution (how well it was physically delivered including appropriateness of gestures), logical coherence (did it make sense or did some elements contradict others), organization (was there a clear beginning, body, climax, and conclusion), etc. The higher the number, the more effective was the story. Unless successful Storytelling is combined with other skills such as Persuasion or Trickery, the audience will not be compelled to take any new action; they will simply enjoy the tale.

## Surgery

The skill of opening a creature with the intention of saving their life is Surgery. Only a doctor is trained to perform the skill of Surgery. Whenever Surgery is being performed, a Surgery skill check must be made.

**Check:** Roll 3d10 and apply the average of the modifiers from Hand-Eye Coordination and Intelligence. Higher results correspond with better surgery. The Aedile determines the TH for each operation.

## Swim

One of the healthiest skills, any humanoid with all of their limbs is capable of swimming, though some may do so calmly and others may be more stricken by panic. Under normal conditions, such as only needing to dog-paddle in a calm body of comfortable water, there is no need for a skill check. However, if the exhaustion of a swimmer is relevant, a Swim skill check must be made. Characters may Swim as fast as their walking speed (1/4 of Sprint speed). In calm water, a swimmer's encumbrance (see *Chap. 9: Equipment*) is $1/10^{th}$ of what it is on land. If it is exceeded, then the character will drown unless possessions are discarded.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities of Physical Fitness and Strength. Every hour of swimming, a check at TH 21 must be passed to continue swimming. If the check is failed, then the swimming character must rest. If the result is 10 or less, then a leg cramp occurs. The chance of getting a cramp increases by 1 every hour. If desired, a (1d6 - 1) and 1d10 may be rolled to determine which minute specifically within the hour the cramp occurs. Finally, it should be noted that while obese characters are more buoyant, they are less physically fit and will tire easier, so no adjustment to the skill check needs to be made based on obesity.

## Symbology

Symbols are representations of other things. The study of symbols grants familiarity with religious and deific symbols, pictograms and ancient runes, as well as magical sigils. A Symbology skill check must be made to recognize, understand, or use symbols appropriately (not including daily language).

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. Compare the result with the TH on the table below:

| TH | Religious or Deific Symbols |
|---|---|
| < 9 | Familiar with the symbol of a major local god or church |
| 9-12 | Familiar with the symbol of a minor local god or church |
| 13-15 | Familiar with the symbol of a major foreign god or church |
| 16-17 | Familiar with the symbol of a trivial local god or church |
| 18-20 | Familiar with the symbol of a minor foreign god or church |
| 21-29 | Familiar with the symbol of a trivial foreign god or church |
| > 29 | Familiar with an obscure god |

| TH | Pictograms and Runes |
|---|---|
| < 21 | Does not understand it, even when it is in the context of other familiar, supplemental symbols |
| 21 | Partial understanding of it, only in the context of other familiar, supplemental symbols |
| 22 | Understands it, only in the context of other familiar, supplemental symbols |
| 23 | Partial understanding of the symbol alone, without contextual aid |
| 24-29 | Understanding of the symbol alone, without contextual aid |
| > 29 | Understanding of the symbol as well as its etymological history |

| TH | Pictograms and Runes |
|---|---|
| < 14 | Familiar with the concept of personal magical sigils as magical scripture that serves as a signature of a magician (usually hierophants, druids, mages, or sorcerers) |
| 14-16 | Familiar with the personal magical sigil of a famous mage |
| 17-20 | Familiar with the personal magical sigil of a popular local mage |
| 21-25 | Familiar with the personal magical sigil of a popular foreign mage |
| 26-29 | Familiar with the personal magical sigil of an obscure local mage |
| > 29 | Familiar with the personal magical sigil of an obscure foreign mage |

## Tailoring

Clothes or cloth need to fit whoever or whatever they are designed to fit. Adjusting clothes or cloth for a good fit is Tailoring. Whenever cloth is adjusted permanently, a Tailoring skill check must be made.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities of Hand-Eye Coordination and Spatial Intelligence. Higher results correspond with better tailoring.

## Tanning

Tanning leather takes at least 40-50 days, depending on the product and the hide. Leather is the result of modification of an animal hide, and it is strong, flexible, and resists decay. Most leather is from cattle hides, calfskins, goatskins, kidskins, sheepskins, and lambskins, though the hides of many creatures yield quality leather as well. Depending on how the tanning is done, leather can be as soft as cloth or as hard as the sole of a shoe.

Promptly after removing the hide from the animal, it is cured. To cure the hide, salt is applied generously to it and it is stored for 30 days in a place that has no moisture. After 30 days, the salted hide is thoroughly dry. Next, the cured skins are soaked in pure water for 2-7 hours to eliminate salt, blood, and dirt, and to replace a small amount of moisture. After a good washing, the remaining flesh is thoroughly removed. Next, the hide is soaked in a solution of lime and water for 9 days. The skin is now treated with a weak solution of acid. Finally, the skins are treated with a mixture of salt and acid and dried under conditions that control for heat and humidity.

Curing hides creates a pungent atmosphere. Tanners, both masters and apprentices, may be seen outdoors, scraping away hair and epidermis from the skins over a beam with a blunt-edged concave tool. The flesh adhering to the underside is scraped off with a sharp concave blade. Next the hide is softened by rubbing it with cold poultry, pigeon dung, or warm dog dung, then soaked in mildly acidic liquid produced by fermenting bran, to wash off the traces of lime left by the dung. The whole process of tanning takes months, usually over a year.

**LC:** The LC is 13 for the first solo attempt at tanning, and improves by 2 with each successful tanning of a hide.

**Check:** Roll 3d10 and apply the modifier from the Common Sense sub-ability. Consider the roll to be the quality of the finished product. The table below assumes that the hides used will be common, not exotic. Exotic hides may be easier or harder to work with.

| TH | Result |
|---|---|
| 14 | Successful tanning |

## Taste

Taste is a sense and different than most skills. Each character must roll 3d10 to determine the quality of their taste and record this as SP invested. A character may invest no more than an additional 1d10 SP into this skill. If a character needs to assess the sensitivity of this sense at the moment, then they must make a Taste skill check.

**Check:** Roll 3d10 and apply the modifier from above. Compare this result with the TH on the table below to understand the sensitivity of the character's Taste at the moment:

| TH | Example |
|---|---|
| < 25 | Can distinguish warm urine from cold water |
| 25 | Can distinguish sweet from sour, and bitter from salty |
| 33-39 | Can distinguish between cow and goat milk |
| 40-45 | Can identify between fine wines |
| > 45 | Can identify any oral substance as long as they have tasted it before, no matter how minute the difference, or the difference itself is noticed and may be described in as much detail as possible. |

## Teaching

To convey knowledge to another, so that the other understands it, is to teach. Whenever attempting to teach a willing character, a Teaching skill check must be made.

**Check:** Roll 3d10 and apply the average of the modifiers from Intelligence, Intuition, and Common Sense. Higher results correspond with a better understanding of the learner.

## Thatching

Building, repairing, or modifying a roof is Thatching. Whenever a roof must be built, repaired, or modified, a Thatching skill check must be made.

**Check:** Roll 3d10 and apply the modifier from Common Sense. Higher results correspond with a better Thatching.

## Tilemaking

Building, repairing, or modifying tile is Tilemaking. Whenever a tile must be built, repaired, or modified, a Tilemaking skill check must be made.

**Check:** Roll 3d10 and apply the modifier from Common Sense. Higher results correspond with a better Tilemaking.

## Tinkering

Building, repairing, or modifying kitchen utensils is Tinkering. Whenever kitchen utensils must be built, repaired, or modified, a Tinkering skill check must be made.

**Check:** Roll 3d10 and apply the modifier from Common Sense. Higher results correspond with a better Tinkering.

## Touch

Touch is a sense and different than most skills. Each character must roll 3d10 to determine the quality of their Touch and record this as SP invested. A character may invest no more than an additional 1d10 SP into this skill. If a character needs to assess the sensitivity of this sense at the moment, then they must make a Touch skill check.

**Check:** Roll 3d10 and apply the modifier from above. Compare this result with the TH on the table below to understand the sensitivity of the character's touch at the moment:

| TH | Example |
|---|---|
| < 25 | Being raped by a well-endowed ogre is obvious. |
| 25-28 | Being pinched is obvious. |
| 29-31 | A hand placed on the shoulder of the character is obvious. |
| 32 | While lying in the shade, the hot sun on 1 part of the body is obvious. |
| 33 | A feather being dragged across the body is obvious. |
| 34-36 | A fly landing on the character is obvious. |
| 37-45 | A single hair on the skin is obvious. |
| 46-51 | A change of 1° in air temperature is obvious. |
| > 51 | With eyes closed, the character can pass their elbow through some smoke, say from incense, and feel the difference between smoke and air. |

## Toxicology

This skill allows a character to do several things: find a poison, identify a poison, and to properly extract or prepare a poison. This is not to be confused with Herbalism, which is instead concerned with the healing effects of plants on wounds or ailments.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. A separate check must be made for finding, identifying, and extracting or preparing poison. Finding poison means that the character is attempting to find it in nature, such as searching a forest for a poisonous plant. The exact poison found is determined by the Aedile. A list of poisons is provided in *Chapter 17: Natural Substances*. Identifying poison means that if a character beholds a substance that they suspect is poisonous such as a tankard of beer handed to them by an immoral kobold, then they may possibly detect whether or not the beer is poisoned. Finally, extracting poison refers to properly removing it from nature, such as from a spider's sac. Preparing poison means to properly prepare the extracted poison, such as how much to mix with what kind of liquids, such as beer.

| TH | Find | Identify | Extract | Prepare |
|---|---|---|---|---|
| < 13 | Nothing | Nothing | Sample ruined | Sample ruined |
| 13 | Common | Nothing | Simple | Easy |
| 14-15 | Common | Obvious | Simple | Easy |
| 16 | Common | Obvious | Simple | Easy |
| 17 | Common | Obvious | Moderate | Easy |
| 18-19 | Common | Obvious | Moderate | Average |
| 20 | Uncommon | Ordinary | Difficult | Average |
| 21-23 | Uncommon | Ordinary | Difficult | Average |
| 24-29 | Rare | Obscure | Difficult | Hard |
| > 29 | Very Rare | Obscure | Impossible | Hard |

## Tracking

If a character needs to track another creature, and knows that the trail before them is from the creature that needs to be tracked, then a Tracking skill check is made. If a trail is not before them, then they must use the Search skill to find the trail initially, in which case the Aedile determines the TH.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. The frequency of checks depends on the situation, and is determined by the Aedile. Unless otherwise stated, checks should be made every hour, every half-hour if in twilight, every round in the dark, or every change of terrain. Otherwise, consult the table below to observe how well or poorly the character tracked:

| TH | Example |
|---|---|
| < 9 | Unable to track footprints through otherwise undisturbed snow. |
| 9-16 | Able to track no less than 3 sets of footprints in one group over a field after rainfall. |
| 17-20 | Able to track 1 set of footprints over marshland. |
| 21-39 | Able to track 1 set of footprints over dry land. |
| > 39 | Able to track the trail of an ant through a desert during a sandstorm. |

## Transcribing

To translate 1 text into another language and scribe it in the new language is to transcribe the text. Whenever a transcription must be performed, a Transcribing skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Language sub-ability. Higher results correspond with a better Transcribing.

## Trapping

If a character has traps to set, then a check of this skill will reveal how much food was trapped.

**Check:** Roll 3d10 and apply the modifier from the Common Sense sub-ability. Note that the following results represent using traps of average quality in average terrain under average conditions. If necessary, the Aedile will determine the creature(s) that was (were) trapped. Results are considered to be daily. Consult the table below:

| TH | Result |
|---|---|
| < 9 | Nothing |
| 9-12 | Half a meal for 1 human |
| 13 | 1 meals for 1 human |
| 14-15 | 2 meals for 1 human |
| 16 | 3 meals for 1 human |
| 17 | 4 meals for 1 human |
| 18-19 | 5 meals for 1 human |
| 20 | 6 meals for 1 human |
| 21-23 | 7 meals for 1 human |
| 24-25 | 10 meals for 1 human |
| 26-29 | 20 meals for 1 human |
| > 29 | 40 meals for 1 human |

## Trickery

Different than Persuasion, Trickery is a character's skill at lying. If a character is attempting to lie to someone, then a Trickery skill check must be made. Trickery is often combined with the Persuasion skill.

**Check:** Roll 3d10 and apply the Skill Modifier from the Charisma ability. This number represents the believability of the character's lie. To detect the attempted Trickery, the target creature makes an Intuition sub-ability check. If the results are higher for the trickster, then the target creature believes the lie. If the results are higher for the target creature, then the lie has been detected.

## Tumble

If a character needs to tuck and roll, then a Tumble skill check must be rolled.

**Check:** Roll 3d10 and apply the modifier from the Agility sub-ability. Compare this number with the TH below to understand how well or poorly a character tumbled:

| TH | Example |
|---|---|
| < 9 | Character slips and falls to the ground. |
| 9-16 | Character tumbles 1 revolution, then stands, but takes a moment to regain their balance, suffering - 5 to Agility for 1 round. |
| 17-20 | Character tumbles 1 revolution, then stands, if desired. |
| 21-29 | Character tumbles 2 revolutions, then stands, if desired. |
| > 29 | Character tumbles 3 revolutions, then stands, if desired. |

NEC·TIMIDE·PROMITTE·TRAHUNT·
PROMISSA·PUELLAS·
POLLICITO·TESTES·QUOSLIBET·
ADDE·DEOS

Don't be shy of making promises;
women are fair game
For promise-makers; invoke
any god you care to name.

## Urinating

While every character is capable of Urinating, it requires skill to urinate accurately or to maximize the distance of a stream of urine. Generally, this skill is for males, though under certain circumstances females may exercise their Urinating skill. This is best left to the discretion of the Aedile. Whenever a character attempts to urinate on a target, and urination requires accuracy or distance, a Urinating skill check is made.

**Check:** Roll 3d10 and apply the average of the modifiers from the Health and Hand-Eye Coordination sub-abilities. If aiming at a target, then the TH also represents CA.

2 factors determine most variation in urination: time elapsed since last urination and the weight of the drink considered as a percent of body weight. Consult the first table to determine a Urination Modifier:

| Urination Modifier | | | | | | | |
|---|---|---|---|---|---|---|---|
| time\% of body weight | 0 | 1 | 2 | 3 | 4 | 5 | > 5 |
| 1/2 hour | - | - | - | + 3 | + 6 | + 9 | + 12 |
| 1 hour | - | - | + 3 | + 6 | + 9 | + 12 | + 15 |
| 2 hours | + 1 | + 3 | + 6 | + 9 | + 12 | + 15 | + 18 |
| 4 hours | + 2 | + 6 | + 9 | + 12 | + 15 | + 18 | + 21 |
| 8 hours | + 3 | + 9 | + 12 | + 15 | + 18 | + 21 | + 24 |
| 16 hours | + 4 | + 12 | + 15 | + 18 | + 21 | + 24 | + 27 |
| 1 day | + 5 | + 15 | + 18 | + 21 | + 24 | + 27 | + 30 |
| 2 days | + 6 | + 18 | + 21 | + 24 | + 27 | + 30 | + 33 |

Next, apply the Urination Modifier to the skill check and consult the table below:

| TH | Example | Distance | Duration |
|---|---|---|---|
| < 9 | Do not have to go | - | - |
| 9-13 | Tinkle, tinkle | 0.01 x Height x 1d10 | 1 second |
| 14-20 | Minor stream | 0.1 x Height x 1d10 | 4d4 seconds |
| 21-29 | Major stream | 0.2 x Height x 1d10 | 6d6 seconds |
| > 29 | Flood | 0.3 x Height x 1d10 | 10d10 seconds |

VIR·PRUDENS·NON·CONTRA·VENTUM·MINGIT

Wise men do not urinate against the wind.

## Ventriloquism

If a character intends to throw their voice, making it seem to originate from somewhere else nearby, then a Ventriloquism skill check must be made.

**Check:** Roll 3d10 and apply the average of the modifiers from the Intelligence ability and Enunciation sub-ability. Compare the result with the TH below to understand how well or poorly the character used Ventriloquism:

| TH | Distance Thrown |
|---|---|
| < 9 | 1 inch |
| 9-13 | 1 foot |
| 14-15 | 2 feet |
| 16 | 3 feet |
| 17 | 5 feet |
| 18-19 | 10 feet |
| 20 | 15 feet |
| 21-23 | 25 feet |
| 24-29 | 50 feet |
| > 29 | 100 feet |

## Wainwrighting

A character who builds wagons is a wainwright. Whenever a wagon is being built, a Wainwrighting skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Common Sense sub-ability. Higher results correspond with a better quality wagon.

## Weapon, General Type

All weapons fall into 1 of several categories: bows and crossbows; axes, clubs, and hammers; knives; polearms; swords; and tools. Each time 5 SP is invested or accumulated in this skill, they serve to negate the penalty.

**LC:** Every melee combat in which this specific weapon is used, though no more than 1 combat per day, lessens the LC by 2.

**Check:** Roll to determine the body part attacked. Then roll 3d10 and apply the average of the modifiers from the sub-abilities that are determined by Weapon Type (see Weapons in *Chap. 9: Equipment*), which are S, SA, or A. Characters who use weapons of type S include the modifier for Hand-Eye Coordination. Characters who use weapons of type SA include the modifiers for Hand-Eye Coordination times 2, then add the modifier for Agility, and divide the sum by 3. Characters who use weapons of type A include the modifiers for Hand-Eye Coordination and Agility, divided by 2. A skill check with a General Type of Weapon means that a weapon of that general type is being swung at a foe. For those who have never before swung this general type of weapon in combat or trained with it, there is a - 5 penalty to the skill check. The TH is the foe's CA (Current Armor), though each weapon has modifiers to hit certain types of armors and must be included in the roll. Further, every 5 SP invested or accumulated with a General Type of Weapon beyond the first 5 will improve the skill check by 1 for all weapons of that general type. The TH may be increased simultaneously by both Weapon (Specific) and Weapon (General).

## Weapon, Specific

This skill applies individually to different weapons. For each weapon in which 5 SP have been invested, the weapon may be used in combat without penalty. Some occupations (see *Chap. 7: Occupation*) grant 1 or more Weapon (Specific) skills. Consider these granted skills as though 5 free SP have been invested.

A popular method has been developed for combat[1]. Although the method was developed initially with the bastard sword, the techniques may be used with every melee weapon. After the inventor died, pupils began writing down the methods of the master.

Although the entire system cannot be detailed here, the basics are introduced. Hacking attacks either come from above or below. Hacking attacks are either powerful attacks made from the shoulder and body, medium attacks made from the elbow, or harassing attacks made from the wrist and hand. When hacking from left to right, the attacker steps forward with the left foot as the target is hacked.

Stabbing attacks either come from above or below. Stabs are usually aimed at the navel, groin, chest, face, thighs, feet, or wrists.

Guards are common positions, though they are not static but usually entered and abandoned continually. The guards are good positions from which to initiate or receive an attack. Roughly one-third of all attacks made in this system are Brawling Disarm, or Wrestling. These are blended with weapon attacks to regain proper combat distance, unbalancing a foe, or disarming the foe.

Provided an attacker is wearing a gauntlet, a sword may be reversed so that the blade is held and the pommel is pounded onto the foe. This is called a 'murder stroke.' Polearms are often used to trip foes. If the end of a polearm gets beyond a foe, then it may be used to pull them toward the attacker, or to trip them.

**LC:** Every melee combat in which the weapon specified for this skill is used lessens the LC by 2. No more than 1 combat per day may lessen the LC.

**Check:** Roll to determine the body part attacked. Roll 3d10 and apply the average of the modifiers from the sub-abilities that are determined by Weapon Type (see Weapons in *Chap. 9: Equipment*), which are S, SA, or A. Characters who use weapons of type S include the modifier for Hand-Eye Coordination. Characters who use weapons of type SA include the modifiers for Hand-Eye Coordination times 2, then add the modifier for Agility, and divide the sum by 3. Characters who use weapons of type A include the modifiers for Hand-Eye Coordination and Agility, divided by 2. A skill check with a specific weapon means that a specific weapon is being used against a foe. For those who have never used this particular weapon in combat or trained with it, there is a penalty of - 5 to the skill check.

The base TH is the foe's CA (Current Armor). Now, consider that each weapon has modifiers to hit certain types of armors; these modifiers affect the skill check. Further, every 5 SP invested or accumulated with a Specific Weapon beyond the first 5 will improve the skill check by 1. The TH may be increased simultaneously by both Weapon (Specific) and Weapon (General).

This skill does not increase damage. An extra attack per round may be gained for each 20 SP invested in an Agility-based or 'A' weapon, 100 SP invested in a Strength-based or 'S' weapon, or 30 SP invested in a 'SA' weapon.

1. The method mentioned was developed by Johannes Liechtenauer, a medieval German swordsman, who lived during the 1300's. Information has been obtained from Medieval Combat by Hans Talhoffer. For more information, see the References section at the end of this book.

## Weapon Mastery

After investing at least 15 SP into a specific weapon and 5 SP into Weapon Mastery in that weapon, mastery may be claimed regarding that weapon. Weapon Mastery grants: an increased likelihood of Graphic Gore and a decreased likelihood of Fumbles. The range for Graphic Gore is doubled, and the range for Fumbles is halved.

## Weapon Trick

With this skill, the character has mastered a trick with a specific weapon. The trick may have 1 of 3 effects, though it must be determined when the trick is learned, not for each usage of the trick. The 3 effects include: increase damage on 1 attack per 2 rounds of the character's choice by 10%, increase the skill check with the specific weapon when attacking 1 attack per round of the character's choice by 10%, or bedazzle foes as well as onlookers. Any round that a character is performing a Weapon Trick, their Current Armor suffers a - 3 penalty.

**Check:** Roll 3d10 and apply the modifier from the Hand-Eye Coordination sub-ability. A check may be made once per 2 rounds. The TH varies with the complexity of the trick. The Aedile will assign a permanent TH to the Weapon Trick.

## Weaponsmithing

Crafting weapons is not an easy task. Before any weapon may be crafted, the character must have access to the necessary tools, including a forge.

**LC:** For each weapon that the character has never before crafted, the LC is 16. Each time a weapon is made successfully, the LC improves by 2.

**Check:** Roll 3d10 and apply the modifier from Spatial Intelligence. Each weapon crafted requires a Weaponsmithing skill check. The TH affects Base Craft Time (BCT). Consult the table below:

| TH | BCT | Quality |
|---|---|---|
| < 9 | +( 3d100)% | - (5d20)% |
| 9 | + (2d100)% | - (4d20)% |
| 10 | + (1d100)% | - (3d20)% |
| 11 | + (4d20)% | - (2d20)% |
| 12-13 | + (2d20)% | - (1d20)% |
| 14-15 | + (1d20)% | - (1d12)% |
| 16 | + (1d10)% | - (1d10)% |
| 17 | - | - |
| 18-23 | - (1d10)% | + (1d10)% |
| 24-29 | - (1d20)% | + (1d20)% |
| > 29 | - (2d20)% | + (1d100)% |

Note that metal, non-edged weapons are functional at 50% of BCT, though at this time the metal is still black, unpolished, and marred by blows of the hammer.

## Weather Prediction

Predicting the weather can be very handy for sailors and navigators, as well as guides in the wilderness, and towns along rivers in spring.

**Check:** Roll 3d10 and apply the average of the modifiers from the sub-abilities of Common Sense and Reflection. By singular humanoid observation, it is possible to predict the exact weather conditions in the next hour (TH 10), 6 hours (TH 13), 12 hours (TH 16), day (TH 18), 2 days (TH 22), or 3 days (TH 25).

## Weaving

This is skill concerning the interlacing of thread into cloth. Raw materials for weaving include thread made from animal hairs such as wool, camel hair, rabbit hair, a vegetable fiber such as hemp, and a leaf fiber. Many fine tapestries and rugs are woven by those who know this skill.

**LC:** Initially, weaving by hand yields a LC of 16, though the LC improves by 2 with every completed attempt, whether successful or not. Weaving with the hand loom has a LC of 13, which improves by 2 with every completed effort.

**Check:** Roll 3d10 and apply the modifier from the Common Sense sub-ability. Weaving may be done either by hand (TH 14) or by an ancient machine known as the hand loom (TH 13), though artistic pictorial weaves such as tapestries increase the TH by 3, due to the exactness of the finished product and the fact that tapestries differ from normal weaving in that they have no weft or horizontal thread spanning the width of the product. No more than 12 threads per inch may be attained. Each weaver produces an average of 3 square feet of cloth in an average 12-hour day of work. If multiple characters weave together as a team, then only the highest roll from the group is considered for the skill check.

## Wheelwrighting

A character who builds wheels is a wheelwright. Whenever a wheel is being built, a Wheelwrighting skill check must be made.

**Check:** Roll 3d10 and apply the modifier from the Spatial Intelligence sub-ability. Higher results correspond with a better quality wheel.

## Wilderness Lore

Different from the related skills of nature, Wilderness Lore permits a character knowledge pertinent to survival in the wilderness, such as subtleties like which side of a tree moss grows on, or how to avoid being smelt downwind.

**Check:** Roll 3d10 and apply the modifier from the Intelligence ability. The Aedile must determine the TH based on the difficulty of the check to be made. As a reference point, refer to the following table:

| TH | Example |
|---|---|
| 9 | Imitate animal sound |
| 16 | Knowledge of what animals are indigenous in the current habitat |
| 17 | Knowledge of which local plants are edible |
| 20 | Avoid being smelt by normal wilderness animals |

## Wrestling

Whenever 2 or more characters grapple with each other in close quarters, not to exchange blows but to force a submission, a Wrestling skill check must be made.

**Check:** Roll 3d10 and apply the average of the modifiers from the Strength and Agility sub-abilities. All characters involved in an immediate fray must roll a Wrestling skill check. If the results are within 3 of each other among foes, then they are gridlocked, unable to enact any effective maneuver for the round. If 2 or more attempt to wrestle a foe, then the only result is overbearing. Otherwise, the character with the highest roll (and exceeding by 3) wins, must now roll 1d100, and consult the following table:

| Roll | Result |
|---|---|
| 01-15 | Head-butt |
| 16-27 | Bear-hug |
| 28-30 | Hammerlock |
| 31-39 | Headlock |
| 40-42 | Ankle Lock |
| 43-45 | Wrist Lock |
| 46-48 | Suplex, Released |
| 49-51 | Leg Lock |
| 52-54 | Arm Bar |
| 55-57 | Suplex, Belly-to-Back |
| 58-60 | Scissors Lock |
| 61-70 | Overbearing |
| 71-72 | Brawling |
| 73-76 | Suplex, Belly-to-Belly |
| 77-80 | Suplex, Unreleased |
| 81-90 | Choking |
| 91-92 | Fish-hook |
| 93-98 | Eye-gouge |
| 99 | Choice |
| 100 | New Move |

**Ankle Lock** - The foe's ankle is trapped between arms or legs and the foe may attempt escape with a successful Wrestling skill check at TH 18. If failed, then the grappler may break the foe's ankle, reducing their Sprint and Agility to 15%, as well as causing 2d10 damage. Otherwise, the grappler may continue their submission hold and cause 2d8 subdual damage per round, unless the foe escapes the lock, though the TH increases by 3 per round.

**Arm Bar** - The foe's arm is trapped between the grappler's arms or legs and the foe may attempt escape with a successful Wrestling skill check at TH 18. If failed, then the grappler may break the foe's arm, reducing their Agility to 70%, as well as causing 2d8 damage. Otherwise, the grappler may continue their submission hold and cause 2d6 subdual damage per round, unless the foe escapes the lock, though the TH increases by 3 per round.

**Bear-hug** - The foe has their arms trapped at their sides while the grappler squeezes the foe's torso with their arms for everything they have. The foe may attempt escape with a Wrestling skill check at TH 14, assuming their Strength scores are equal. Otherwise, apply the difference between these scores to the TH in the appropriate direction. If the check fails, then the foe loses 10% of their Strength each round until they pass out. If freed, then Strength returns at the same rate taken.

**Brawling** - Roll 1d100 and consult the table for the Brawling skill to determine location and damage.

**Choice** - Any of the above Wrestling techniques may be chosen.

**Choking** - The foe may attempt to escape with a successful Wrestling skill check at TH [18 - (choker's Strength Skill Modifier - foe's Strength Skill Modifier)]. Each round of being choked, the foe loses 10% of their potential LP in subdual damage. The choker may make a Crush Windpipe Check, which is TH [30 - (choker's Strength Skill Modifier - foe's Strength Skill Modifier)]. If the choker crushes the windpipe of the foe, then the foe no longer needs to be choked manually, but will continue to lose LP and Strength until they die, unless somehow saved. If the windpipe is not crushed, then after the 1st round of choking the foe loses (2d10)% of their Strength sub-ability points. The next round, the foe may again attempt escape, this time with a base of TH 24. If failed, then the foe loses (4d10)% of their remaining Strength. The 3rd round of choking, the foe may attempt to escape with a base of TH 28. If failed, then the foe loses (6d10)% of their remaining Strength. The 4th round, the foe may not attempt escape at all. If still conscious, then the foe loses (8d10)% of their Strength. This pattern may be continued if desired or deemed necessary by the choker.

**Eye-gouge** - If intended to kill, then roll 1d20 for damage and apply appropriate modifiers. If intended for submission, then administer 1d10 subdual damage, and the foe may attempt to escape with a successful Wrestling skill check at TH [17 - (eye-gouger's Strength Skill Modifier - foe's Strength Skill Modifier)]. If failed, again administer 1d10 subdual damage and the foe must meet or exceed a base of TH 24 to escape. If this is failed, then the foe must pass a Health sub-ability check at TH 24 or pass out for 1d100 minutes. If passed, then the foe may not escape now, but will take 1d10 subdual damage every round and must pass a Health sub-ability check at TH 25 to remain conscious.

**Fish-hook** - The grappler has successfully wedged a finger into each side of the foe's mouth, outside of their biting range, and begun pulling apart as though the grappler wants the side of the foe's lips to touch their ears. The foe may, however, attempt to escape, though they need to have a Strength score that is 10% higher than the grappler. To escape, both combatants make a Strength sub-ability check. If the foe's roll is higher, then they escape. This vicious maneuver will never be forgotten, and if successful, administers 3d6 points of humiliating facial damage each round it is applied. Each round of successful fish-hooking, the foe's Facial Charisma lowers 2 sub-ability points.

**Hammerlock** - 1 of the foe's arms is braced behind their middle back against their will and they are helpless from behind while standing (01-30%) or preferably braced on the ground or against something solid (31-100%). The foe may attempt escape by making a successful Wrestling skill check at TH 14. If failed, then the grappler may break the foe's arm, causing 2d8 damage and reducing their Agility to 70%. Otherwise, the grappler may continue their submission hold and cause 2d6 subdual damage per round, unless the foe escapes the lock, though the TH increases by 2 if standing up and 5 if braced.

**Head-butt** - 1d4 subdual damage

**Headlock** - The foe's head is trapped between arms or legs and the foe may attempt escape with a successful Wrestling skill check at TH 20. If failed, then the grappler may snap the foe's little neck, reducing their LP to 0, and their eyes will bulge. Otherwise, the grappler may continue their submission hold and cause 2d8 subdual damage per round, unless the foe escapes the lock, though the TH increases by 3 per round.

**Leg Lock** - The foe's leg is trapped between the grappler's arms or legs and the foe may attempt escape with a successful Wrestling skill check at TH 16. If failed, then the grappler may break the foe's leg, reducing their Sprint and Agility to 10%, as well as causing 2d12 damage. Otherwise, the grappler may continue their submission hold and cause 2d10 subdual damage per round, unless the foe escapes the lock, though the TH increases by 3 per round.

**New Move** - Though the grappler has never seen or heard of this move before, it has forced the foe into submission at the mercy of the grappler.

**Overbearing** - To overbear a foe is to take them to the ground and pin them so that struggling against a hold is futile. Overbearing is determined by weight and Wrestling skill. To determine if a grappler overbears a foe, the grappler must:

1. Subtract the sum of all foe's weight from the sum of all grappler's weight.
2. Divide the difference by the sum of all grappler's weight.
3. Multiply the result by 30.
4. Apply the average of all grappler's Wrestling Skill Modifier to the result.

Finally, the grappler and the foe must both roll 3d10. The grappler applies the result from above to their roll, and the foe applies only their Wrestling Skill Modifier to their roll. The highest number wins. If the grappler wins by a margin larger than 8, then the foe is overbeared. If the foe wins by a margin larger than 8, then the grappler failed to overbear them. If both results are within 8 of each other, then neither wins and both are gridlocked, unable to break free for the round.

Multiple grapplers may attempt to overbear a foe. Since the odds of initiative suggest that grapplers will attempt to overbear a foe at different times in a round, all grapplers with an initiative within 33 of the grappler with the highest initiative will attempt to overbear the foe as a unit (follow the 4-step procedure above). The effective initiative for the group is the initiative of the slowest member. If the foe is overbeared already, then additional grapplers will simply add their weight and the average of their Wrestling Skill Modifier to the 4-step procedure above. If the foe is gridlocked by the 1st grappler or unit of grapplers, then the 2nd grappler simply adds their weight and the average of the grappler Wrestling Skill Modifiers regarding the 4-step procedure above.

If a foe is grappled before their initiative, then the foe is allowed to make either a Brawling attack or a Strength sub-ability check versus the grappler, or 1 of the grapplers. If multiple grapplers have overbeared a foe, then 1 of the grapplers must be selected randomly. If the foe succeeds in either the Brawling attack or Strength check, then the randomly selected grappler is no longer in the gridlock. If Graphic Gore (see *Chap. 10: Combat*) occurs against the grappler, or the grappler has been smitten, then the grappler loses their next attack.

If a human male successfully overbears a female, then it is possible that rape may occur. If a male seeks to have his way with a female at her expense and whether she likes it or not, then he may attempt to Intimidate her to allow him to rape her without resistance. On the other hand, he may be enraged or prefer to continue without asking. If an Intimidation skill check is successful, then double the effective weight difference used in Overbearing above. In any case, he will have to overcome her clothing or armor. If naked, then there is no modifier to the Rape roll. If either the rapist or victim is wearing clothes, then the Rape roll suffers a - 2 penalty, - 6 for both. If either wears light armor, then the Rape roll suffers a - 3 penalty, - 6 for both. If either wears medium armor, then the Rape roll suffers a - 6 penalty, - 9 for both. If either wears heavy armor, then the Rape roll suffers a - 9 penalty, - 18 for both.

The Rape roll consists of rolling 3d10, and the rapist wants to roll higher than 1/3rd of the weight difference as used in Overbearing, doubled by Intimidation if used, and the roll is modified by clothing or armor. If the roll fails, then the female manages to escape from the clutches of the rapist, and 80% of the time manages to land a Brawling blow with Graphic Gore either to the Manhood (01-50%) or testes (51-100%) of the would-be rapist. Further, if the roll fails then she either escapes prior to penetration (01-60%) or during the violation (61-100%). If the roll is successful, then the male does with her as he likes.

**Scissors Lock** - The grappler has their legs wrapped around the foe's sides while the grappler squeezes the foe's torso with their legs for everything they have. The foe may attempt escape with a Wrestling skill check at TH 16, assuming their Strength scores are equal. Otherwise, apply the difference between these scores to the TH in the appropriate direction. If the check fails, then the foe loses 10% of their Strength each round until they pass out. If freed, then Strength returns at the same rate taken.

**Suplex, Belly-to-Back** - The grappler has grabbed the foe from behind, grasping their torso and the 'outside' arm, depending on which way the grappler decides to thrash the foe. For example, thrashing a foe to the right would require the grappler to grasp the foe's left arm (outside arm) so that they are unable to block their fall, and vice versa. The foe suffers 2d6 subdual damage unless this action is tastelessly performed upon a rock or some other solid bodily receptacle, which permits normal damage.

**Suplex, Belly-to-Belly** - The grappler has grabbed the foe from the front, grasping their torso and the 'inside' arm, depending on which way the grappler decided to thrash the foe. For example, thrashing a foe to the right would require the grappler to grasp the foe's left arm (inside arm) so that they are unable to block their fall, and vice versa. The foe suffers 2d8 subdual damage and also temporarily stunning them for 1d6 rounds unless this action is tastelessly pulverized upon a rock or some other solid bodily receptacle, which permits normal damage instead of subdual.

**Suplex, Released** - The foe is grabbed around the waist, whether arms are trapped or not and whether grabbed from behind or the front, hoisted into the air and hurled backwards (grappler's Dead Lift for Strength must exceed the foe's weight by 20%), and dropped on their head (01-20%), stomach (21-50%), or back (51-100%). This maneuver causes 1d20 damage if on the head, or 1d20 subdual to the body.

**Suplex, Unreleased** - The foe is grabbed around the waist, whether arms are trapped or not and whether grabbed from behind or the front, hoisted into the air, hurled backwards (grappler's Dead Lift for Strength must exceed the foe's weight by 20%), and dropped on their head. This maneuver causes 3d10 damage. The foe may attempt to escape the grappler's grasp with a Wrestling skill check at TH 14, assuming their Strength scores are equal. Otherwise, apply the difference between these scores to the TH in the appropriate direction. If the check fails, then the foe loses 40% of their Strength each round a successful suplex is given until they pass out. If freed, then Strength returns at the same rate taken.

**Wrist Lock** - The foe's wrist is trapped in an awkward position and the foe may attempt escape with a successful Wrestling skill check at TH 13. If failed, then the grappler may break their wrist, reducing their Hand-Eye Coordination to 30%, as well as causing 2d6 damage. Otherwise, the grappler may continue their submission hold and cause 2d4 subdual damage per round, unless the foe escapes the lock, though the TH increases by 3 per round.

# Chapter 9: Equipment

Herein lie the goods that characters may purchase. Starting funds for characters were determined by Social Class (see *Chap. 6: Sociality*). Everything in the following lists may be purchased by characters, provided the Aedile declares it to be available and for sale. The prices in this chapter are recommended as averages; the prices for goods may vary depending on the culture, degree of urbanity, and availability. Equipment that is not new is most often sold for half-price.

In order, this chapter introduces currency, a table that lists common equipment for characters, then 3 weapon tables (melee, miscellaneous, and missile), miscellaneous equipment, armor, encumbrance, and carrying capacity.

## Integrity Points

Every object or item has a given number of Integrity Points (IP). While unlikely to come up in every game, sometimes it is relevant to know how many points of damage an item can take before losing its integrity – in other words, falling to pieces or being destroyed. If damage is done to a living creature, then the damage is considered BPP or LP (see *Chap. 10: Combat*). However, if damage is done to an object, then it is considered IP. Therefore, every item in this chapter has a number of IP listed for it. When an item is reduced to 0 IP, it is destroyed, useless, broken, or whatever is most appropriate.

Note that some items, such as aprons, are very susceptible to some types of damage, such as hacking or burning, but not pounding; in fact, you can pound an apron all day and are unlikely to ruin its integrity. For this reason, IP for items are listed in 3 forms, separated by slashes. They are: hacking/pounding/burning. If an object is damaged by different means, then the Aedile may assign an appropriate modifier.

If an item is damaged, then IP's should be deducted. For example, if a combatant who wears armor barely escapes damage, then their armor may be damaged. It is unrealistic for armor not to be damaged in combat. IP's help to maintain realism.

# Currency

Currency[1] exists in 2 main forms: coins and bullion. While different kingdoms or states may put different seals on their currency, usually imprints of the images of gods or rulers, over the years all have adopted identical measures for the minting of coins and bullion. All coins are the same weight, 1/8th of an ounce. 1 pound in weight is equal to 240 coins. As for gold or silver bullion, a bar equals 1 pound and has the same value as 240 corresponding coins. The dimensions of bars are 3" x 2" x 2". Coins are as follows:

| Coin | Equivalent | IP: H/P/B | Common Use | Diameter | Thickness |
|---|---|---|---|---|---|
| 1 gold piece (g.p.) | 20 silver pieces (s.p.) | 1/1/15 | Nobility and Royalty | 14/16" | 1/16" |
| 1 electrum piece (e.p.) | 10 silver pieces (s.p.) | 2/2/12 | Ancient Hoards | 13/16" | 1/16" |
| 1 silver piece (s.p.) | 4 copper pieces (c.p.) | 3/3/10 | Slaves, Peasants, Serfs | 12/16" | 1/16" |
| 1 copper piece (c.p.) | 4 bronze pieces (b.p.) | 4/4/8 | Ancient Hoards | 11/16" | 1/16" |
| 1 bronze piece (b.p.) | 1 bronze piece (b.p.) | 5/5/10 | Ancient Hoards | 10/16" | 1/16" |

Of the coins listed above, only silver pieces (s.p.) and gold pieces (g.p.) are in circulation. Electrum pieces (e.p.), copper pieces (c.p.), and bronze pieces (b.p.) are not in circulation, though they may be found in ancient treasure hoards. If the proportion of silver to gold in a coin is higher than 1/5th, then it is an e.p., not a g.p. It is believed that all gold in circulation could be melted down into an area of 2 yards cubed. Since few g.p. exist, s.p. is the common currency. All equipment prices are listed in s.p.

To put currency in perspective, the average human character is a peasant. Most peasants struggle to earn enough to feed themselves and their family, earning several s.p. for a day's labor. Out of the family's earnings, peasants usually purchase beer and bread as the daily staple, and some enjoy nothing else. Most peasants wear the same clothes throughout the year; poverty means struggling to survive. Peasants live in hamlets or villages, are not free, and belong to a lord. In larger communities, slaves may be more common than citizens. Typically, peasants live in single-room huts that are often 16' x 12', or 2-room cottages measuring 33' x 13'. A byrne (barn) may also be a peasant residence. These structures are built to last about 20 years before needing to be torn down and rebuilt. Few peasants ever travel far from their homes.

Serfs are free citizens who live in communities equal in size to, or larger than, a town. Those who own land typically have a long house that may average 50' in length. Most serfs earn less than 1 g.p. per day, and use their earnings to purchase and pay slaves.

Nobility, of course, usually earns at least 1 g.p. per day, and often more, though they are paid most often with s.p. A noble is far from an average character.

While coins are the popular currency for most trade, bullion is usually reserved for large purchases between kingdoms or states. The presence of bullion usually indicates royal or stolen royal property.

Finally, before listing equipment, it may be helpful to note that there are 16 ounces in a pound and 2,000 pounds or 250 gallons in a ton. Equipment is numbered to facilitate determining Plunder in *Chapter 14: Treasure*.

1. The system of currency has been developed after considering ancient and medieval European currency. The silver piece is based on the Carolingian denier (d.) and Slovak Grosh, which evolved from the Roman denarius. The gold piece is based on the Venetian ducat. The other coins are based on coins from ancient Rome, Greece, and the Celts. Samples of at least 45 coins of each type were averaged to deduce diameter. In history, many aspects of coins differed with time and place, including alloy, size, weight, and worth. The currency system in F.A.T.A.L. is generalized from history and is a broad representation of medieval and ancient European currency.

| Equipment, Common | | | |
|---|---|---|---|
| **Item** | **Cost** | **Weight (lbs.)** | **IP: H/P/B** |
| 1. Anvil, Iron | 200 s.p. | 100 | 10,000/10,000/10,000 |
| 2. Apron | 3 s.p. | 1 | 1/-/1 |
| 3. Ballantion | 2 s.p. | 1 | 1/-/1 |
| 4. Backpack, leather | 10 s.p. | 2 | 5/-/10 |
| 5. Backpack, straw | 4 s.p. | 1 | 2/4/1 |
| 6. Bandeaux | 2 s.p. | 1 | 1/-/1 |
| 7. Barrel | 15 s.p. | 30 | 50/25/15 |
| 8. Bed, canopy | 300 s.p. | 300 | 60/60/20 |
| 9. Bed, double | 100 s.p. | 150 | 50/50/15 |
| 10. Bed, single | 50 s.p. | 90 | 40/40/10 |
| 11. Belt, leather | 3 s.p. | 1 | 5/-/5 |
| 12. Belt, chastity | 50 s.p. | 5 | 30/30/70 |
| 13. Bench | 30 s.p. | 15 | 40/40/10 |
| 14. Bit and bridle | 10 s.p. | 4 | 2/5/2 |
| 15. Blanket, fur | 5 s.p. | 3 | 6/-/3 |
| 16. Blanket, wool | 4 s.p. | 3 | 5/-/2 |
| 17. Book, 100 blank pages | 200 s.p. | 20 | 7/20/2 |
| 18. Bookcase (4' x 1' x 8') | 30 s.p. | 100 | 40/40/10 |
| 19. Boots, calf | 20 s.p. | 3 | 3/-/3 |
| 20. Boots, knee | 30 s.p. | 4 | 4/-/4 |
| 21. Boots, thigh | 40 s.p. | 5 | 5/-/5 |
| 22. Bowl | 3 s.p. | 1 | 2/4/5 |
| 23. Bracers, leather | 10 s.p. | 2 | 2/-/5 |
| 24. Breeches | 4 s.p. | 2 | 3/-/2 |
| 25. Brooch | 9 s.p. | 2 ounces | 4/2/5 |
| 26. Bucket, metal | 6 s.p. | 3 | 20/20/100 |
| 27. Bucket, wood | 4 s.p. | 2 | 15/10/5 |
| 28. Candle, 12" x 1" | 1 s.p. | 4 ounces | 1/1/3 |
| 29. Candle, 10" x 3" | 2 s.p. | 2 | 2/2/5 |
| 30. Candle, 8" x 6" | 4 s.p. | 5 | 4/4/8 |
| 31. Cane, walking | 3 s.p. | 3 | 3/5/5 |
| 32. Cape, lacerna | 30 s.p. | 3 | 5/-/2 |
| 33. Cape, paenula | 30 s.p. | 3 | 5/-/2 |
| 34. Cape, birrus | 30 s.p. | 3 | 5/-/2 |
| 35. Cauldron | 300 s.p. | 200 | 1,000/1,000/10,000 |
| 36. Chair | 10 s.p. | 10 | 20/20/8 |
| 37. Chalk, 1 piece | 1 s.p. | 1 ounce | 1/1/1 |
| 38. Chamber pot | 10 s.p. | 5 | 50/30/150 |
| 39. Chemise | 20 s.p. | 3 | 4/-/2 |
| 40. Chest, wood | 50 s.p. | 25 | 50/25/15 |
| 41. Cloak | 25 s.p. | 3 | 5/-/2 |
| 42. Coal, lump of | 1 s.p. | 2 ounces | 1/1/3 |
| 43. Condom | 1 s.p. | 2 ounces | 1/2/1 |
| 44. Dice, pair of | 2 s.p. | 1 ounce | 3/2/4 |
| 45. Dice, pair of loaded | 5 s.p. | 1 ounce | 3/2/4 |
| 46. Dildo | 3 s.p. | 4 | 30/20/200 |
| 47. Door, 6' x 3' | 50 s.p. | 20 | 30/30/10 |
| 48. Dress, noble | 300 s.p. | 3 | 5/-/2 |
| 49. Fishing net, 25 sq. ft. | 10 s.p. | 5 | 2/-/2 |
| 50. Flask | 4 s.p. | 8 ounces | 1/1/10 |
| 51. Flint | 2 s.p. | 1 | 5/5/5 |

| Equipment, Common (continued) | | | |
|---|---|---|---|
| **Item** | **Cost** | **Weight (lbs.)** | **IP: H/P/B** |
| 52. Flute, wood | 30 s.p. | 1 | 2/1/3 |
| 53. Garter | 50 s.p. | 1 | 1/-/1 |
| 54. Gloves, leather | 10 s.p. | 1 | 2/-/5 |
| 55. Goblet | 3 s.p. | 1 | 3/3/3 |
| 56. Hat | 9 s.p. | 1 | 2/-/2 |
| 57. Horn | 10 s.p. | 7 | 3/2/20 |
| 58. Horseshoes | 6 s.p. | 12 | 30/20/100 |
| 59. Incense stick | 1 s.p. | 1 ounce | 1/1/2 |
| 60. Ink, 1 vial | 50 s.p. | 1 fluid ounce | 1/1/3 |
| 61. Kettle, iron | 15 s.p. | 5 | 100/100/5,000 |
| 62. Ladder, 10' | 8 s.p. | 20 | 1/1/3 |
| 63. Lantern | 50 s.p. | 3 | 2/1/10 |
| 64. Lock and key | 40 s.p. | 3 | 5/5/40 |
| 65. Lock-picking tools | 50 s.p. | 2 | 5/5/40 |
| 66. Lute | 80 s.p. | 3 | 2/1/3 |
| 67. Manacles, arm | 20 s.p. | 8 | 50/30/150 |
| 68. Manacles, leg | 25 s.p. | 10 | 60/40/175 |
| 69. Marbles, bag of 30 | 2 s.p. | 1 | 70/30/200 |
| 70. Mattress | 30 s.p. | 50 | 100/100/10 |
| 71. Mirror, polished iron | 80 s.p. | 2 | 20/20/100 |
| 72. Oil flask | 20 s.p. | 2 | 1/1/5 |
| 73. Paper | 20 s.p. | 1 ounce | 1/-/1 |
| 74. Pillow | 7 s.p. | 2 | 2/-/2 |
| 75. Pipes, musical | 20 s.p. | 3 | 1/1/5 |
| 76. Plow | 30 s.p. | 30 | 2/2/5 |
| 77. Pouch, belt | 6 s.p. | 1 | 2/-/8 |
| 78. Robe | 10 s.p. | 5 | 3/-/3 |
| 79. Rope, per 50' | 10 s.p. | 10 | 3/-/3 |
| 80. Rug | 8 s.p. | 3 | 10/-/5 |
| 81. Sack | 2 s.p. | 4 ounces | 2/-/2 |
| 82. Saddle | 30 s.p. | 20 | 10/100/30 |
| 83. Saddle blanket | 3 s.p. | 1 | 5/-/2 |
| 84. Saddlebags | 10 s.p. | 8 | 5/-/10 |
| 85. Sandals | 4 s.p. | 1 | 2/-/5 |
| 86. Saw | 24 s.p. | 20 | 50/30/50 |
| 87. Sconce, wall | 3 s.p. | 4 | 40/20/100 |
| 88. Scroll | 40 s.p. | 3 | 1/-/1 |
| 89. Scroll case | 50 s.p. | 8 ounces | 5/5/10 |
| 90. Sheets | 5 s.p. | 3 | 3/-/2 |
| 91. Shirt | 4 s.p. | 2 | 3/-/2 |
| 92. Shoes | 10 s.p. | 2 | 4/-/5 |
| 93. Shoes, clogs | 13 s.p. | 4 | 6/10/6 |
| 94. Shoes, felt | 25 s.p. | 2 | 3/-/4 |
| 95. Spike, 8" iron | 2 s.p. | 3 | 75/1,000/150 |
| 96. Stool | 8 s.p. | 6 | 20/20/8 |
| 97. Sundial | 50 s.p. | 50 | 5/3/100 |
| 98. Sundial, pocket | 75 s.p. | 2 | 1/1/50 |
| 99. Symbol, religious | 10 s.p. | 1 | 5/5/40 |
| 100. Table, 5' x 3' | 50 s.p. | 100 | 30/30/10 |
| 101. Tankard | 2 s.p. | 1 | 5/5/5 |
| 102. Tapestry | 5 s.p./sqr. foot. | 1/sqr. foot | 10/-/5 |

| Equipment, Common (continued) | | | |
|---|---|---|---|
| Item | Cost | Weight (lbs.) | IP: H/P/B |
| 103. Tent for 2 humans | 60 s.p. | 20 | 5/-/2 |
| 104. Torch | 1 s.p. | 1 | 4/6/5 |
| 105. Trousers | 6 s.p. | 1 | 1/-/1 |
| 106. Tub, wooden | 40 s.p. | 75 | 30/30/10 |
| 107. Undershirt | 5 s.p. | 1 | 1/-/1 |
| 108. Underwear | 4 s.p. | 1 | 1/-/1 |
| 109. Urine, aged | 10 s.p. | 1 gallon | 1/1/200 |
| 110. Vial | 4 s.p. | 4 ounces | 1/1/8 |
| 111. Water, holy, 1 vial of | 60 s.p. | 1 fluid ounce | 1/1/8 |
| 112. Water, unholy, 1 vial of | 60 s.p. | 1 fluid ounce | 1/1/8 |
| 113. Whistle, signal | 9 s.p. | 4 ounces | 2/3/15 |
| 114. Wig | 40 s.p. | 1 | 1/-/1 |
| 115. Wineskin | 6 s.p. | 1 | 2/-/4 |

**Anvil, iron:** This is a heavy iron block on which metal is shaped by hammering or forging. BCT is 2 days for a blacksmith.

**Apron:** This is a piece of cloth used during cooking to protect one's clothing. BCT is 1/4 day for a tailor.

**Ballantion:** This is a little bag for holding money that is hung on a cord about the neck. A ballantion can hold up to 10 coins. BCT is 40 day for a tanner.

**Backpack, leather:** This is leather sewn together to allow storage within. 2 straps allow characters to affix this sturdy leather pack to their back. BCT is 45 days for a tanner.

**Backpack, straw:** This is straw woven together to allow storage within. 2 leather straps allow characters to affix this pack to their back. This pack, though cheaper, is not as sturdy as a leather backpack. BCT is 1 day for a weaver.

**Bandeaux:** This is a strip of cloth used by females to support and bind their breasts. A bandeaux is wrapped around their upper torso. BCT is 1/4 day for a tailor.

**Barrel:** This is a round bulging vessel of greater length than breadth that is usually made of staves bound with hoops and has flat ends of equal diameter. Barrels are renowned to hold 31 gallons. BCT is 1 day for a carpenter.

**Bed, canopy:** This bed measures 7' long by 8' wide, and is large enough to accommodate 3 characters. BCT is 2 days for a carpenter.

**Bed, double:** This bed is large enough to accommodate 2 characters, though not in comfort. 1 character may sleep on a double bed in moderate comfort. BCT is 1 day for a carpenter.

**Bed, single:** This bed is small, accommodating only 1 character. BCT is 1 day for a carpenter.

**Belt, leather:** This is a thin strip of leather that is tied around one's waist to hold up one's pantaloons. BCT is 1 day for a girdler.

**Belt, chastity:** Looking like iron underwear, a chastity belt is placed on a woman and locked in place so that she is unable to have vaginal intercourse. BCT is 3 days for a blacksmith.

**Bench:** An object on which to sit, a bench is usually made of wood, though other materials may be used. BCT is 1 day for a carpenter.

**Bit and bridle:** This consists of a short cylindrical rod that lies across the back teeth of a horse. BCT is 2 hours for a blacksmith.

**Blanket, fur:** A fur blanket is good for preserving body heat in cold winter. BCT is 2 days for a furrier.

**Blanket, wool:** A wool blanket is good for preserving body heat in cold weather. BCT is 9 days for a weaver.

**Book, 100 blank pages:** Books tend to be large and weigh considerably. The pages of books are thick, as are the covers. Books are usually bound in leather and have metal strategically placed for reinforcement. BCT is 1 week for a bookbinder.

**Bookcase (4' x 1' x 8'):** This large piece of furniture consists of several shelves on which books may be stored. On average, 7 books may be stored per shelf, of which there are usually 6 shelves. The average bookcase of this size therefore holds 42 books. BCT is 2 days for a carpenter.

**Boots, thigh:** Serving as protective leather footwear, these boots extend halfway up the thigh. Thigh boots offer protection to the legs and feet that is equivalent to leather armor, but are not made or sold by an armorsmith. BCT is 2 days for a cobbler.

**Boots, knee:** Serving as protective leather footwear, these boots extend as high as the knee. Knee boots offer protection to the lower legs and feet that is equivalent to leather armor, but are not made or sold by an armorsmith. BCT is 2 days for a cobbler.

**Boots, calf:** Serving as protective leather footwear, these boots extend halfway toward the knee. Calf boots offer protection to the lower legs and feet that is equivalent to leather armor, but not made or sold by an armorsmith. BCT is 2 days for a cobbler.

**Bowl:** This is a small, hand-sized reservoir that is most often used to hold beverages or food. Bowls may be made of wood, metal, clay, or a variety of materials, though wood is most common. BCT is 1 day for a tinker or 1/2 day for a carpenter.

**Bracers, leather:** Leather is wrapped around the lower forearm to reinforce the arm and wrist. These protect the forearm and are also listed under *Armor*. BCT is 40 days for a tanner.

**Breeches:** This is clothing that covers the legs and waist of male characters. BCT is 1/2 day for a tailor.

**Brooch:** A small and decorative metal pin, a brooch is placed over the chest where it is used to connect the ends of a cloak or robe. BCT is 1 day for a metalsmith.

**Bucket, metal:** This is a small reservoir with a handle that is often used to transport beverages or grains from place to place. BCT is 1 day for a blacksmith.

**Bucket, wood:** This is a small reservoir with a handle that is often used to transport beverages or grains from place to place. BCT is 2 days for a carpenter.

**Candle, 12" x 1":** (height by diameter) A Tube of wax with a wick through the middle of it is burned by igniting the wick. The larger the candle, the slower the wick burns. This candle burns for 10 hours. In sheer darkness, 1 candle illuminates a radius of 1' and incurs a cumulative -3 to Sight skill checks (see *Chap. 8: Skills*) for each foot. No single candle illuminates beyond a radius of 10'. For each additional candle, the range of illumination is extended 1'. BCT is 1 day for a chandler.

**Candle, 10" x 3":** (height by diameter) A Tube of wax with a wick through the middle of it is burned by igniting the wick. The larger the candle, the slower the wick burns. This candle burns for 30 hours. In sheer darkness, 1 candle illuminates a radius of 1' and incurs a cumulative -3 to Sight skill checks (see *Chap. 8: Skills*) for each foot. No single candle illuminates beyond a radius of 10'. For each additional candle, the range of illumination is extended 1'. BCT is 1 day for a chandler.

**Candle, 8" x 6":** (height by diameter) A Tube of wax with a wick through the middle of it is

burned by igniting the wick. The larger the candle, the slower the wick burns. This candle burns for 60 hours. In sheer darkness, 1 candle illuminates for a 1' radius and incurs a cumulative -3 to Sight skill checks (see *Chap. 8: Skills*) for each foot. No single candle illuminates beyond a radius of 10'. For each additional candle, the range of illumination is extended 1'. BCT is 1 day for a chandler.

**Cane, walking:** A small staff, no longer than half the height of the character who needs it, is used to support a character as they walk. BCT is 1 day for a carver.

**Cape, lacerna:** This is a short, light cape suitable to be worn during mild weather. BCT is 1/2 day for a tailor.

**Cape, paenula:** Made from either wool or leather, this cape is fitted with a hood and reaches to the knees of a character. A paenula is worn during rain. BCT is 1 day for a tailor.

**Cape, birrus:** Made from wool, this cape reaches to the knees of a character. A birrus is worn during cold weather. BCT is 1 day for a tailor.

**Cauldron:** This is a large container made of iron. A cauldron is placed over a fire and used to boil large quantities of food or beverage. BCT is 2 days for a blacksmith.

**Chair:** Constructed of wood, a chair is an object on which a character may rest their rump and lower back. BCT is 1 day for a carpenter.

**Chalk, 1 piece:** Very small, a piece of chalk is typically only a few inches in length and an inch in diameter. As chalk brushes against objects, it leaves behind a mark. BCT is 1 day for a mason (who gets it from a miner).

**Chamber Pot:** This pot is not used for cooking, but defecating and Urinating. When a character is relieved, the chamber pot is carried to the top of the outer wall of the fortification, if there is one, and emptied over it. Otherwise, many inhabitants of castles relieve themselves in a garderobe. BCT is 1 day for a blacksmith.

**Chemise:** This is long underwear for females only. BCT is 1/2 day for a tailor.

**Chest, wood:** This object is used to store items and to protect them from the weather or other characters. Wooden chests may be strategically braced by metal, and may also be locked. BCT is 3 days for a carpenter.

**Cloak:** A piece of material that is draped over a character's back is a cloak. Not quite as fully

encompassing as a robe, a cloak may drape from the shoulders to the thighs or even to the feet. The corners of a cloak are usually pinned together over the breast with a brooch. BCT is 1/2 day for a tailor.

**Coal:** A lump of coal measures roughly 2" x 2". Coal is used in blacksmithing forges. BCT is 1 day per cartload for a collier.

**Condom:** This tool may take various forms. The purpose of a condom is to prevent pregnancy. The most popular condom is the bladder of a goat. If unavailable, then any animal intestine may be used. If a condom is unavailable, then the method of coitus interruptus is popular, which means that the male withdraws and ejaculates onto the outside of her, rather than inside. To practice the rhythm method means to copulate at the time of the month when the female is least fertile. Some believe that applying juniper berries to the head of the Manhood causes temporary sterility. Others believe that inserting cedar oil into the vagina is inhospitable to sperm. Magic may be used as well. BCT is 1 week from a tanner.

**Dice, pair of:** 2 small, 6-sided wooden or bone cubes are known as dice. Usually, dice are painted white and then black pips are painted on each side, ranging from 1-6. Dice are popular in gambling games. BCT is 1 day for a dicemaker.

**Dice, pair of loaded:** Dice are described above. Loaded dice, however, are unbalanced and therefore tend to roll some numbers more than others. BCT is 2 days for a dicemaker.

**Dildo:** Often called an olisbos, this tool is sold to single females by merchants. A dildo is made of stone and represents a Manhood in size and shape. A horny female may masturbate by feverishly inserting the dildo into her vagina. Prior to insertion, olive oil is applied to the dildo as a lubricant. BCT is 1 day for a mason.

**Door, 6' x 3':** A door may be made from a variety of woods, in many shapes, several thicknesses, and to numerous dimensions. The price for the door listed in the table is for a door that is 1" thick. The price must be multiplied by the thickness of the door in inches. Otherwise, the price is for 1 square foot. BCT is 1 day for a carpenter.

**Dress, noble:** A noble dress may be made from a variety or fabrics and purchased in a variety of shapes or styles. BCT is 2 days for a tailor.

**Fishing net, 25 sq. ft.:** Many thin strands

and cross-strands of rope comprise a fishing net. BCT is 2 days for a ropemaker.

**Flask:** A small container to hold liquid, flasks are usually used to hold oil. BCT is 1 day for a glassblower.

**Flint:** Oftentimes, steel is rubbed quickly against flint to produce a spark, which is itself used to ignite flammable substances. BCT is 1 hour for a blacksmith.

**Flute, wood:** A thin piece of wood is hollowed and periodic holes are drilled with precision. To operate this musical instrument, 1 end of the flute is placed before one's mouth and the player blows into the flute. As holes are covered and uncovered with one's fingers, the pitch decreases or increases respectively. BCT is 1 day for a carpenter.

**Garter:** These are thin, veiled, and ruffled straps that women place strategically on a leg to entice a male. BCT is 1 day for a lacemaker.

**Gloves, leather:** Though simply designed to cover the hands, some gloves extend up the arm. BCT is 1 day for a glover. Leather gloves offer protection that is equivalent to leather armor, but are not made or sold by an armorsmith.

**Goblet:** This is a drinking vessel with a foot and stem, but without handles, that may be ornate or simple. BCT is 1 day for a tinker.

**Hat:** Material may be fashioned in many styles, though its primary purpose is to cover the head. BCT is 1 day for a hatter.

**Horn:** The hollow horn of an animal may be used as a drinking cup or it may be blown. BCT is 1 day for a tinker.

**Horseshoes:** Iron is shaped and fitted to the foot of a horse to protect the horse's feet from the ground. BCT is 1 day for a blacksmith.

**Incense stick:** These sticks are material (such as gums or woods) used to produce a fragrant odor when burned. BCT is 1 day for a chandler.

**Ink, 1 Vial:** Ink is a purplish fluid of viscous material that is used for writing. BCT is 1 day for an inkmaker.

**Kettle, Iron:** This is a container made of iron. An iron kettle is usually hung by its handle over a fire, and water is boiled inside it. An iron kettle is used in almost every kitchen. BCT is 1 day for a blacksmith.

**Ladder, 10':** 2 thin boards, each 10' in length,

are connected via many small crosspieces that are roughly spaced 1' apart and serve to support a foot. Ladders are a means to climbing. BCT is 2 days for a carpenter.

**Lantern:** Though there are a variety of lanterns, essentially a lantern consists of a glass compartment that holds olive oil and a wick, which burns slowly. The contraption has a handle and is held so that light is cast before its carrier. Light extends forth in an arc of 60° until it dissipates. Each flask of oil and wick will burn for a total of 70 hours. In sheer darkness, 1 lantern illuminates 15' and incurs a cumulative -1 to Sight skill checks (see *Chap. 8: Skills*) for each additional foot. No single lantern illuminates beyond 45' in front of it. For each additional lantern, the range of illumination is extended 2'. BCT is 2 days for a glassblower and 1 day for a blacksmith.

**Lock and key:** In this age, there are not a variety of metal locks, but 1 design. These locks are easy to pick provided that they are not rusted shut. BCT is 2 days for a locksmith.

**Lock-picking tools:** These long, thin, and hooked pieces of metal are shoved into locks in place of keys. The purpose of lock-picking tools is to turn the tumblers inside the lock, thereby opening without needing the key. BCT is 2 days for a locksmith.

**Lute:** A lute is a stringed musical instrument that has a large pear-shaped body and a neck with a fretted fingerboard having from 6-13 pairs of strings tuned by pegs set in the head. It is played by plucking the strings with the fingers. BCT is 30 days for a carpenter.

**Manacles, Arm:** This is a lockable iron brace that is affixed to the wrist and chained to an immovable object or each other. BCT is 1 day for a blacksmith.

**Manacles, Leg:** This consists of 2 lockable iron braces that are affixed to the ankles, connected by a thick chain, and sometimes chained to an immovable object. BCT is 1 day for a blacksmith.

**Marbles, bag of 30:** This bag contains little balls made of a hard substance (such as agate, glass, baked clay, or steel) typically ranging from ½-1 inch in diameter. These are used for a game in which marbles are placed within a circle and then a marble is pushed at them with a thumb in hopes of knock-

ing other marbles out of the circle or into a central pit.

**Mattress:** This is straw-filled bedding that is hung on rope suspenders. The straw provides cushioning during sleep. BCT is 1 day for a ropemaker.

**Mirror, polished iron:** This piece of iron is polished to the point of being able to see a reflection of oneself in it. BCT is 1 day for a blacksmith.

**Oil flask:** A flask of oil is used for lanterns or hurling at foes among other uses. BCT is 1 day for a glassblower.

**Pantaloons:** These are loosely fitting pants, tied to one's waist by a string. BCT is 1/2 day for a tailor.

**Paper:** This is a substance on which ink and writing is applied. For information on paper, see the Papermaking skill in *Chapter 8: Skills*. BCT is 3 days per sheet.

**Pillow:** This is made of cloth and filled with feathers. A pillow provides comfort for a character's head during sleep. BCT is 2 days for a draper or weaver.

**Pipes, musical:** Pipes of varying lengths and precise pitches are arranged abreast so that a musician may blow into them to create music. Pipes may be made of a variety of materials, though wood is the most common. BCT is 3 days for a carpenter.

**Plow:** A plow is a an agricultural tool that is guided by a farmer and pulled by 2 or more oxen. Heavy plows with metal plowshares require teams of 4 or 8 oxen. Heavy plows do a better job than plows that are all wooden, but regardless of the type of plow, it takes 1 day to plow 1 acre.

**Pouch, belt:** Leather is closed atop by a drawstring and attached to a belt when used as a belt pouch. BCT is 2 days for a girdler.

**Robe:** A robe is a large piece of clothing, usually with a hood, which drapes completely around a character's body. BCT is 1/2 day for a tailor.

**Rope, per 50':** It is most convenient to sell rope per 50'. Rope itself is made from strands of hemp or flax twisted and braided together, usually in a thickness ranging from ¼-5 inches in diameter. BCT is 1 day for a ropemaker.

**Rug:** This is woven from rough wool and placed on the ground. BCT is 1 day for a fuller.

**Sack:** Made from sackcloth, a sack may be

used to hold and transport goods. In some societies, criminals are sewn into a sack and drowned. BCT is 2 days for a draper or weaver.

**Saddle:** This is a seat shaped to fit the inside contours of the rumps of a rider on horseback and made of a leather-covered wooden frame that is padded to comfortably span the back of a horse, raised in front and in back, provided with stirrups, and secured by a girth passing under the belly of the horse. BCT is 2 days for a saddler.

**Saddle blanket:** This blanket is worn between the horse's back and the saddle to prevent chaffing. BCT is 1 day for a draper or weaver.

**Saddlebags:** These long bags are attached to the sides of a saddle to carry goods. BCT is 1 day for a draper or weaver.

**Sandals:** Leather footwear consisting of a sole and 1 or more leather straps are sandals. Sandals offer 1 CA in protection to the feet. BCT is 1 day for a cobbler.

**Saw:** This is a pit saw that requires both hands and 2 characters. The saw is 5-10 feet in length. Foresters use these saws to fell large trees.

**Sconce, wall:** A sconce is a mount for a torch and is usually mounted on a wall. BCT is 1/2 day for a blacksmith.

**Scroll:** A scroll is a long strip of leather, papyrus, or parchment, depending respectively on the degree of civilization and technology achieved within the culture in which the scroll was created. BCT is 1 week for a papermaker.

**Scroll case:** Made of ivory, leather, wood, or any number of materials, a scroll case serves to protect a scroll. BCT is 2 days for a bookbinder.

**Shackles:** see Manacles.

**Sheets:** Made of linen, sheets are used to cover a mattress. Bedbugs often get in the sheets.

**Shirt:** Though many designs or styles are possible, a shirt consists of cloth draped over one's upper body. BCT is 2 days for a draper or weaver.

**Shoes:** A compromise in footwear between sandals and boots, shoes are made of leather and cover a character's feet, but not their legs. Shoes protect feet equivalent to leather armor. BCT is 1 day for a cobbler.

**Shoes, clogs:** These shoes consist of a wooden sole with leather attached over the top. Clogs protect feet equivalent to leather armor. BCT is 1 day for a cobbler.

**Shoes, felt:** These shoes are made entirely

of felt leather, which is soft, expensive, and comfortable. Felt shoes protect feet equivalent to a gambeson. BCT is 1 day for a cobbler.

**Spike, 8" iron:** An iron spike may be used for many purposes, but is most often driven into the ground. BCT is 1/2 day for a blacksmith.

**Stool:** Constructed from wood, a stool is an object on which a character may rest their rump. BCT is 1 day for a carpenter.

**Sundial:** A sundial consists of a flat dial with 12 numbers spaced evenly around its perimeter. A central arm extends upward, causing a shadow to fall on the dial when outdoors. The dial is placed so that the shadow corresponds with the time of day. Most sundials are accurate to within a 1/4-hour. BCT is 3 days for a clockmaker.

**Sundial, pocket:** This is a miniature version of a sundial, made of bronze and measuring between 1 3/8" and 2 3/8" in diameter. Although not as accurate as a full-size sundial, it provides a rough idea of time. Pocket sundials are rare. BCT is 3 days for a clockmaker.

**Symbol, religious:** Most gods have their own religious symbols, and most priests carry a religious symbol representing their god or their faith to their god. These symbols may be made of various materials and come in a variety of shapes. Oftentimes, they are hung about the neck on a necklace. BCT is 1 day.

**Table, 5' x 3':** The corners of a 5' x 3' wooden slab are each supported by a pole known as a table leg. Tables are used in a variety of manners as convenient places on which work is done or food consumed. BCT is 2 days for a carpenter.

**Tankard:** This is a mug in which ale or beer is poured. Tankards are popular in most taverns. BCT is 1 day for a tinker.

**Tapestry:** Made by weavers, tapestries are becoming status symbols by nobility and royalty. Kings often bring tapestries with them for comfort when they travel from castle to castle.

**Tent for 2 humans:** A tent consists of heavy cloth, some support poles, some stakes, and possibly some animal skins. Typically, the perimeter of the cloth is driven into the ground by stakes and the middle is supported by poles. If it is cold enough, skins of animals are often draped over the outside of it. BCT is 5 days for a draper or weaver.

**Torch:** A torch is a straight piece of wood with a cloth wrapped around 1 end that has been

dipped in olive oil. An ignited torch burns for 3 hours. In sheer darkness, 1 torch illuminates a radius of 10' and incurs a cumulative - 3 to Sight skill checks (see *Chap. 8: Skills*) for each additional 2'. No single torch illuminates beyond 30' radius. For each additional torch, the range of illumination is extended 2'. BCT is 5 minutes for a carpenter.

**Trousers:** This is a tight-fitting combination of breeches and hose. BCT is 1 day for a tailor.

**Tub, Wooden:** This is a tub that is used for bathing. It is filled with water once per week. Slaves bring buckets of water that are heated over a fire. BCT is 2 days for a cooper.

**Undershirt:** This shirt is worn only by males. BCT is 1 day for a tailor.

**Underwear:** These clothes are worn around the waist by males and females, covering the genitals. BCT is 1 day for a tailor.

**Urine, Aged:** This bodily fluid is highly valued, and most towns and castles store urine of humanoids and animals to age it. Aged urine is applied atop objects to prevent the object from catching fire. Examples include wallwalks and the top of a cat (siege engine).

**Vial:** The smallest container of liquids, a vial holds only a gulp or 2 – 1 fluid ounce. Vials may be made from many materials, but most are made from glass. BCT is 1 day for a glassblower.

**Water, holy, 1 vial of:** This water has been consecrated on holy or moral ground, such as in a temple devoted to goodness. Upon contact, holy water burns immoral creatures, and a vial of it will cause 1d6 Life Points of damage. BCT is 1 day for a glassblower and 1 day for a hierophant.

**Water, unholy, 1 vial of:** This water has been consecrated on unholy or immoral ground, such as in a temple devoted to evil. Upon contact, unholy water burns moral creatures, and a vial of it will cause 1d6 Life Points of damage. BCT is 1 day for a glassblower and 1 day for a hierophant.

**Whistle, Signal:** A small piece of crafted metal, a whistle may be blown into which creates a loud, piercing noise. Militia and military often use signal whistles to signal various problems or convey commands. BCT is 3 days for a blacksmith.

**Wig:** This rare item consists of the hair of another character. This hair is bound together and worn atop a character's head as if it were their own hair. BCT is 2 weeks for a weaver.

**Wineskin:** Consisting of leather that is sewn around a nozzle, a wineskin holds wine, water, or other liquids. Most travelers bring a wineskin so that they may drink on their journey. BCT is 40 days for a tanner.

| Beverages | | |
|---|---|---|
| **Beverage** | **Cost** | **Weight** |
| 1. Ale, tankard of | 2 s.p. | 1 pint (2 lbs.) |
| 2. Beer, tankard of | 1 s.p. | 1 pint (2 lbs.) |
| 3. Mead, bottle of | 10 s.p. | ½ gallon (3.5 lbs.) |
| 4. Milk, bucket of | 5 s.p. | 1 gallon (7 lbs.) |
| 5. Water, bucket of | 1 s.p. | 1 gallon (8 lbs.) |
| 6. Wine, bottle of | 100 s.p. | ½ gallon (3.5 lbs.) |

A beverage is a liquid for drinking, and is usually prepared. Following are descriptions of each beverage:

**Ale:** This is a malted and hopped beverage that is usually higher in alcoholic content than beer, heavier in body, more bitter, and is brewed by top fermentation. Ale is made from barley. Crooked innkeepers and tavernkeepers dilute ale with water and sell it as though it is pure ale. Consuming ale affects a character's body (see Intoxication in *Chap. 2: Body*). Dwarves love ale. BCT is 3 months.

**Beer:** This is a malted and hopped beverage that is somewhat bitter and brewed by bottom fermentation. Beer usually has less alcoholic content than ale. Beer is made from wheat. Crooked innkeepers and tavernkeepers dilute beer with water and sell it as though it is pure beer. Consuming beer affects a character's body (see Intoxication in *Chap. 2: Body*). BCT is 3 months.

**Mead:** This is a fermented beverage made of water and honey with malt, yeast, and sometimes other ingredients. Mead usually has more alcoholic content than ale, beer, or wine. The first alcoholic beverage discovered was mead. Crooked innkeepers and tavernkeepers dilute mead with water. Consuming mead affects a character's body (see Intoxication in *Chap. 2: Body*). Bugbears love mead. BCT is 1 year.

**Milk:** This is a white or yellowish fluid secreted from the mammary glands of female mammals for the nourishment of their young. Usually, it is drawn from cows and drank.

**Water:** This liquid falls from rain clouds and fills streams, rivers, and seas. As a drinking beverage, water may range from clear and pure to brown and cloudy, from healthy to disease-ridden.

**Wine:** This is fermented juice of grapes. Wine usually has more alcoholic content than ale or beer, but less than mead. Since a container of wine cannot be fully sealed, wine tastes best when fresh and spoils within a year; vintage wine is nonexistent. Average wine sells for 10 s.p. less for each month of age. Wine is never drank straight, but always diluted with water, and then it is heated. This concoction is called a hot toddy. At banquets of the rich, wine is sometimes chilled with snow. Crooked innkeepers and tavernkeepers dilute wine with water and sell it as though it is pure wine. Consuming wine affects a character's body (see Intoxication in *Chap. 2: Body*). BCT is 6 months.

| Food | | | |
|---|---|---|---|
| **Food** | **Cost** | **Weight** | **IP: H/P/B** |
| 1. Barley | 1 s.p. | Wagon | 5/5/1 |
| 2. Blackberry | 1 s.p. | 1 lb. | 1/1/2 |
| 3. Bread, loaf | 2 s.p. | ½ lb. | 2/4/2 |
| 4. Broccoli | 1 s.p. | 1 lb. | 1/1/2 |
| 5. Butter | 20 s.p. | 1 lb. | 1/1/2 |
| 6. Cabbage | 1 s.p. | 1 lb. | 1/2/2 |
| 7. Carrot | 1 s.p. | 1 lb. | 3/2/3 |
| 8. Caviar | 200 s.p. | 1 lb. | -/3/2 |
| 9. Celery | 1 s.p. | 1 lb. | 1/1/2 |
| 10. Cheese | 8 s.p. | ½ lb. | 2/4/3 |
| 11. Cherry | 1 s.p. | 1 lb. | 1/1/2 |
| 12. Chestnut | 1 s.p. | 1 lb. | 4/4/2 |
| 13. Egg, chicken | 1 s.p. | 1 ounce | 1/1/1 |
| 14. Fig | 2 s.p. | 1 lb. | 1/1/2 |
| 15. Fish | 9 s.p. | 1 lb. | 3/10/3 |
| 16. Grape | 1 s.p. | 1 lb. | 1/1/2 |
| 17. Honey | 2 s.p. | 1 lb. | -/-/3 |
| 18. Lettuce | 1 s.p. | 1 lb. | 1/2/2 |
| 19. Lingonberry | 1 s.p. | 1 lb. | 1/1/2 |
| 20. Lichens | 2 s.p. | 1 lb. | 1/1/2 |
| 21. Meat, chunk | 7 s.p. | ½ lb. | 3/5/5 |
| 22. Mushrooms | 1 s.p. | 1 lb. | 1/1/2 |
| 23. Oats | 1 s.p. | Wagon | 5/5/1 |
| 24. Olive | 1 s.p. | 1 lb. | 1/1/2 |
| 25. Olive oil | 2 s.p. | 1 lb. | -/-/5 |
| 26. Plum | 1 s.p. | 1 lb. | 1/1/2 |
| 27. Rape | 2 s.p. | ½ lb. | 2/4/4 |
| 28. Rape oil | 3 s.p. | ½ lb. | -/-/5 |
| 29. Rapeseed | 1 s.p. | 1 lb. | -/-/5 |
| 30. Raspberry | 1 s.p. | 1 lb. | 1/1/2 |
| 31. Salt | 5 s.p. | 1 lb. | -/-/5 |
| 32. Strawberry | 1 s.p. | 1 lb. | 1/1/2 |
| 33. Walnut | 1 s.p. | 1 lb. | 4/4/2 |
| 34. Wheat | 1 s.p. | Wagon | 5/5/1 |

Food is anything that is edible and may sustain a creature when it is eaten. Not all food may be obtained in all locations. For instance, many fruit trees grow only where it is warm. Even then, not all foods are available during all seasons. Even though it seems as though there are a variety of foods, the daily staple of most human peasants is a loaf of bread, and their diet seldom varies. Foods may be combined and cooked according to recipes (see *Chap. 6: Sociality*). Despite the many forms of food available in nature, most human peasants starve. Eating should be done only to replenish the body. Overeating results from intemperance, which is a vice (see *Chap. 4: Disposition*). Fruit is considered a delicacy. It is dried and preserved for the winter months, or used in the production of fruit wines, of which grapes are the most popular. Following are descriptions of each food:

**Barley:** This grain is used to make ale and bread. It is usually milled by a miller to make flour.

**Blackberry:** This fruit is purplish-black in color and is picked and eaten. Even though they taste great, blackberries are rarely grown in gardens.

**Bread, loaf:** This is a food made of a dough of flour or meal from grain with added liquid, shortening, and a leavening agent. The dough is kneaded, shaped, allowed to rise, and baked. The darker the bread, the healthier and cheaper it is.

**Broccoli:** This is a branching plant that grows about 2 feet high with edible green heads and thick stems.

**Butter:** This is an important food consisting of a solid emulsion mainly of fat globules, air bubbles, and water droplets made to coalesce by churning the cream obtained from milk and used especially as a spread on bread and in cooking.

**Cabbage:** Also called, "big head," this vegetable is a biennial herb that has a dense head of leaves, a short stem, and additional edible leaves. The leaves are large and may be wrinkled or smooth. Cabbage is the most common, and most despised, vegetable.

**Carrot:** This is a common name for both the plant and its root. The root is the edible portion of the plant. Carrots grow in the ground. The color of a carrot is orange.

**Caviar:** The eggs of lumpfish and sturgeon are edible, expensive, bitter, and an acquired taste. More specifically, the eggs of a specific sturgeon called the beluga are significantly more expensive, selling for 200 silver pieces per pound.

**Celery:** The stalks are eaten raw or cooked as a vegetable or part of a salad. Grown naturally, the stalks are greenish in color and have a bitter taste.

**Cheese:** This is curd that has been separated from whey, consolidated by molding for soft cheese or subjected to pressure for hard cheese, and ripened for use as a food. Numerous kinds of cheese are available, and are named after the kingdom in which they are made.

**Cherry:** This fruit grows on a cherry tree. Cherries range in taste from sweet to sour. The tree grows as high as 50 feet tall. Each cherry contains a single seed.

**Chestnut:** This fruit grows on a chestnut tree. The nut is edible.

**Egg, chicken:** This is the hard-shelled reproductive body produced by a chicken, though other birds produce eggs as well. The content of an egg is used as food. Most often, it is cracked open, the contents are spilled into a pan, and the dead embryonic chicken is cooked.

**Fig:** This fruit comes from a fig tree. Fig trees are usually 15-25 feet tall. Figs may be sold fresh or dried.

**Fish:** A wide variety of fish may be found in bodies of water. The types of fish differ depending on the body of water. Most of this variation depends on whether it is saltwater or freshwater. Fish are caught, cleaned, cooked, and eaten.

**Grape:** This fruit grows on a grapevine. A popular food, the juice of grapes is also used to make wine. Grapes vary widely in taste.

**Honey:** This is a sweet viscid material that is elaborated out of the nectar of flowers in the honey sac of various kinds of bees and stored in the nest for use during the winter as food for the larvae or especially in the case of the honey bee for the colony. Honey has a color and a flavor that depends largely on the plants from which the nectar is gathered. As a food, it is a sweet, sticky, syrupy liquid. Honey is the main ingredient of a beverage called mead, the world's oldest alcoholic drink. Bugbears love honey.

**Lettuce:** This vegetable has a slightly prickly

stem, and the leaves have soft-prickled margins. Garden lettuce is a hardy annual herb.

**Lichens:** Few forms of this fungus are edible. Some are eaten by elves or used by them as herbs.

**Lingonberry:** This fruit appears only in the north or high altitudes, and is a favorite among bugbears.

**Meat, chunk:** This is a portion of a dead animal that has been cleaned, cooked, and sold. Meat may be obtained from all animals, though perhaps the most common include chickens, cows, and pigs. In a human society, the norm is that only the rich eat meat. However, in an bugbear society, young human meat is likely to be available and a delicacy.

**Mushroom:** Although some mushrooms are poisonous, many are edible. A mushroom is a fungi with a cap and a stem. Mushrooms are popular foods among dwarves, elves, and kobolds.

**Oats:** This grain is used to feed horses. This consists of small, hard seeds. Oats are reserved for livestock, however they can be consumed as gruels, porridges, and additives to soups and stews.

**Olive:** This fruit grows on an olive tree. Each olive contains a single seed. Olives are picked and eaten. Each olive contains 20% oil. Olives may be picked and eaten when they are either unripe or ripe. Unripe olives are green. Ripe olives are dark bluish when fresh and turn black during pickling. In cooking, the seed is often removed and the cavity is filled with spices. Olive trees grow only where it is warm and moist.

**Olive oil:** Olives yield an edible oil. To extract this oil, the seeds of olives are pressed. The first pressing produces oil that tastes bitter.

**Plum:** This fruit grows on a tree that reaches a height of no more than 33 feet. In color, plums are most often purplish-blue. Dried plums are called prunes.

**Rape:** Sometimes called a turnip, a rape is an herb of the mustard family. A rape is grown for its edible root. Rapes are grown for food and to feed livestock.

**Rape oil:** This oil is a byproduct of rapeseeds. Rape oil is used for lubricating and sometimes in cooking. Rape oil is the proper name, not canola oil.

**Rapeseed:** This is the seed of rape. A rape is sometimes called a turnip. Rapeseed is often used to feed birds, hogs, and sheep.

**Raspberry:** This fruit is red in color. Raspberries may be eaten fresh or mixed into other foods for flavoring.

**Salt:** This is a colorless or white crystalline compound that occurs abundantly in nature and it has various uses, from preserving meat to seasoning food and making glass and soap. Salt has a bitter taste and grains of it are sprinkled onto foods.

**Strawberry:** This fruit is red and eaten. Strawberries come from low, perennial herbs of the rose family.

**Walnut:** This nut grows on a walnut tree. This fruit is a 1-seeded nut or a winged nutlet.

**Wheat:** This grain is used to make beer, bread, and porridge. It is usually milled by a miller to make flour.

| Animal and Slave Trading | |
|---|---|
| **Animal/ Slave** | **Cost** |
| 1. Bull | 100 s.p. |
| 2. Camel | 1,000 s.p. |
| 3. Cat | 3 s.p. |
| 4. Chicken | 2 s.p. |
| 5. Cow | 20 s.p. |
| 6. Dog, domesticated | 20 s.p. |
| 7. Dog, wild | 2 s.p. |
| 8. Donkey | 300 s.p. |
| 9. Falcon | 500 s.p. |
| 10. Goat | 10 s.p. |
| 11. Goose | 5 s.p. |
| 12. Hare | 4 s.p. |
| 13. Hawk | 300 s.p. |
| 14. Horse, Destrier | 700 s.p. |
| 15. Horse, Draft | 400 s.p. |
| 16. Horse, Palfrey | 600 s.p. |
| 17. Horse, Rouncy | 300 s.p. |
| 18. Horse, Pony | 200 s.p. |
| 19. Mule | 50 s.p. |
| 20. Ox | 100 s.p. |
| 21. Pigeon | 60 s.p. |
| 22. Sheep | 10 s.p. |
| 23. Slave, adult female* | 500 s.p. |
| 24. Slave, adult male* | 400 s.p. |
| 25. Slave, boy* | 200 s.p. |
| 26. Slave, girl* | 300 s.p. |
| 27. Swine | 10 s.p. |
| 28. Wolf | 200 s.p. |

*Prices for slaves vary by race and specialty

Descriptions of these animals may be found in Neveria, a companion book that details animals and creatures. The animals listed above are considered to be sold alive or as food; the prices are not set here for skins or pelts.

Slave-trading is popular in many cultures. In human societies, slaves are expensive. Female slaves are more expensive than male slaves[1]. Many noble families display their status by owning slaves from exotic places. Slaves may be obtained of nearly any age and race, and for nearly any purpose ranging from farming, housekeeping, physical labor, and sexual favors. Slaves may only become free if the master dies of natural causes with no heirs and the local community does not claim them, or if the master chooses to free the slave.

Before a citizen may buy or sell slaves, they must register with the local government, paying 300 s.p. as a fee that is good for the rest of the master's life in that locale. Masters are obligated to properly feed and take care of their slaves, and masters may be executed for murdering their own slaves (see Justice in *Chap. 6: Sociality*).

There are many reasons why slaves are so numerous. The most popular claim is that slaves are prisoners of war. Once slaves reproduce with other slaves, the slave population self-perpetuates. Less popular is the fact that many slaves are citizens who are abducted by pirates and sold elsewhere as slaves. Another prevalent source of slaves is when a husband acquires a debt, and must sell his wife and children into slavery to pay his debt. Finally, since baby boys are valued far more than baby girls, female infants are often abandoned. When found, the child is usually raised as a slave.

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Slaves are either born or made.

1. This comment on the gender of slaves is referenced from Wage Labor and Guilds in Medieval Europe by Steven A. Epstein. For more information, see the References section at the end of this book.

| Vehicles | | |
|---|---|---|
| **Vehicle** | **Cost** | **IP: H/P/B** |
| 1. Carriage | 800 s.p. | 120/60/20 |
| 2. Cart | 60 s.p. | 80/50/15 |
| 3. Chariot | 1,000 s.p. | 200/200/200 |
| 4. Lectica | 300 s.p. | 80/40/20 |
| 5. Sled | 40 s.p. | 70/30/10 |
| 6. Wagon | 100 s.p. | 100/75/20 |

A vehicle is an object crafted to facilitate travel over land. Each vehicle must be powered by an animal and/or character. Each vehicle is described as follows:

**Carriage:** This is an enclosed 4-wheeled vehicle that is drawn by at least 2 horses and used to transport characters or goods. A carriage is designed for private use, comfort, or elegance. Merchants and royalty often travel by carriage. Travel by carriage is 25-30 miles per day. BCT is 2 weeks for a wainwright.

**Cart:** This is an open and heavy 2-wheeled vehicle used for the ordinary purposes of farming or for transporting freight. A cart may be drawn by horses, ponies, dogs, or characters, and may carry no more than 4 characters. BCT is 4 days for a cartwright.

**Chariot:** This is a 2-wheeled vehicle usually drawn by 2 horses and used in warfare, processions, and races. All chariots measure exactly 4' 8 ½" in width, the perfect width to accommodate 2 horses. BCT is 2 weeks for a wainwright.

**Lectica:** Also called a litter, this vehicle is for hire at city gates. A lectica consists of a couch with a canopy and draw curtains. The rider lolls at ease while 6 or 8 burly slaves bear it along on their shoulders. BCT is 1 week for a wainwright.

**Sled:** This is a vehicle that moves by sliding, usually on a pair of runners, especially over snow or ice. BCT is 2 days for a carpenter.

**Wagon:** This is a heavy 4-wheeled vehicle that is usually uncovered and designed especially for transporting bulky commodities and drawn by oxen or horses. BCT is 1 week for a wainwright.

| Vessels | | |
|---|---|---|
| **Vessel** | **Cost** | **IP: H/P/B** |
| 1. Barge | 1,000 s.p. | 500/400/500 |
| 2. Bireme | 75,000 s.p. | 7,500/7,500/800 |
| 3. Cog | 50,000 s.p. | 750/500/500 |
| 4. Deceres | 1,000,000 s.p. | 20,000/20,000/2,500 |
| 5. Fishing Boat | 200 s.p. | 200/125/200 |
| 6. Karve | 50,000 s.p. | 300/200/300 |
| 7. Knarr | 75,000 s.p. | 400/300/400 |
| 8. Log | 10 s.p. | 50/40/50 |
| 9. Longship | 100,000 s.p. | 500/400/500 |
| 10. Quinquereme | 200,000 s.p. | 12,500/12,500/1,500 |
| 11. Raft | 200 s.p. | 125/100/125 |
| 12. Septireme | 500,000 s.p. | 15,000/15,000/2,000 |
| 13. Trireme | 100,000 s.p. | 10,000/10,000/1,000 |
| 14. Unireme | 50,000 s.p. | 500/400/400 |

A vessel is a vehicle crafted to permit travel on the water. Many vessels, however, are not built merely for travel, but for trade or war. Humans use all vessels except longships, which are exclusively bugbear. More information is available in *Chapter 18: Warfare*. Each vessel is described as follows:

**Barge:** This is a flat-bottomed vessel used principally in harbors or inland waterways, though a barge may also be seagoing. The main purpose of a barge is to transport goods. BCT is 1 week for a shipwright or carpenter.

**Bireme:** Descendant from the unireme, the bireme is a war galley that measures about 100 feet long, with a maximum beam or width of about 16 feet. The bireme has 2 rows of 40 oars. It derives its name from the 2 rows of oars, one atop the other. A bireme is a purely rowing vessel. The bireme is low at the bow and high at the stern. This vessel possesses a heavy, pointed ram, which is fastened to the keel beam on the front of the ship, just below the waterline. In fact, the massive, bronze-covered battering ram is the main weapon of this narrow, high-speed vessel. The battering ram is usually made in the shape of a trident or the head of a wild boar. The narrow prolate hull consists of 2 floors. The upper floor is for the helmsmen and warriors. A tower exists toward the rear. The balustrade of the battle platform of this tower is usually covered with the shields of warriors for reinforcement. A single, central mast holds a small sail, though it is virtually ineffective. In the past, the bireme reigned as the most popular warship, though currently it is very rare. War galleys follow the coasts and put into harbor every night, where the crew enjoys a shore-based meal and a night's sleep in a stable bed. While small changes may be argued, a bireme may also be known as a pentekonter. BCT is 6 months for a shipwright.

**Cog:** Arguably the most common type of vessel in the water, the cog is used both by bugbears and humans. It measures about 90 feet in length, with a maximum beam or width of about 25 feet. The cog has a single mast, deep draft, and a broad beam. The deep draft and broad beam hinder its speed, but allows the cog to carry considerable cargo, between 250-300 tons. The mast bears a large sail. BCT is 4 months for a shipwright.

**Deceres:** A descendant of the quinquereme and septireme, the deceres is the largest vessel in the water. A deceres measures 145 feet long, with a maximum beam or width of about 20 feet, and a draft of 6-7 feet. The deceres is powered by 572 oarsmen. The oars are 48 feet long and arranged in 3 decks. As a compliment, the crew also consists of 15-30 sailors and 200-250 warriors. A deceres has 2 fighting towers and 2-6 catapults. If the vessel must flee, the fighting towers are jettisoned over the side. However, with the fighting towers, it is possible to fire arrows down upon an adjacent vessel or invaders. War galleys follow the coasts and put into harbor every night, where the crew enjoys a shore-based meal and a night's sleep in a stable bed. BCT is 1 year for a shipwright.

**Fishing Boat:** This vessel measures 12 feet long, with a maximum beam or width of 5 feet. A fishing boat has 2 oars per side, and 2 oarsmen. A fishing boat may function to ferry characters across a river. However, the most popular use is to fish. BCT is 1 month for a shipwright.

**Karve:** A smaller relative of the knarr, a karve is a workship that measures 45 feet long, with a maximum beam or width of about 10 feet. A karve has a carrying capacity of about 10 tons. This vessel is made from oak. A karve has 7 oars per side, with 1 oarsman per oar. 14 oarsmen power a karve. The front of the vessel is beached. BCT is 2 months for a shipwright.

**Knarr:** This trading vessel measures about 55 feet long, with a maximum beam or width of about 15 feet, and a draft ranging from 2 to 4 feet depending on whether it is empty or fully loaded. This vessel displaces 34 tons and has a cargo carrying capacity between 20-25 tons. A knarr has only 2 oars per side, 1 oarsman per oar. Therefore, 4 oarsmen are required. Otherwise, a commander or sailor manipulates the sail. A crew for a knarr ranges from 5 to 8. The knarr is primarily a sailing vessel, and has a single mast with a large sail amidships. The average speed of a knarr is 5-6 knots, and the maximum speed is 13 knots. A knarr is constructed of massive pine planks, and the rest is built from oak and lime. It has decks fore and aft, while amidships is an open cargo compartment. BCT is 6 months for a shipwright.

**Log:** While arguably a tree was the first waterborne vessel, since trees and craftsmen are readily available, and since a tree and a log do not substantially differ as a vessel, a log is presented. The measurements of a log may vary, but they are typically 10 feet long, 2-3 feet wide, and have a draft of 1-2 feet. A portion of a large log can be carved away so that a character may sit inside. These are known as dugouts. BCT is 1 day for a carpenter.

**Longship:** This is the most popular vessel among bugbears, who invented and use it exclusively. The longship measures from 75-120 feet long, with a maximum beam or width of about 24 feet, and has a shallow draft. Due to the shallow draft, a longship may be beached easily. Longships are of-

ten called dragons, and most have a dragon's head carved on the front of it. They are made of northern oak and pine. Longships may have 30 rowing benches aboard. Up to 60 oarsmen may be aboard, 1 per oar. Because of the extreme narrowness of the vessel, it may achieve great speeds and penetrate many narrow waterways, allowing warriors aboard to invade nearly anywhere. It is renowned among bugbears and humans as the fastest vessel, if there is good wind. Unfortunately, it is limited as a warship because it does not have a battering ram. Therefore, in naval warfare a longship must run alongside a foe's vessel, grapple, and board. However, the bugbear longship is the only vessel that is capable of venturing far from land; the other vessels remain close to land and beach at night. A large, square sail hangs from a single mast amidships. A single side rudder on the starboard quarter is used for steering. Horses may be brought aboard, though bugbears have little use for horses. Bugbears use longships to raid coastal human communities and bring back loot and slaves. This ship is deemed unseaworthy if it needs bailing thrice in 2 days. A longship is constructed of overlapping planks, forced together with iron nails and caulked with tarred rope. BCT is 6 months for a shipwright.

**Quinquereme:** Descendant from the trireme, this is a war galley that measures about 120 feet long, with a maximum beam or width of about 17 feet, and a draft of 5 feet. Known as "five," the quinquereme potentially has 3 rows of oars, though only 1 row is preferred. There are 270 oarsmen. They may be distributed among 3 decks, such as: 112 on the upper, 108 on the middle, and 50 on the lower. The bottom rows of oars are powered by 1 oarsman apiece, while 2 oarsmen control each oar on the second and third decks. However, the most efficient manner is to use only 1 row of oars and assign 5 oarsmen per oar. 1 oarsman per oar needs to be highly trained, while the rest are mere labor – most often slaves encouraged by the whip. Oars for a quinquereme are roughly 15 feet in length. Otherwise, there are 30 sailors and 40-120 warriors. Each oarsman pulls his own oar. Quinqueremes are built in large numbers. Additionally, 1 sail exists on a mast amidships. The sails are lowered for battle, when the oarsmen and the bronze ram become the main armament. The quinquereme is equipped with a corvus for boarding (for more information, see *Chap. 18: Warfare*). Quinqueremes are made from cedar. War galleys follow the coasts and put into harbor every night, where the crew enjoys a shore-based meal and a night's sleep in a stable bed. BCT is 9 months for a shipwright.

**Raft:** This is a collection of logs or timber that are fastened together for transportation by floating. Although they vary, most rafts measure 10 feet long by 10 feet wide. A raft has a flat structure, a floating platform, for the conveyance of characters or cargo on a body of water.

**Septireme:** Descendent from the quinquer-

eme, this vessel measures 135-140 feet long, with a maximum beam or width of about 18 feet, and a draft of 5-6 feet. The frame is reinforced, making this vessel much less susceptible to ramming. However, due to the increased weight of this large vessel, it is very effective at ramming. This vessel has 2 rows of oars, which are 32 feet long on top and 28 feet long on bottom. The crew consists of 350 oarsmen, 15-20 deck hands, 150-200 warriors, and the trierarch and officers. The ram is reinforced with bronze and iron. Finally, the septireme may have up to 5 catapults. BCT is 10 months.

**Trireme:** Descendent from the bireme, the trireme is a war galley that measures about 125 feet long, with a maximum beam or width of about 20 feet, and a draft of 3 feet. The trireme has 3 rows of oars. It derives its name from the 3 rows of oars, one atop the other. A trireme is powered by oarsmen as well as sails, when wind is favorable. A trireme is manned by 170 oarsmen (85 per side), a captain (called a Trierarch), 3 oarsman chiefs (called Hortators, who 'encourage' the oarsmen), and 25 warriors who are either spearmen, archers, slingers, or a combination. Oarsmen are divided between the tiers as follows: 31 on top, 27 in the middle, and 27 in the bottom. Each oarsman controls 1 oar. Most strong oarsmen are placed on the upper decks. The oarsmen of a trireme are not slaves, but highly trained. The trireme can reach 7-8 knots under oars. This vessel has scant room for provisions. It is used for short naval trips. Even the largest triremes puts into shore and beaches, stern first for the night, resuming passage in the morning, weather permitting. The hull is a thin shell of planks joined edge-to-edge, and then stiffened by a keel and light, transverse ribs. Such light construction enables the trireme to displace only 40 tons. Square-rigged sails are used for power when the ship is not engaged in warfare. The principal armament of the trireme is a bronze-clad ram, which extends from the keel at or below the waterline and is designed to pierce the light hulls of enemy warships. The function of a trireme in warfare is to advance to maximum speed and attack the side of an enemy vessel with its battering ram. If this fails, then the enemy vessel is usually boarded. Triremes are made from the wood of fir trees. BCT is 7 months for a shipwright.

**Unireme:** The unireme is a war galley that measures about 150 feet long. The unireme has 1 row of 50 oars. It derives its name from the single row of oars. A unireme is a purely rowing vessel with no sails. The unireme is powered by 100 oarsmen, each to his own oar. There are no multiple decks aboard this vessel. The unireme is fast and graceful, with a high, curving stem and stern. The unireme sometimes carries an embolon (a beak or ram). In its day it was a formidable war galley, but now, this light warship is mainly used for scouting. BCT is 5 months for a shipwright.

| Siege Equipment | | |
|---|---|---|
| **Siege Equipment** | **Cost** | **IP: H/P/B** |
| 1. Ballista | 10,000 s.p. | 30/40/30 |
| 2. Battering Ram | 5,000 s.p. | 20,000/20,000/5,000 |
| 3. Belfry | 30,000 s.p. | 400/400/400 |
| 4. Catapult | 20,000 s.p. | 200/200/200 |
| 5. Cheiroballista | 10,000 s.p. | 20/30/20 |
| 6. Counter-Castle | varies | varies |
| 7. Lithobolus | 15,000 s.p. | 150/150/150 |
| 8. Mantlet | 100 s.p. | 20/30/20 |
| 9. Manuballista | 7,500 s.p. | 20/30/20 |
| 10. Onager | 22,500 s.p. | 250/250/250 |
| 11. Trebuchet | 50,000 s.p. | 250/250/250 |

**Ballista:** Often mounted on seagoing vessels or castle walls or towers, a ballista is essentially a large crossbow that projects a spear called a bolt, which weighs around 100 pounds and has a metal head over 1 foot in length. A ballista launches it between 300-400 yards, though unfortunately never with great accuracy. The bolt has almost no effect on stone walls, though it may impale several characters before it stops. Overall, the projectile is 5 feet in length. This weapon inflicts 4d20 IP or LP. BCT is 1 month for an engineer and carpenter.

**Battering Ram:** A battering ram is the trunk of a tree suspended by large ropes or chains from a wooden boxlike structure. The mobile, supporting structure is called a cat. The cat is usually covered with wet hides. The cat protects a siege engineer as he fills a moat, so that it may be crossed. Once at the wall of the foe, the siege engineer may use a pointed iron pole, instead of a ram, to chip away at the joints between stone blocks in the wall. However, battering rams are most commonly placed before the closed doors of a foe and the trunk is rocked back and forth, and pounded against the doors to break them. Most rams have an iron head. The largest ram is 100 feet in length, 4 1/2 tons in weight, and needs over 200 human men to effectively swing it. The largest ram inflicts 5d100 IP. Defenders use 2 techniques against rams. Defenders may lower an apron, a large pad, to lessen the blows of the ram. Otherwise, defenders may lower a hook to catch the ram, lift it, and overturn it or delay the ramming. BCT is 1 month for an engineer and carpenter.

**Belfry:** Also known as a siege tower, a belfry is a wheeled, wooden tower. At or near the top of a belfry is a wooden drawbridge, which is dropped onto the battlements as soon as the tower is moved within reach. Thereafter, the occupants of the belfry storm over the battlements of the foe. Sometimes, an additional floor is added so that archers may fire down into the positions of the foe. Some belfries are equipped with a battering ram on the lowest level. Hides drenched with water or aged urine cover a belfry to protect its occupants. Moving a belfry is problematic, since it tips easily; the ground must be leveled and smooth. BCT is 3 months for an engineer and carpenter.

**Catapult:** An ancient weapon, a well-built catapult launches a projectile up to 700-800 yards. The catapult functions by torsion. The heaviest stone that may be hurled is 180 lbs. With this projectile, a catapult inflicts 2d100 IP or LP. BCT is 1 month for an engineer and carpenter.

**Cheiroballista:** A ballista is essentially a large crossbow that projects a spear, which weighs around 100 pounds and has a metal head over 1 foot in length. A cheiroballista is small and easily moved, since its frame rests on wheels. The range is roughly 300 yards. This weapon inflicts 4d20 IP or LP. BCT is 1 month for an engineer and carpenter.

**Counter-Castle:** This is a temporary castle that is built by besiegers nearby the castle being besieged.

**Lithobolus:** The earliest torsion siege machine, the lithobolus is a stone-thrower that is designed to smash walls as well as characters. By appearance, this machine looks like a larger ballista. This rock-thrower needs a special bowstring with a braided pouch. Typically, this machine is used to hurl rocks that are either 30 or 170 pounds in weight. The longest range with this weapon is 700 yards. With a 30 lb. rock, this weapon inflicts 1d100 IP or LP. With a 170 lb. rock, this weapon inflicts 2d100 IP or LP. BCT is 1 month for an engineer and carpenter.

**Mantlet:** This is a wooden or wicker shield on a wheeled wooden frame. The shield is about 7 feet tall and 4-7 feet wide. A mantlet protects archers as they approach a fortification. BCT is 1 week for a carpenter.

**Manuballista:** A ballista is essentially a large crossbow that projects a spear, which weighs around 100 pounds and has a metal head over 1 foot in length. The entire projectile is 5 feet long. A manuballista is a small torsion arrow-throwing engine that is stationary and without wheels. It is fired by heavily pressing down on a pad on the back. The range of a manuballista is about 300 yards; it is more accurate than a regular ballista. This weapon inflicts 4d100 IP or LP. BCT is 1 month for an engineer.

**Onager:** Named after a pig that kicks rocks behind itself when chased, an onager is an ancient, heavy catapult. The frame of the onager is composed of thick rectangular pieces of wood flat on the ground. Through each side of the frame are bored 2 holes, through which run the skeins of rope. The ropes are held in place by a washer and counterplate. In the middle of the sinew ropes stick a single arm that ends in a cup or a sling fitted for a stone. The arm is cranked down with a lever, further torsioning the skein, and is held in place by a ratchet and pawl. When released the arm snaps forward into a supported upright crossbar, which halts the arm and drives the shot toward its intended target. Onagers hurl 100 lb. rocks as far as 350 yards. This machine is very powerful and heavy. Due to its weight, it is difficult to move and is therefore used as a stationary defensive or siege weapon. This weapon inflicts 6d20 IP or LP. BCT is 1 month.

**Trebuchet:** A recent creation, this siege weapon looks and functions similar to a catapult, though performs far better. Instead of functioning by torsion, this machine uses gravity to its advantage. A large and heavy counterweight (up to 12,000 lbs.) is dropped, which propels the wooden arm (a massive tree trunk) very quickly. The projectile from a trebuchet moves at a low velocity, but a high trajectory, and crashes down with devastating effect on wood and stone. These machines cast their missiles with precision. Various missiles may be utilized, including stones, barrels of pitch, bodies of dead horses and other animals in a state of decomposition, barrels of offensive or putrid matter, and missiles designed to cause pestilence. A trebuchet is capable of hurling 1,400 lbs. up to 87 yards, and 100 lbs. up to 235 yards. With 1,400 lbs., this weapon inflicts 1d1000 IP or LP. BCT=1 month.

| Fortifications | | |
|---|---|---|
| **Components** | **Cost** | **IP: H/P/B** |
| 1. Cistern | see wall | see wall |
| 2. Drawbridge | see wall | (400/600/400)/ft. |
| 3. Garderobe | see wall | see wall |
| 4. Fortified Bridge | see wall | see wall |
| 5. Gatehouse | see wall | see wall |
| 6. Hoarding (cubic ft) | 2 s.p. | 200/300/200 |
| 7. Kitchen | see wall | see wall |
| 8. Loophole | 50 s.p. | -/-/- |
| 9. Moat (per cubic ft) | 2 s.p. | 20,000 |
| 10. Portcullis | 20,000 s.p. | 1,000/1,000/3,000 |
| 11. Public Bath | see wall | see wall |
| 12. Tower | see wall | see wall |
| 13. Wall (per cubic ft) | 1 s.p. | 2,000/500/4,000 |
| 14. Well | see wall | see wall |

A fortification[1] is a defensive structure. There are a variety of fortifications. Primitive fortifications were made from earth and wood. All modern fortifications are made from stone. Different types of fortifications are described below, and then components of fortifications.

**Broch:** This is a round, stone tower that has an entrance small enough that it is only possible to crawl through it. A broch may be up to 50 feet tall and has no exterior defenses or windows. This is a familial fortification, and is only found far from civilization.

**Bergfried:** This is a tall tower that is similar to a keep. Although it is usually smaller than a keep, a large bergfried may be comparable in size to a small keep. There is no space inside a bergfried for a residence. Prisoners, if any are taken, are held in the top of the tower.

**Keep:** Initially called a donjon, a keep may be 1 of 2 things: a single structure, or the most fortified part of a castle. If it is a single structure, it may be either a round or square building, and may seem similar to a large tower. Most keeps are several stories tall. Separate levels may be: fighting level (roof), arsenal (3rd floor), residential level (2nd floor), great hall (ground floor), administrative level (basement), and dungeon (cellar). The largest keep may be 100 feet tall and 80 feet wide, and its walls may be no thicker than 15 feet.

**Castle:** Derived from the word castellum, a castle is the epitome of military fortification. Every castle is different in size and shape. The most common parts of a castle include: church(es), courtyard, drawbridge, gatehouse, keep, moat, towers, and walls. The owner of a castle usually resides in the upper levels of its keep or a tower. The ground floor of a castle's keep is usually known as the great hall, which is used for banquets and to entertain the owner or nobility. The great hall is heated by a central fireplace that is round or octagonal and burns logs; when logs burn, smoke quickly fills the great hall. The kitchen is in a nearby building and food is carried into the great hall. A castle may have 1 or more courtyards, separated by additional walls.

**Citadel:** This is a castle that is the center of a capital or city. The outside city is usually protected by 1 or more walls. A citadel is a governmental seat of power. Citadels are also called palaces.



1. Information regarding fortifications has been referenced from The Medieval Fortress, by Kaufmann & Kaufman (2001). For more information, see the References section at the end of this book.

**Cistern:** A cistern is an underground reservoir with an opening above. Rainwater runs through the opening and, hopefully, fills the cistern. This water is used for sustenance, but may also be used to extinguish fires set by incendiary projectiles, which are launched by besiegers. During a siege, hides are often drenched in water or aged urine and placed atop hoardings and other flammable surfaces.

**Drawbridge:** A drawbridge is a means of crossing a moat. If a fortification has no moat, then it has no drawbridge. Although several mechanisms are available, by far the most common is a pulley system.

**Fortified Bridge:** Fortified bridges are common. A fortified bridge often has 1 or 2 towers on both ends. Towers may also interrupt the bridge to support it as well as offer protection. Fortified bridges have walls on either side, often with battlements. A fortified bridge may take up to 25 years to complete.

**Garderobe:** This is a small bench with a round opening on the seat through which the inhabitants of the castle defecate and urinate. Usually, a garderobe is placed on upper levels of towers and the waste falls down holes until it falls in the moat outside of the castle. Otherwise, a large cesspool is made below the garderobe to store the waste. Due to the cesspool, no dungeons exist below castles. About twice per year, peasants clean the cesspool. Some towers are used for sanitation, meaning they have a garderobe on the upper level and the floors below are one large cesspit.

**Gatehouse:** A gatehouse is a structure to protect the gate to the fortification, which is usually the favored means of entry. The simplest gatehouse has only a set of barred doors, while elaborate gatehouses have many features, including: drawbridge, as many as 3 portcullises, murder holes, a trap door inside opening to a pit of spikes below, and loop holes for archers and crossbowmen. The most common modern gatehouse has only 1 portcullis. In addition to the cost of constructing a gatehouse, a drawbridge and each portcullis must be purchased.

**Hoarding:** Also called a catwalk, this is a wooden structure added near the top of walls so that soldiers may travel between towers and archers may attack from the middle of the wall. Some fortifications leave their hoardings up for decades, while others only build them when attacked and remove them during peace.

**Kitchen:** The kitchen is in a building nearby the keep. Food is prepared in the kitchen and carried to the great hall in the keep for consumption. Bath water is heated in the kitchen and carried to the chamber of the lord where it is poured into a wooden tub. However, even the most affluent lord bathes only once or twice per year.

**Loophole:** This is a slit in a wall through which an archer or crossbowman may launch an arrow or bolt, respectively. A variety of different shapes exist for loopholes. Generally, a vertical slit is used by an archer, and a horizontal slit is used by a crossbowman.

**Moat:** A moat is a ditch surrounding the fortification to obstruct besiegers. Some moats are filled with water, though many are not. A moat may be no wider than 70 feet wide and 35 feet deep. If filled with water, then waste from the kitchen and garderobes is deposited in the moat. Dry or wet, most moats also have sharpened stakes at the bottom. Deep moats also present an obstacle to besiegers who attempt to dig a mine under the wall.

**Portcullis:** This is a grid-like gate that is usually of wood and covered with iron. It is lowered over an entryway to prevent passage. 1 or more portcullis is a common part of a gatehouse.

**Public Bath:** Some cultures have a public bath in their fortifications. Other cultures are unconcerned with cleanliness. Public baths are detailed in *Chapter 6: Sociality*.

**Tower:** Although ancient towers were made from wood, all modern towers are made from stone. Towers vary in shape, height, and diameter. The shape of a tower may be round, octagonal, square, triangular, or D-shaped. Usually, a tower occurs at the corner of buildings or walls. Oftentimes, long walls are periodically interrupted by towers. The part of a tower that is inside a fortification may be open or, most often, closed. Roofing may or may not be put atop a tower. If a tower has a roof, then it is made of either lead or slate. A tower may be mostly outside, halfway (most common), or mostly inside a building or wall. Different towers may serve different functions, such as defense, observation, sanitation, and siege. Round towers cost 1.5 times the price to construct. Usually, towers do not have windows, because a window is a potential weakness. However, narrow slit-like openings cast light on an internal staircase. The staircase in a tower is made from either wood or stone. Usually, the staircase turns upward in a clockwise direction to allow a soldier to fight with their sword in their right hand as they retreat up the tower.

**Wall:** Walls are made from stone. The height and thickness of walls vary for fortifications. It is considered safe if the wall is at least 1 foot thick for each 10 feet in height. Most walls are thicker than this ratio. An ancient rule declared a wall must be 1 foot thick for each 4 feet in height, though most modern walls are not this thick. Since the new siege engine known as a trebuchet wreaks havoc on walls, modern fortifications have walls thicker than the minimum 1/10 ratio. Walls are often buttressed, meaning they are reinforced by having a thicker base. In addition to the cost of building a wall, hoardings must be constructed if the walls are not at least 4 feet thick. Most walls have battlements, which are crenelations. Crenelations consist of a succession of openings called embrasures and small sections of wall called merlons. It is possible to walk behind the crenelations if the wall is at least 4 feet thick. This is called a masonry wall walk, or allure.

**Well:** When a well is dug, the Aedile will determine if water is below. A well is important to fortifications for many reasons. It supplies drinking water. Water from a well may also be used to extinguish fires set by incendiary projectiles, which are launched by besiegers. During a siege, hides are often drenched in water or aged urine and placed atop hoardings and other flammable surfaces.

| Torture Devices | | |
|---|---|---|
| **Torture Devices** | **Cost** | **IP: H/P/B** |
| 1. Chair of spikes | 300 s.p. | 100/100/40 |
| 2. Headcrusher | 50 s.p. | 75/40/75 |
| 3. Pear | 60 s.p. | 5/5/15 |
| 4. Rack | 500 s.p. | 20/30/40 |
| 5. Stocks | 100 s.p. | 20/20/20 |
| 6. Thumbscrews | 40 s.p. | 5/5/40 |
| 7. Wake | 200 s.p. | 75/50/40 |
| 8. Whirligig | 400 s.p. | 100/40/150 |

**Chair of Spikes:** This is a large chair, but instead of having cushions, there are numerous small spikes. The victim is seated in the chair. Wooden bars are placed over parts of the body and each end screws into the chair. A wooden bar exists for the chest, the lower legs, and 1 that comes down on the knees. In addition, leather straps restrain the wrists, but also may be tightened further, driving the arms and hands down on spikes as well. The spikes are probably about the thickness of ordinary nails and 1" in length. The chair of spikes does not usually kill its victims, but tetanus often claims victims days or weeks after the ordeal. BCT is 1 week for a carpenter and blacksmith.

**Headcrusher:** Used to extract a confession or as a means of execution, this device looks like a vice, except instead of crushing the head from the sides, the victim's jaw is placed on the bottom and the top is screwed down onto the top of their head. BCT is 2 days for a blacksmith.

**Pear:** A torture device that damages orifices, this is a long, thin shaft along which 2 spoon-like objects are affixed. The end of the shaft with the spoon-like objects is inserted into the orifice of the torturer's choice: either the mouth, vagina, or anus. The protruding end has a ring that may be screwed down along the shaft, which forces the spoon-like objects apart and stretches the orifice from inside. Death may result from substantial ruptures. BCT is 2 days for a blacksmith.

**Rack:** This device consists of 2 thick metal poles about 8' apart. The character to be tortured lies down between these poles. Their wrists and ankles are affixed to ropes, which are in turn affixed to the poles. 1 torturer stands at each end and tightens the pole. This device stretches the body, typically while a torturer seeks a confession. If the tortured character does not die from their injuries, then they are usually so injured that they cannot participate in their later public confessions, such as being unable to lift their arms to swear their confession. BCT is 3 days for a blacksmith.

**Stocks:** Sometimes called the Pillary, the Stocks consist of 2 large boards that, when closed together, leave holes for legs and arms. As public torture, a character's limbs are trapped between the stocks and the townspeople poke, slap, and besmirch the victim with feces and urine. Feces is often smeared into their mouth, ears, nose, and hair. More often, though, the victim is badly beaten, stoned, cut, burnt, and severely mutilated. Once in a while a character survives their term with only a few bruises and a couple of bumps. BCT is 2 days/carpenter.

**Thumbscrews:** 2 metal plates, roughly 6" wide, are joined by a screw passing vertically through each end. In the middle of these 2 plates, the victim must place their thumbs. The 2 screws are then tightened on the victim's thumbs.

**Wake:** 3 chains are affixed to the corner of a room, 1 on each wall and 1 from the ceiling. The 3 chains connect to a harness that is used to suspend a character in the air several feet above the ground. Next, the ankles are bound and 1 torturer pulls this rope to raise the legs. Finally, a point is placed underneath the victim's anus, vagina, scrotum, or lower back, depending on the whim of the torturer. The torturer can lower the character onto the point, varying the weight from 0 to the victim's full body weight. Further, they may be gently dropped or may fall repeatedly onto it.

**Whirligig:** Looking like a large and cylindrical bird cage, this torture device accommodates a human. The center of the top and bottom of this cylinder are affixed to a sturdy external structure. Once a character is placed inside the cage, the cage is spun quickly, which results in dizziness, nausea, and then vomiting. BCT is 3 days for a blacksmith.

# Weapons

There are 3 categories of weapons: melee weapons for armed combat in close quarters, miscellaneous weapons in which characters usually do not train but may use nonetheless, and missile weapons for distant combat. The weapons in the tables are numbered to facilitate the determination of Plunder in *Chapter 14: Treasure*.

**Cost** is listed in silver pieces (s.p.).

**Type** determines whether the weapon is a Stabbing, Hacking, or Pounding weapon, or a combination of these 3. For example, a horseman's battle axe is primarily a hacking weapon, though due to its back-spike the wielder may also reverse their grip and use it for stabbing damage, though its Delivery Penalty is still calculated as a hacking weapon because it is swung, not thrust.

Each weapon also has either A (Agility), SA (Strength and Agility), or S (Strength) listed. 'A' weapons may be used to attack twice per round in combat, while 'S' and 'SA' weapons may be used to attack once per round in combat. The number of attacks per round may be increased with SP, as noted in the Weapon (General) and Weapon (Specific) skills (see *Chap. 8: Skills*). S, SA, and A weapons differ in which sub-ability modifiers (Hand-Eye Coordination and/or Agility) are used, and in what proportion. For more information, see the Weapon (Specific) skill.

**Size** of the weapon is Tiny (less than 24"), Small (24-36"), Medium (37-48"), or Large (>48"). For example, a battle axe is a weapon of medium size (48"), while a hand axe (hatchet) is a tiny weapon (15"). Weapons are always the same size listed. There are not larger versions of these weapons for larger humanoids. Weapon size and creature size affect Smiting (see *Chap. 10: Combat*). Weapon size affects Delivery Penalty.

**Weight** is listed in pounds, so a dagger weighs 1 pound.

**Weight Distribution** is the location of the balancing point of the weapon, considering the handle or end closest to the wielder as 0, and the tip or end closest to the foe as 1. The range of Weight Distribution is 0-1.

**Fulcrum Range** is where the wielder places their hand or hands. If both hands are used, then the hand closest to the attacking-end of the weapon is considered the fulcrum. The location of their hands is the point from which leverage is gained. The higher the number, the closer the fulcrum is to the attacking-end of the weapon. The lower the fulcrum on a hacking or pounding weapon, the more damage is delivered but it has a higher Delivery Penalty (see *Delivery Penalty* on the next page). Therefore, the higher the fulcrum on a hacking or pounding weapon, the less damage is delivered but it has a lower Delivery Penalty.

**Range** lists the range increments of the weapon. First, however, the maximum range and maximum effective range must be calculated. The maximum range of a hurled weapon (such as a dagger or hatchet) is equal to the cube root of the hurler's Strength divided by the weight of the weapon hurled, and the result is multiplied by 50. For example, a human with 150 Strength has a maximum range of hurling a hatchet 132 feet away. The maximum effective range is only 75% of the maximum range. For each SP invested in the Weapon Specific skill, the maximum effective range is increased by 1%, but it can never exceed the maximum range. For example, a human with a maximum range of 132 feet for hurling a hatchet has a maximum effective range of 99 feet if 0 SP are invested. If an object or weapon is hurled beyond maximum effective range, yet within maximum range, then it may only hit the target on a natural 30 of 3d10. The range increments of projectile weapons (such as a bow or crossbow) are listed as a constant, irrespective of the Strength of the attacker. The maximum range of a projectile weapon is 10 times the amount listed. However, for hurled weapons the Strength sub-ability is divided to determine the range increment. For instance, if a human has 150 Strength and hurls a hatchet, which has (Strength/10), then his range increment is 15 feet. For each range increment, a penalty of - 3 is applied to the Aim or Hurl skill check; the first range increment is not penalized. For example, if a human with 150 Strength hurls a hatchet at a human foe who is 90 feet away, then he incurs a - 18 penalty (- 3 x 6). If the human foe in this example has average

abilities and wears only clothes, then the hurler with the hatchet must roll 29 or better on 3d10 to hit the foe. Conversely, if a shortbow (60' range increment) were utilized against a target 80' away, then it would incur only a penalty of - 3.

**Damage** is the numerical value determined by dice that the foe suffers, should the wielder connect successfully with their foe. Once rolled, damage must be modified by the point chosen as fulcrum, if applicable (see Fulcrum Range). To modify damage by fulcrum, subtract the chosen point from 100, and divide the result by 100. Multiply damage by this result. Finally, damage may be modified by Strength, if caused with an 'S' or 'SA' weapon (see Type for A, SA, or S weapons). After damage is modified, if applicable, it is subtracted from the IP of the foe's armor if the armor but not the foe was struck, or additionally, the BPP and LP of the damaged foe if struck. Damage may also be modified when considering the armor and type of weapon (see Damage by Armor and Type of Attack in *Chap. 10: Combat*). Edged weapons listed are considered to be sharp. If an edged weapon is dull, then it does only 50% of the damage listed.

**Delivery Penalty** is a number that is subtracted from the initiative roll (see *Chap. 10: Combat*) each round, which serves to make combatants with weapons likely to be slower while attacking than combatants using only natural weapons, such as brawlers, animals, or many creatures. Delivery Penalty (DP) is listed directly for Missile Weapons. Players must calculate DP for all other weapons. For hacking or pounding weapons, consult the first method below:

*Hacking and Pounding Weapons*

First, multiply Weapon Size in inches by Weapon Weight in pounds. Multiply the result by the Weight Distribution. Consider this Result A.

Next, select a point in the Fulcrum Range, if a range is offered. Then, subtract the chosen point from 100, and divide this result by 100. Consider this Result B.

Multiply Result A by B. Divide this result by 2. This is Result C. The Strength of the character must equal or exceed Result C to be able to wield the weapon with 1 hand. Multiply Result C by 0.75. This is Result D, which is the Strength required to wield the weapon with 2 hands. Less Strength is required to wield a weapon with 2 hands than 1 hand.

However, there is a difference between being minimally able to wield a weapon, and effectively wielding a weapon. If a character cannot wield a weapon effectively, then they have a penalty to their attack skill check.

Multiply Result C by 1.5 to determine the Strength at which a character is effective at wielding a weapon with 1 hand. Consider this Result E. Multiply Result D by 1.5 to determine the Strength at which a character is effective at wielding a weapon with 2 hands. Consider this Result F.

If a character is able to wield a weapon, but ineffectively, then divide Strength by (Result E if 1-handed, or Result F if 2-handed) and multiply by 10. This is the penalty to all attack skill checks made by this character with this weapon at this fulcrum.

As Strength increases, a character progresses from being able to wield a weapon with 2 hands, then able with 1 hand, then effective with 2 hands, then effective with 1 hand, and then penalized for using 2 hands when 1 is clearly sufficient.

If a character attempts to use a weapon with 2 hands, then multiply Result C by 4, and consider this Result G. This is the point of Strength above which a weapon should be used with only 1 hand. If a character has a Strength equal to or greater than Result G and attempts to wield this weapon with 2 hands, then the character receives a penalty to their DP. In this case, multiply Result D by 1.25.

1. For the sake of ease, it is recommended that Delivery Penalty is calculated by using a program called the Fatal Delivery Penalty Generator, which is available free from Fatal Games. This program may be downloaded from the Website: www.fatalgames.com.

If the character is able to wield the weapon, or can wield it effectively, then apply the opposite of the Skill Modifiers for Strength, Agility, or the average of Strength and Agility, depending on its type: A, SA, or S. Apply this either to Result C if a weapon is used 1-handed and it should be used 1-handed, to Result D if a weapon is used 2-handed and should be used 2-handed, or to the modified Result D if a weapon is used 2-handed and should be used 1-handed. The result is the DP.

For example, a human named Giles picks up a horseman's flail with 2 spiked balls. Since this flail is 36" long, 7 pounds, and has a weight distribution of 0.80, these are multiplied together to give Result A, which is 201.6. Since Giles' Strength is 130, he confidently chooses the lowest fulcrum, which is 10. Therefore, (100 - 10) is 90, and (90 / 100) is 0.9. Result B is 0.9. Next, (201.6 x 0.9) is 181.44, and (181.44 / 2) is 90.72. Result C is 90.72. Because Giles' Strength is 130, which meets or exceeds 90.72, he is capable of wielding this flail with 1 hand. However, if Giles were to keep the same fulcrum, but use 2 hands, he would need only a Strength of 68.04 (90.72 x 0.75), which is Result D. Giles is able to wield this flail with 1 or 2 hands. With 1 hand, he needs a Strength of 136 (90.72 x 1.5) to be effective with this flail at this fulcrum. Giles is ineffective with this weapon, and has a penalty of -9 to all attack skill checks [(130 / 136) x 10] whenever wielding this weapon with 1 hand at this fulcrum. However, with 2 hands, Giles needs a Strength of 102 (68.04 x 1.5) to be effective with this flail at this fulcrum. Since his Strength is 130, he is capable of wielding this flail effectively with 2 hands at this fulcrum. Giles chooses to wield it 2-handed. His Agility is 100, so there is no modifier. Since the weapon type is SA, the average of his Strength and Agility skill modifiers (+14 and 0) is 7. The opposite (-7) is applied to 68. Giles has DP 61 while wielding this flail with 2 hands at fulcrum 10.

*Stabbing Weapons*

Some weapons may cause stabbing damage, but their DP is calculated either as hacking or pounding. Examples include the horseman's battle axe, both war hammers, and both military picks, scythe, sickle, and hurlbat.

For stabbing weapons, multiply the Weapon Weight by 10, and consider this Result A. This is the Strength required to wield the weapon with 1 hand. Multiply Result A by 0.75, and consider this Result B. This is the Strength required to wield the weapon with 2 hands. If the weapon is longer than half the height of the character, then the character should use 2 hands or suffer a penalty to the attack skill check.

Weapons that are clearly 1-handed, such as when a human wields a dagger, do not get a lower DP by using 2 hands. In this case, multiply Result A by 1.25, which gives the wielder a penalty.

If the character is capable of wielding the weapon, then apply the opposite of the Skill Modifier Agility. Apply this either to Result A if a weapon is used 1-handed and it should be used 1-handed, to Result B if a weapon is used 2-handed and should be used 2-handed, or to the modified Result A if a weapon is used 2-handed and should be used 1-handed. The result is the DP.

Stabbing weapons weighing less than 1% of a character's Strength have a DP equal to the opposite of their Agility Skill Modifier.

For example, a kobold named Kundugga picks up a short spear. A short spear weighs 3 pounds, so Result A is 30. Since his Strength is 80, Kundugga is strong enough to wield this short spear with 1 hand. But, since it is longer than half of his height, Kundugga chooses to wield it with 2 hands and avoid the penalty to the attack skill check. Therefore, Result A becomes 22.5. Since Kundugga's Agility is 103, he has a skill modifier of + 3. Therefore, his final DP with this weapon is 19 (22 - 3).

**Penetration** is a listing of modifiers against penetrating Light/Medium/Heavy armors for a specific weapon. Light armors are nakedness, clothing, gambeson, leather armors. Medium armors include brigandine, scalemail, chainmail, and banded mail. Heavy armors include chainmail with breastplate, platemail, and ceremonial platemail.

## Melee Weapons

| Melee Weapons | Cost | Type | Size | Wt. (lbs.) | Weight Dist. | Fulcrum Range | Damage | Penetration L/M/H |
|---|---|---|---|---|---|---|---|---|
| 1. Axe, Battle, Footman's (2H)(w/o back spike) | 50 s.p. | H:SA | M 48" | 4 | 0.90 | 5-90 | 3d10+2 | -/-5/-10 |
| 2. Axe, Battle, Horseman's (w/back spike) | 30 s.p. | H(S):SA | S 24" | 3 | 0.85 | 10-90 | 1d12+1 | -/-5/-15 |
| 3. Axe, Hand (Hatchet) (also thrown) | 10 s.p. | H:A | T 15" | 2 | 0.80 | 10-90 | 1d10 | -/-10/-20 |
| 4. Club | - | P:SA | S 24" | 2 | 0.60 | 10-90 | 2d6 | -/-/-5 |
| 5. Club, Great (2H) | 10 s.p. | P:S | M 36-48" | 4 | 0.60 | 5-90 | 3d8 | -/-/-5 |
| 6. Dagger (double-edged) (also thrown) | 30 s.p. | S:A | T 11-18" | 1 | - | - | 1d10 | -/-5/-20 |
| 7. Dagger, Dirk (single edge) | 20 s.p. | S:A | S 17-21" | 2 | - | - | 1d12 | -/-10/-25 |
| 8. Dagger, Stiletto(triple edge) | 50 s.p. | S:A | T 12" | 1 | - | - | 1d20 | -/-/-10 |
| 9. Flail, Footman's,Holy Water Sprinkler (2H) [swivel end link (no chain) w/ attached 8" spiked mace] | 50 s.p. | P:SA | M 36" staff +8" | 12 | 0.60 | 5-70 | 3d10+3 | -/-/-5 |
| 10. Flail, Footman's Military (2H) [swivel end link (no chain) w/ attached 15" sectioned + spiked rod] | 70 s.p. | P:SA | M 36" staff +15" | 13 | 0.60 | 5-70 | 3d12+2 | -/-/-5 |
| 11. Flail, Horseman's (w/ chain and 1 spiked ball) | 30 s.p. | P:SA | S 24" staff + 12" | 6 | 0.80 | 10-60 | 2d10+1 | -/-5/-10 |
| 12. Flail, Horseman's (w/ chains and 2 spiked balls) | 40 s.p. | P:SA | S 24" staff + 12" | 7 | 0.80 | 10-60 | 2d10+3 | -/-/-10 |
| 13. Garrote (2H) (thin wire for choking) | 5 s.p. | -:A | S 24" | 1 | - | - | 3d8 (see description) | -/-/-50 |
| 14. Hammer, Maul (2H) (military sledge of stone) | 120 s.p. | P:S | M 36" | 10 | 0.90 | 5-90 | 4d12+4 | -/-/-5 |
| 15. Hammer, War, Footman's (2H) (with back spike) | 40 s.p. | P(S):SA | M 30-33" | 3 | 0.70 | 5-90 | 3d10+2 | -/-5/-15 |
| 16. Hammer, War, Horseman's (with back spike) (also thrown) | 30 s.p. | P(S):SA | S 24" | 2 | 0.80 | 10-90 | 1d20+2 | -/-5/-15 |
| 17. Lance, Light (blunted end, hollow pole) | 20 s.p. | P:SA | L 60" | 5 | - | - | 1d12+2 | -/-5/-10 |
| 18. Lance, Heavy (x2 charge) | 80 s.p. | S:SA | L 168" | 10 | - | - | 1d20+3 | -/-5/-10 |
| 19. Lance, Jousting (x2 set charge) (blunted end) | 100 s.p. | P:SA | L 168" | 6 | - | - | 1d12+3 | -/-/- |
| 20. Mace, Footman's (2H) | 40 s.p. | P:SA | M 36" | 6 | 0.85 | 5-90 | 3d10+3 | -/-/-10 |
| 21. Mace, Horseman's | 20 s.p. | P:SA | S 24" | 4 | 0.90 | 10-90 | 1d20+3 | -/-5/-15 |
| 22. Mace-axe (2H) | 60 s.p. | H/P:SA | M 36" | 7 | 0.90 | 5-90 | 3d10+4 | -/-/-10 |
| 23. Morgenstern (Morningstar) (2H) | 40 s.p. | S/P:SA | M 48" | 8 | -/0.80 | 5-90 | 3d10+3 | -/-5/-10 |

| Melee Weapons (continued) | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Melee Weapons** | **Cost** | **Type** | **Size** | **Wt. (lbs.)** | **Weight Dist.** | **Fulcrum Range** | **Damage** | **Penetration L/M/H** |
| 24. Pick, Military, Footman's (2H) (also called the Bisacuta, Oucin, Besague) | 40 s.p. | H(S):SA | M 48" | 6 | 0.85 | 5-90 | 3d10 + 3 | -/-5/-10 |
| 25. Pick, Military, Horseman's | 30 s.p. | H(S):SA | S 24" | 4 | 0.80 | 10-90 | 1d20 + 3 | -/-5/-15 |
| 26. Polearm, Awl Pike (2H) (x2 set charge) | 20 s.p. | S:SA | L 216-264" | 12 | - | - | 2d10 + 2 | -/-5/-15 |
| 27. Polearm, Berdeesh (2H) (Bardiche or Sparth Axe) | 30 s.p. | H:SA | L 60" | 7 | 0.85 | 5-90 | 3d10 + 3 | -/-5/-10 |
| 28. Polearm, Bec de Corbin (Raven's Beak) (2H) | 40 s.p. | S/P:SA | L 72" | 6 | 0.80 | -/5-90 | 2d10/ 2d12 + 1 | -/-5/-15 |
| 29. Polearm, Bill (2H) | 50 s.p. | S/H:SA | L > 95" | 10 | 0.85 | -/5-90 | 2d10/ 3d10 + 2 | -/-5/-15 |
| 30. Polearm, Bipennis (2H) (double-bladed Poleaxe) | 90 s.p. | H:SA | L 72" | 12 | 0.90 | 5-90 | 3d12 + 2 | -/-/-10 |
| 31. Polearm, Fauchard (2H) | 20 s.p. | H:SA | L > 95" | 7 | 0.75 | 5-90 | 3d10 + 2 | -/-/-15 |
| 32. Polearm, Glaive (2H) | 30 s.p. | H:SA | L > 95" | 8 | 0.80 | 5-90 | 2d10 | -/-10/-20 |
| 33. Polearm, Guisarme (2H) | 20 s.p. | H:SA | L > 71" | 8 | 0.75 | 5-90 | 3d10 + 2 | -/-5/-10 |
| 34. Polearm, Halberd (2H) (x2 set charge) | 50 s.p. | S/H:SA | L 60-96" | 10 | 0.85 | -/5-90 | 2d10/ 3d12 + 1 | -/-5/-5 |
| 35. Polearm, Military Fork (2H) (x2 set charge) | 20 s.p. | S:SA | L > 83" | 7 | 0.80 | - | 2d12 | -/-5/-10 |
| 36. Polearm, Partisan (2H) (x2 set charge) | 50 s.p. | S:SA | L > 83" | 8 | 0.75 | - | 2d12 | -/-5/-15 |
| 37. Polearm, Poleaxe (single-bladed Bipennis w/spikes on back and tip) (2H) | 60 s.p. | S/H:SA | L 60-72" | 10 | 0.85 | -/5-90 | 2d10/ 3d12 | -/-/-10 |
| 38. Polearm, Ranseur (2H) (x2 set charge) | 30 s.p. | S:SA | L > 95" | 7 | 0.75 | - | 2d10 + 1 | -/-5/-10 |
| 39. Polearm, Spetum (2H) (x2 set charge) | 20 s.p. | S:SA | L > 95" | 7 | 0.75 | - | 2d10 + 1 | -/-5/-10 |
| 40. Polearm, Voulge (2H) (Lochaber axe) | 30 s.p. | H:SA | L > 95" | 10 | 0.85 | 5-90 | 3d10 + 2 | -/-5/-10 |
| 41. Quarterstaff (iron end-caps) | 1 s.p. | P:SA | L 60-72" | 3 | 0.50 | 5-90 | 1d10 | -/-20/-80 |
| 42. Sap | 2 s.p. | P:SA | T 12" | 3 | 0.90 | 5-90 | 1d8 | -/-5/-50 |
| 43. Spear, Long (2H) (x2 set charge) | 20 s.p. | S:SA | L < 156" | 5 | 0.90 | - | 2d10 | -/-5/-15 |
| 44. Spear, Medium (also thrown) | 10 s.p. | S:SA | L 48-84" | 3 | 0.85 | - | 2d10 | -/-5/-15 |
| 45. Spear, Short (half-spear or guard spear) | 5 s.p. | S:SA | S 27" | 3 | 0.80 | - | 2d10 | -/-5/-15 |
| 46. Spear, Trident (2H) | 8 s.p. | S:SA | M 48-96" | 6 | 0.80 | - | 3d6 | -/-5/-10 |
| 47. Strike, Unarmed (see Brawling skill) | - | P:A | - | - | - | - | (see Brawling skill) | -/-50/-90 |
| 48. Sword, Bastard (Hand-and-a-Half) | 120 s.p. | H:SA | L 43-51" | 7 | 0.25 | 5-15 | 3d12 + 1 | -/-5/-10 |

| Melee Weapons (continued) | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Melee Weapons** | **Cost** | **Type** | **Size** | **Wt. (lbs.)** | **Weight Dist.** | **Fulcrum Range** | **Damage** | **Penetration L/M/H** |
| 49. Sword, Broadsword (seemingly, the average of swords) | 50 s.p. | H:SA | M 34-46" | 3 | 0.40 | 5 | 2d12 | -/-5/-15 |
| 50. Sword, Cut + Thrust(thick sword of medium length) | 90 s.p. | S/H:SA | M 37-40" | 4 | -/0.30 | -/10 | 2d10/ 2d12 | -/-/-15 |
| 51. Sword, Falchion (curved blade, weighted end, single edge) | 60 s.p. | H:SA | S 28-30" | 4 | 0.50 | 10 | 3d6 | -/-5/-15 |
| 52. Sword, Flamberge (2H) (wavy blade) | 300 s.p. | S:SA | L 48-64" | 10 | - | - | 3d10 | -/-/-10 |
| 53. Sword, Gladius | 60 s.p. | S/H:SA | S 28" | 3 | -/0.20 | -/10 | 2d10/ 4d8 | -/-5/-15 |
| 54. Sword, Long (thin blade that is long for a one-handed sword) | 70 s.p. | S:SA | M 34-42" | 4 | - | - | 1d20 | -/-5/-15 |
| 55. Sword, Short (sometimes called an Archer's sword) | 50 s.p. | S:SA | S 22-31" | 3 | - | - | 3d6 | -/-5/-15 |
| 56. Sword, Zweihander (2H) | 250 s.p. | S/H:S | L 58-75" | 15 | -/0.35 | -/5-30 | 2d10/ 4d12 | -/-/-10 |
| 57. Whip (subdual damage) | 10 s.p. | H:A | M 96" | 2 | 0.15 | 5 | 1d4 | -/-80/-95 |
| 58. Whip, Bull | 20 s.p. | H:A | L 168" | 3 | 0.10 | 5 | 1d6 | -/-70/-90 |
| 59. Whip, Cat-o-nine tails (subdual damage) | 5 s.p. | H:A | T 18" | 1 | 0.20 | 5 | 1 | -/-80/-95 |
| 60. Whip, Scourge (a Cat-o-nine tails with barbs) | 10 s.p. | H:A | T 18" | 1 | 0.25 | 5 | 1d6 | -/-75/-90 |

## Miscellaneous Weapons

| Miscellaneous Weapons | Cost | Type | Size | Wt. (lbs.) | Weight Dist. | Fulcrum Range | Range | Damage | Penetration L/M/H |
|---|---|---|---|---|---|---|---|---|---|
| 1. Axe, Hand (Hatchet) | 10 s.p. | H:A | T 15" | 2 | 0.85 | 10-90 | (Strength-/10)' | 1d10 | -/-10/-20 |
| 2. Bottle (if broken, treat as a knife) | 1 s.p. | P:A | T 12" | 1 | 0.75 | 20 | (Strength-/10)' | 1d8 | -/-5/-15 |
| 3. Bucket | 2 s.p. | P:SA | T 15" | 2 | 0.75 | 10 | - | 1d4 | -/-10/-20 |
| 4. Chain | 4 s.p. | P:SA | L 60" | 5 | 0.50 | 5 | - | 1d6 | -/-10/-20 |
| 5. Chair (2H) | 3 s.p. | P:SA | M 36" | 3 | 0.75 | 5-90 | - | 1d8 | -/-10/-20 |
| 6. Cleaver | 10 s.p. | H:A | T 12" | 2 | 0.75 | 10 | (Strength-/10)' | 1d10 | -/-10/-20 |
| 7. File, Metal | 2 s.p. | P:A | T < 12" | 1 | 0.50 | 10-90 | - | 1d4 | -/-10/-20 |
| 8. Flail, Grain (wood joined by rope) | 3 s.p. | P:SA | S 30" | 2 | 0.30 | 10-60 | - | 1d8 | -/-10/-20 |
| 9. Fork, Pitch (2H) | 9 s.p. | S:SA | L > 83" | 6 | NA | NA | - | 2d6 | -/-5/-15 |
| 10. Fork, Serving | 6 s.p. | S:A | T 12" | 1 | NA | NA | - | 1d6 | -/-5/-25 |
| 11. Gauntlet | 200 s.p. | P:SA | T < 12" | 2 | 0.50 | NA | - | 1d4 | -/-5/-15 |
| 12. Hammer, Tool (w/o back spike) | 10 s.p. | P:A | T 15" | 2 | 0.90 | 10-90 | (Strength-/10)' | 2d10 | -/-5/-10 |
| 13. Hammer, Sledge (2H) | 30 s.p. | P:S | M 36" | 8 | 0.90 | 10-90 | - | 2d20 | -/-/-5 |
| 14. Hoe (2H) | 5 s.p. | H:SA | M 36-48" | 3 | 0.75 | 10-90 | - | 1d6 | -/-10/-20 |
| 15. Hook, Grappling | 40 s.p. | S/P:SA | T 18" | 4 | 0.75 | 10-70 | (Strength-/10)' | 1d6 | -/-5/-10 |
| 16. Knife, Hunting or Tool (single edge) | 8 s.p. | S:A | T 8-13" | 1 | NA | NA | (Strength-/10)' | 1d8 | -/-15/-25 |
| 17. Mallet (all wood) | 2 s.p. | P:A | T 12" | 2 | 0.80 | 10-75 | - | 1d4 | -/-5/-20 |
| 18. Quill | 40 s.p. | S:A | T 12" | - | NA | NA | - | 1d2 | -/30/-95 |
| 19. Pan, Frying (Iron) | 8 s.p. | P:SA | S 18" | 4 | 0.75 | 10 | - | 1d8 | -/-5/-15 |
| 20. Pry bar (Crowbar) | 4 s.p. | P:SA | T 18" | 3 | 0.50 | 10-90 | - | 1d8 | -/-5/-15 |
| 21. Rolling Pin | 2 s.p. | P:SA | T 12" | 2 | 0.60 | 10 | - | 1d4 | -/-5/-20 |
| 22. Scissors | 9 s.p. | S:A | T < 10" | 0.5 | NA | NA | - | 1d6 | -/-5/-25 |
| 23. Scythe (2H) | 30 s.p. | H(S):SA | L 60" | 5 | 0.50 | 10-90 | - | 2d8 | -/-10/-20 |
| 24. Shield | varies | P:SA | varies | varies | 0.50 | 50 | - | 1d2 | -/-5/-10 |
| 25. Shoe | 2 s.p. | P:A | T < 12" | 0.5 | 0.50 | 50 | (Strength-/10)' | 1d2 | -/-5/-25 |
| 26. Shoe, Horse | 5 s.p. | P:SA | T < 8" | 2 | 0.50 | 50 | (Strength-/10)' | 1d4 | -/-5/-20 |

| Miscellaneous Weapons (continued) | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Miscellaneous Weapons** | **Cost** | **Type** | **Size** | **Wt. (lbs.)** | **Weight Dist.** | **Fulcrum Range** | **Damage** | **Penetration L/M/H** |
| 27. Shovel (2H) | 8 s.p. | H/P:SA | M 36-48" | 4 | 0.80 | 10-90 | 1d8 | -/-5/-15 |
| 28. Sickle | 10 s.p. | H(S):A | T 18" | 2 | 0.40 | 10 | 1d12 | -/-15/-25 |
| 29. Spade (2H) | 7 s.p. | H/P:SA | M 36-48" | 3 | 0.85 | 10-90 | 1d8 | -/-5/-15 |
| 30. Targe (Spiked Shield) | 20 s.p. | S:SA | S 24" | 6 | 0.50 | 50 | 1d8 | -/-5/-20 |
| 31. Torch (a burning club) | 1 s.p. | P:SA | S 24" | 1 | 0.55 | 10-90 | 2d10 | -/-5/-15 |

| Missile Weapons | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Missile Weapons** | **Cost** | **Type** | **Size** | **Wt. (lbs.)** | **Range** | **Delivery Penalty** | **Damage** | **Penetration L/M/H** |
| 1. Arrows (12 w/quiver) | 10 s.p. | S:- | S 30" | 2 | See Weapon | See Weapon | See Weapon | See Weapon |
| 2. Axe, Hand (Hatchet) | 8 s.p. | H:SA | T 15" | 2 | (Strength-/10)' | 20 | 1d10 | -/-10/-20 |
| 3. Bolas | 10 s.p. | P:SA | S 24" | 2 | (Strength-/5)' | 20 | 3d4 | -/-20/-90 |
| 4. Bolts (20 w/ quiver) | 20 s.p. | S:- | T 18" | 3 | See Weapon | See Weapon | See Weapon | See Weapon |
| 5. Boomerang (does not return to thrower) | 10 s.p. | P:A | T 18" | 1 | (Strength-/5)' | 10 | 1d6 | -/-10/-20 |
| 6. Bottle (if broken, treat as a knife) | 1 s.p. | P:SA | T 12" | 1 | (Strength-/10)' | 10 | 1d8 | -/-5/-15 |
| 7. Bottle, Oil (with ignited wick) (Molotov cocktail) | 5 s.p. | P:SA | T 12" | 2 | (Strength-/10)' | 20 | 1d20/ then 1d10 | -/-5/-10 |
| 8. Bow, Short (2H) (can use mounted) | 150 s.p. | S:A | M 48" | 2 | 60' | 20 | 1d12 | -/-20/-50 |
| 9. Bow, Long (2H) (too big to use mounted) | 400 s.p. | S:A | L 66-79" | 3 | 100' | 30 | 1d20 | -/-5/-10 |
| 10. Cleaver | 10 s.p. | H:SA | T 12" | 2 | (Strength-/10)' | 10 | 1d10 | -/-10/-20 |
| 11. Crossbow, Hand (2H) (drawn by the hand) Crossbows and cross-bowmen are also called arbalests + arbalestiers. | 180 s.p. | S:A | M 36" | 7 | 80' | 70 | 2d10+1 | -/-/-5 |
| 12. Crossbow, Wheel + Ratchet (2H) (must be cranked) Crossbows and cross-bowmen are also called arbalests + arbalestiers. 400 draw lbs. required. | 250 s.p. | S:A | M 36" | 14 | 120' | 100 | 3d10+2 | -/-/- |
| 13. Dagger (double-edged) | 10 s.p. | S:A | T 11-18" | 1 | (Strength-/10)' | 10 | 1d10 | -/-5/-20 |
| 14. Dart | 20 s.p. | S:A | T 18" | 0.5 | (Strength-/5)' | 5 | 1d8 | -/-25/-75 |
| 15. Flask | 1 s.p. | P:SA | T 72" | 1 | (Strength-/10)' | 10 | 1d4 | -/-10/-25 |
| 16. Flask, Oil (with ignited wick) | 20 s.p. | P:SA | T 72" | 1 | (Strength-/10)' | 10 | 1d8/ then 1d4 | -/-10/-20 |
| 17. Hammer, Tool (w/o back spike) | 10 s.p. | P:SA | T 15" | 2 | (Strength-/10)' | 20 | 1d12 | -/-5/-10 |
| 18. Hammer, War, Horseman's (with back spike) | 30 s.p. | P(S):SA | S 24" | 2 | (Strength-/10)' | 20 | 1d20+2 | -/-5/-15 |
| 19. Hook, Grappling | 40 s.p. | S/P:SA | T 18" | 4 | (Strength-/10)' | 40 | 1d6 | -/-5/-10 |
| 20. Hurlbat (all metal hand ax) | 20 s.p. | H(S):SA | S 22" | 4 | (Strength-/10)' | 40 | 1d20 | -/-5/-15 |
| 21. Javelin | 10 s.p. | S:SA | M 60" | 2 | (Strength-/4)' | 20 | 1d12 | -/-10/-25 |
| 22. Knife, Hunting or Tool (single edge) | 7 s.p. | S:A | T 8-12" | 1 | (Strength-/10)' | 10 | 1d8 | -/-15/-25 |
| 23. Knife, Throwing (double-edged) | 9 s.p. | S:A | T < 8" | 0.5 | (Strength-/5)' | 5 | 1d6 | -/-10/-20 |

| Missile Weapons (continued) | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Missile Weapons** | **Cost** | **Type** | **Size** | **Wt. (lbs.)** | **Range** | **Delivery Penalty** | **Damage** | **Penetration L/M/H** |
| 24. Net, Weighted | 5 s.p. | P:SA | L 120" | 10 | (Strength-/10)' | 100 | - | -/-/- |
| 25. Pilum | 20 s.p. | S:SA | L 72-84" | 1 | (Strength-/4)' | 10 | 1d12 | -/-5/-10 |
| 26. Rock | - | P:A | T 3" | 1 | (Strength-/4)' | 10 | 1d8 | -/-5/-25 |
| 27. Sling (2H) | - | P:SA | S 24-36" | 1 | (Strength-/2)' | 5 | 1d8+1 | -/-5/-25 |
| 28. Spear, Medium | 10 s.p. | S:SA | L 60-84" | 3 | (Strength-/5)' | 30 | 2d10 | -/-5/-15 |
| 29. Vial | 5 s.p. | P:SA | T 4" | 0.5 | (Strength-/5)' | 5 | 1d4 | -/-10/-50 |

**Axe, Battle, Footman's:** Attached at the end of a 4' pole is the head of an axe with a blunt back and tip; there is no back-spike. This large 2-handed axe is used to cleave objects in half. BCT is 1 day for a weaponsmith.

**Axe, Battle, Horseman's:** Attached at the end of a 2' pole is the head of an axe with a back-spike. This 1-handed axe is used to cleave objects in half. However, the grip may be reversed and the spike may be used instead, inflicting stabbing damage if desired. BCT is 1 day for a weaponsmith.

**Axe, Hand:** Also called a hatchet, a small axe is attached to a 15" pole. A hand axe may be used as both a melee and a missile weapon. BCT is 1 day for a weaponsmith.

**Bolas:** This weapon consists of several separate small leather pouches filled with sand; the pouches are connected by thin ropes. This weapon is used by spinning above one's head and then hurling at a target. If the target is hit, then numerous sand-filled pouches will hit in succession and cause damage. BCT is 1 day for a weaponsmith.

**Boomerang:** This weapon consists of a piece of wood that has been carved flat, is roughly 2-3" across, and otherwise is shaped like a 'V'. Having a skill with this weapon means that it will return to the thrower if it misses its target. Without a skill in this weapon, the boomerang will land randomly. BCT is 1 day for a weaponsmith.

**Bottle:** Though bottles may come in all shapes and sizes, a wine bottle is approximated here.

**Bottle, Oil** (with ignited wick)**:** This weapon[1] consists of a bottle filled between a third and halfway with oil. A rag or wick is dipped in oil and stuffed into the mouth of the bottle. To use theweapon, the rag or wick is lit on fire and the bottle is hurled at a foe or target. This weapon is harder to use than it seems. This weapon is impeded by 2 factors:

1. The bottle is harder to break than one may think. Whenever one is hurled, an additional roll must be made to see if it breaks, not just if the hurled bottle connects with the target. If the bottle does not break, as determined below, then it only does 1d8 damage from the impact and eventually the wick will burn itself out. Below are different circumstances:
    a. If hurled against a solid, hard, and unmoving object such as a tree or a wall, then there is only an 20% chance the bottle does not break.
    b. If hurled against an object of medium hardness such as a human standing up and wearing anything but platemail or carrying a



1. In modern times, this weapon is commonly called a Molotov Cocktail, which is derived from Vyacheslav Molotov, who was the Foreign Minister of the Secretary of War in the Soviet Union during World War II.

tower shield, then there is only a 60% chance the bottle does not break.

c. If hurled against a soft, movable object such as hay, then there is a 95% chance the bottle does not break.

2. If hurled during moderate or stronger winds, then the wick is 90% likely to be extinguished before the bottle contacts the target.

**Bow, Short:** This 2-handed weapon consists of a thin wooden pole and a tendon connecting the 2 ends. When the tendon is attached to both ends, the pole must be bent for it to reach. This creates pressure on the tendon. This weapon projects arrows at targets. Shortbows are widely known to be ineffective against armored humanoid troops. It takes 2 rounds to load, aim, and fire. BCT is 1 week for a bowyer.

**Bow, Long:** This 2-handed weapon consists of a thin wooden pole made from yew, and has a tendon connecting the 2 ends. When the tendon is attached to both ends, the pole must be bent for it to reach. This creates pressure on the tendon. This weapon projects arrows at targets, and may require up to 100 pounds of force to draw it. The longbow is a new invention, it is fast, and surprisingly effective at penetrating armor and creatures. It takes 2 rounds to load, aim, and fire. BCT is 2 weeks for a bowyer.

**Bucket:** This weapon consists of a metal or wooden structure and a handle. Normally, a bucket is designed to carry liquids such as water. In threatening situations, a bucket may be swung at a foe. BCT is 1 day for a blacksmith.

**Chain:** This weapon consists of numerous small metal links that are strung together one after another. Chains are swung above the head and 1 end is whipped at a target. BCT is 1 week.

**Chair:** This 2-handed wooden weapon consists of something crafted on which characters rest their rumps. In a threatening situation, a chair may be picked up and swung at a foe, or it may be used effectively to keep a foe at a distance. BCT is 2 days for a carpenter.

**Cleaver:** This weapon consists of a handle and a long, thick blade extending from it. The blade has only 1 edge, but it has a lot of steel behind it. Cleavers may be used in melee or missile combat. BCT is 1 day for a tinker.

**Club:** This 1-handed weapon consists of a piece of wood that is usually 2 feet in length. One of the most ancient of weapons, it is commonly used to bash creatures in the head.

**Club, Great:** This 2-handed weapon con-

sists of a piece of wood that is usually 4 feet in length. One of the most ancient of weapons, it is commonly used to bash creatures in the head. Creatures at least 12' tall may use this weapon effectively with 1 hand.

**Crossbow, Hand:** A hand crossbow is one that may be reloaded by hand or without needing a mechanism. After a bolt is projected at a foe, the tip of the crossbow is placed on the ground, the user places the tip of their foot in a stirrup at its base, and the user pulls back on the sinew, cocking it again, which takes 2 rounds. BCT is 2 weeks for a bowyer.

**Crossbow, Wheel and Ratchet:** Once fired, this weapon must be cocked again by using a mechanism consisting of a wheel and ratchet. Although it takes 3 rounds to reload this weapon, the bolt is projected with incredible force. BCT is 2 weeks for a bowyer.

**Dagger:** Ranging from 11-18" in length, this weapon consists of a handle and a blade with 2 edges. This weapon may be used for both melee and missile combat. Daggers are popular weapons, often used as eating utensils, and commonly hidden in boots. BCT is 1 week for a bladesmith.

**Dagger, Dirk:** Essentially, a dirk is a larger dagger that has only 1 sharpened edge. Dirks are not balanced and may not be thrown properly. BCT is 1 week for a bladesmith.

**Dagger, Stiletto:** This weapon is usually illegal wherever one may go, since it is so popular among assassins, easily hidden, and very lethal. The blade of this dagger has 3 edges, appearing triangular if observed from the tip. An edge of the blade is no more than ¾" across at its widest near the thin handle, and the blade tapers to a very fine point. BCT is 2 weeks for a weaponsmith.

**Dart:** Very similar in size and shape to arrows, darts do not have fletching, but only a pole and a metal tip. Darts are hurled at foes. BCT is 1 day for a weaponsmith.

**Flask:**- This is a small, glass fixture designed to hold a small amount of liquid. If necessary, flasks may be hurled at foes. BCT is 1 day for a glassblower.

**Flask, Oil:** This is a small, glass fixture designed to hold a small amount of liquid. In this case, it is filled with oil. The oil-filled flask is hurled at foes. BCT is 1 day for a glassblower.

**File, Metal:** This weapon is a long, thin piece of metal that has a rough texture. Normally, this utensil is used to file away at metal, but it may be used as a small club. BCT is 1 day for a blacksmith.

**Flail, Footman's, Holy Water Sprinkler:** This 2-handed flail consists of a 3' pole and swivel link at the end, upon which swings an 8" metal rod with a spiked ball at the end. This flail has no chain.

BCT is 1 week for a weaponsmith.

**Flail, Footman's, Military:** This 2-handed flail consists of a 3' pole and a swivel link at the end, upon which swings a 15" metal rod. Periodically, the thin metal rod (1" diameter) has a ring of spikes around its circumference. This flail has no chain. BCT is 1 week for a weaponsmith.

**Flail, Grain:** Not the everyday flail, this weapon is almost strictly used to pound grain. This weapon consists of a wooden pole and wooden balls, which are connected to the pole with rope. BCT is 1 day for a carpenter.

**Flail, Horseman's:** These 1-handed flails consist of a 2' pole and either 1 or 2 spiked metal balls. The pole and the balls are connected by a sturdy chain. Flails are surprisingly hard-hitting weapons. BCT is 1 week for a weaponsmith.

**Fork, Pitch:** Used for baling hay, this is commonly used by peasants as a weapon. The tines of a pitchfork are curved, so they do not pierce flesh as well as those of a military fork, which is simply this weapon with straightened tines. BCT is 1 day for a blacksmith.

**Fork, Serving:** This weapon, usually used to serve food to others, may be used to stab creatures. To use in this manner, simply realize the foe for what they are – a piece of meat. BCT is 1 day for a tinker.

**Garrote:** This is an atypical weapon consisting of a thin wire and it is used for strangulation. Though the garrote is a weapon that is easy to use quickly, the act of strangulation takes some time. A successful attack on a foe that has their back to the attacker means that the garrote is firmly around their neck and that damage begins to occur immediately. If the foe does not have their back to the attacker, then the foe's CA increases by 60, 70 if they are familiar with the garrote and the fact that their neck needs special defense. Once the garrote is firmly in place around the foe's neck, it causes 3d8 Life Points of damage per round, though the foe may attempt to escape with a successful Wrestling skill check at TH 21. If failed, then they lose 10 Strength. The 2nd round of strangulation, they may attempt escape with a TH 24. If failed, then they lose 20 Strength. The 3rd round of strangulation, they may attempt escape with a TH 26. If failed, then they lose 40 Strength. Beyond this point, no attempts at escape may be made, damage will continue every round, and the loss in Strength will continue to double every round. BCT is 1 day for a blacksmith.

**Gauntlet:** This is the metal glove of a suit of platemail and is designed to protect a hand. In times of duress, however, it may be impacted upon a foe to damage them. BCT is 1 day for an armorsmith.

**Hammer, Maul:** This 2-handed weapon

consists of a 3' pole, and at the end of it is affixed a stone block. This weapon is very slow, and the damage done is due to force, not speed. This rare weapon is incredibly effective at smashing things. BCT is 1 day for a weaponsmith.

**Hammer, Sledge:** This 2-handed weapon consists of a 3' pole, and at the end of it is affixed a steel block, like an oversized double-headed tool hammer. This weapon is incredibly effective at smashing things, and it is common among peasants. BCT is 1 day for a blacksmith.

**Hammer, Tool:** One of the most common tools, a hammer is a small pole with a blunt piece of metal affixed to 1 end. Normally, hammers are used to drive nails through wood, though it is pleasingly effective at deadening foes. BCT is 1 day for a blacksmith.

**Hammer, War, Footman's:** This 2-handed weapon consists of a pole, usually 30-33", with a steel head affixed to 1 end. The front of the steel head is flat and used for pounding foes. The other side usually has a straight spike, roughly 6" long, which may be used to stab foes. Since this weapon may be used for pounding or stabbing, these are popular weapons of war. BCT is 1 day for a weaponsmith..

**Hammer, War, Horseman's:** This 1-handed weapon consists of a pole, usually 2' long, with a steel head affixed to 1 end. The front of the steel head is flat and used for pounding foes. The other side usually has a straight spike, roughly 4" long, which may be used to stab foes. A horseman's war hammer may be thrown as a missile weapon or used in melee combat. Since this weapon may be used for pounding or stabbing, melee or missile combat, these are very popular weapons of war. BCT is 1 day for a weaponsmith.

**Hoe:** Quite different from a whore, a hoe is a common gardening tool. BCT is 1 day for a blacksmith.

**Hook, Grappling:** Only rarely used as a weapon, this item consists of a series of metal poles extending upward and outward from a central hub before sharply curving back down. Normally, a rope is attached to the hub and the grappling hook is hurled atop a castle wall where the sharp ends catch, embed themselves firmly, and allow others to Climb. It is also hurled from one vessel to another so that boarding may occur. As a weapon, a grappling hook is simply hurled at a foe. BCT is 1 day for a blacksmith.

**Hurlbat:** This weapon is similar to a hatchet made entirely of steel, including the handle. However, virtually any part of this all-metal axe is sharp and dangerous. Hurlbats are hurled at foes. BCT is 1 day for a weaponsmith.

**Javelin:** Much lighter than a spear, javelins are also wooden poles with sharp metal points. Be-

cause of flimsiness, they are virtually worthless in melee combat, but have good range as a missile weapon. BCT is 1 day for a weaponsmith.

**Knife, Hunting or Tool:** A common knife has only a single edge and may be used as a melee or missile weapon. BCT is 1 day for a tinker.

**Knife, Throwing:** Throwing knives look like small daggers since they have 2 edges. Even more than daggers, throwing knives are well-balanced. The handle of a throwing knife has no leather on it, and it is impractical as a melee weapon. BCT is 1 week for a bladesmith.

**Lance, Heavy:** This version of the lance was adapted for warfare against foot soldiers and cavalry alike. This lance weighs a lot and has a sharp tip, but it is very sturdy and successful in unhorsing armored combatants and piercing foes on the ground. BCT is 1 day for a weaponsmith.

**Lance, Jousting:** The original version of a lance, the jousting lance, was an alteration from the success of spears and javelins. This is no different from a spear, except that the head is blunted. The pole is of uniform thickness from end to end with a lozenge-shaped head. Sometimes the blunted end has special points on it, though they do not pierce, but give a grip on plate armor. BCT is 1 day for a weaponsmith.

**Lance, Light:** The newest version of the lance, a light lance is short, only 5 feet in length, and is hollowed out. These are lighter weight, but also splinter, breaking into pieces easily. For every hit on an upright armored humanoid, the weapon has a 30% chance of splintering. BCT is 1 day for a weaponsmith.

**Mace, Footman's:** This 2-handed weapon consists of a 3' pole, either wooden or metal, and a metal head affixed to 1 end. The metal head may vary widely in its design. Some consist of a metal ball that is either spiked, studded, or blunt. Another popular design to reduce weight is to have a large, ribbed end. Whatever is attached, the purpose of a mace is to dash the brains out of foes with primarily pounding force. This weapon is popular with many hierophants, because numerous deities prohibit their worshippers from using edged weapons. BCT is 1 day for a weaponsmith..

**Mace, Horseman's:** This 1-handed weapon consists of a 2' pole, either wooden or metal, and a metal head affixed to 1 end. The metal head may vary widely in its design. Some consist of a metal ball that is either spiked, studded, or blunt. Another popular design to reduce weight is to have a large, ribbed end. Whatever is attached, the purpose of a mace is to dash the brains out of foes with primarily pounding force. This weapon is popular with many hierophants, because numerous deities prohibit their worshippers from using edged weapons. BCT is 1 day for a weaponsmith.

**Mace-Axe:** This odd 2-handed weapon consists of a 3' wooden pole and a metal head affixed to 1 end. The metal head has 2 sides: 1 like a battle axe, the other wide and blunt like a mace. Accordingly, the weapon may be used for either hacking or pounding. BCT is 1 day for a weaponsmith.

**Mallet:** A thick cylinder of wood is attached to a small handle. Mallets are normally used to pound stakes into the ground. In times of need, they may be used against foes. BCT is 1 day for a carpenter.

**Morgenstern:** Also called a morningstar, this 2-handed weapon consists of a 4' pole. At 1 end of the pole, nails are driven through it in all directions. This spiked weapon is easy to make, common among peasants, and often considered a mace with a spiked head. It is most appropriate for foot soldiers, though both cavalry and infantry may be armed with it. BCT is 1 day for a weaponsmith.

**Net, Weighted:** Small weights are affixed to the perimeter of this net and it is hurled at fish, wild animals, and sometimes foes. The purpose of the weighted net is to take the foe to the ground, so that others may approach and deprive the foe of consciousness or life as desired while the foe struggles for freedom. If hit by a net, then a foe must pass a Balance skill check at TH 20 or fall to the ground. Next, reverse the sign of the foe's Intelligence Skill Modifier (such as positive to negative and vice versa) and multiply this result by 1d10 to determine the number of rounds it takes for them to find their way out of the weighted net. BCT is 1 day for a ropemaker.

**Pan, Frying:** Normally, frying pans are iron cooking utensils. If necessary, this iron pan may be pounded against a foe. BCT is 1 day for a tinker.

**Pick, Military, Footman's:** This 2-handed weapon consists of a 4' pole and a long, thin blade that is attached in a perpendicular fashion to 1 end of the pole. The footman's military pick was originally used for mining and has been adopted for warfare. BCT is 1 day for a weaponsmith.

**Pick, Military, Horseman's:** This 1-handed weapon consists of a 2' pole and a long, thin blade that is attached in a perpendicular fashion to 1 end of the pole. The horseman's military pick was originally used for mining and has been adopted for warfare. BCT is 1 day for a weaponsmith.

**Pilum:** This weapon consists of a pole, half of which is wooden, half of which is steel. The steel half has a sharp tip and is front-heavy when hurled. Therefore, it is not effectively thrown long distances, but creates an impressive impact at lesser distances. The pilum often embeds itself into a foe's shield and is heavy enough that the foe must either discard the shield or pause to remove the pilum from it. BCT is 1 day for a weaponsmith.

**Polearm, Awl Pike:** This 2-handed weapon consists of a pole that averages 20 feet in length

with a spearhead attached at 1 end. Essentially a very long spear, this weapon is useful because it allows one to reach over other combatants. To resist cavalry or other charges, the base of the pike is fixed into the ground. Long strips of steel down the shaft may be considered 1 of its special features, as it cannot be put out of action by any ordinary (natural 25 or higher on attack rolls) cuts of the sword, axe, etc. Those impaled in this way receive double damage and are twice as likely to receive Graphic Gore (see *Chap. 10: Combat*). BCT is 1 day for a weaponsmith.

**Polearm, Berdeesh:** Also called a bardiche or a Sparth axe, this weapon consists of a pole typically 5 feet in length with a large, elongated axe-like blade attached to 1 end. This weapon is popular for beheading at executions, and so is the zweihander. BCT is 1 day for a weaponsmith.

**Polearm, Bec de Corbin:** Also called a raven's beak, this weapon consists of a hammer-like head, a small spike on top, and a small back-spike. All are affixed on the end of a pole. BCT is 1 day for a weaponsmith.

**Polearm, Bill:** Although the term 'bill' is applied to all shafted weapons of peculiar form that do not fall readily under any particular heading, the bill is a polearm that was most popular about 400 years ago. The most common bill consists of a long and thin blade attached to the end of a pole. In the middle of 1 side of the blade is a hook that points downward, usually 6 inches in length. Roughly one-third up the other side of the blade, a straight spike extends roughly 4 inches perpendicularly. These proportions and locations vary somewhat. BCT is 1 day for a weaponsmith.

**Polearm, Bipennis:** This 2-handed weapon is the double-bladed pole axe. At the end of a 6' pole is affixed a large double-bladed axe-head. This fierce weapon hits hard due to the considerable weight and the leverage offered by the pole. If a weapon is needed to cleave through something, then the bipennis is highly recommended. Conversely, the disadvantage of this weapon is that a large area is necessary for it to be swung effectively. BCT is 1 day for a weaponsmith.

**Polearm, Fauchard:** This weapon is a more recent version of an old glaive, and it is currently very popular. The weapon consists of a blade resembling a short sword attached to the end of a pole. There is nothing fancy about a fauchard, but many folks seek to abolish the weapon due to the deadly and ghastly nature of the wounds inflicted by this weapon. BCT is 1 day for a weaponsmith.

**Polearm, Glaive:** Differing from the bill, this weapon has the cutting edge upon the convex instead of the concave curve of the blade, and it is also much broader. Essentially, a glaive consists of a simple blade attached to the end of a pole. BCT

is 1 day for a weaponsmith.

**Polearm, Guisarme:** This weapon may be claimed with confidence to be one of the most ancient of weapons, originating when bronze was the predominant material of which weapons were made. More fancy than a fauchard, a guisarme consists of a blade resembling a short sword attached to the end of a pole. Oftentimes, the blade will have a hook extending from the back of the blade or other unusual designs along the back of the blade. BCT is 1 day for a weaponsmith.

**Polearm, Halberd:** Perhaps the handiest of all polearms, a halberd consists of an irregularly shaped blade affixed to the end of a pole. 1 long blade exists, suitable for hacking. A point is at the end, suitable for stabbing. Other points often appear in the back of the blade that are useful for removing plate armor from fallen foes. A common technique with a halberd is to knock a heavily armored foe to the ground and then, using the backspikes, pry an opening in their armor and stab them to death. There are many variations on the design of the halberd. This weapon originated in the northern climes and dates back considerably far, though it has only been recently introduced to more southerly regions. BCT is 1 day for a weaponsmith.

**Polearm, Military Fork:** This weapon is the pitchfork adapted for warfare. The tines, either 2 or 3, of the pitchfork are straightened. Currently, it is a very popular polearm and is in widespread use. BCT is 1 day for a weaponsmith.

**Polearm, Partisan:** This weapon is new, being introduced for the first time in the last few years, and it is gaining popularity quickly. Essentially, this weapon consists of a sharp tip at the end of a pole, similar to a spear. This spearhead, however, also has a barbed tip extending outward a short distance of an inch or 2 from its base on each side. This weapon is always symmetrical. Specific names of some designs of partisans are the corseque and the spontoon. BCT is 1 day for a weaponsmith.

**Polearm, Poleaxe:** The battle axe and the poleaxe may be claimed to be the same weapon, simply differing in the length of the shaft. The poleaxe consists of a single axe-blade, accompanied by a large spike on top and the back. Poleaxes always require both hands. This weapon is essentially from northern climes. Recently, it is becoming 1 of the favored weapons for encounters on foot. BCT is 1 day for a weaponsmith.

**Polearm, Ranseur:** The ranseur is a version of the partisan, which is new itself, being introduced for the first time in the last few years. Both partisans and ranseurs are gaining popularity quickly. This weapon consists of a sharp tip at the end of a pole, similar to a spear. This spearhead, however, also has a barbed tip extending forward

and outward a short distance of 3-5 inches from its base on each side. This weapon is always symmetrical. BCT is 1 day for a weaponsmith.

**Polearm, Spetum:** The spetum is a version of the partisan, which is new itself, being introduced for the first time in the last few years. Both partisans and spetums are gaining popularity quickly. This weapon consists of a sharp tip at the end of a pole, similar to a spear. This spearhead, however, also has a barbed tip extending outward a short distance of 3-5 inches from its base on each side. This weapon is always symmetrical. BCT is 1 day for a weaponsmith.

**Polearm, Voulge:** This weapon may be regarded as a cousin to the guisarme, and has at times been very similar. Although this weapon has been used since a very early period by those high in the mountains, characters on the plains below have not started using it until recently. The voulge consists of a thick and straight single-edged blade with a sharpened tip that is attached to the end of a pole. BCT is 1 day for a weaponsmith.

**Pry Bar:** This is an iron bar with 1 curved, flattened tip. The tip is inserted between 2 objects that are difficult to separate, and then leverage is applied on the bar. In emergencies, this is suitable as a weapon and is most often used to club a character in the head, smashing their skull. BCT is 1 day for a blacksmith.

**Quarterstaff:** Nothing more than a wooden pole, a quarterstaff is handy, though it only inflicts light damage. A quarterstaff may be spun in 1 hand, but 2 hands are needed to strike objects effectively. BCT is 1 day for a carver.

**Quill:** This writing utensil consists of a large feather such as a black plume from a raven. Normally, a quill is dipped in ink, but in times of duress, it may be used to stab a foe. BCT is 1 day for an inkmaker.

**Rock:** Underneath most character's feet, depending on the location of course, are rocks. As a weapon, a rock is typically picked up and hurled at a foe.

**Rolling Pin:** Normally a rolling pin is used in the kitchen. However, under duress, a rolling pin may be used as a pounding weapon and swung at a foe. BCT is 1 day for a tinker.

**Sap:** A sap consists of roughly a handful of sand wrapped in leather. The sap is then most commonly used to sap a foe in the head. BCT is 1 day for a weaponsmith.

**Scissors:** This tool consists of 2 parallel blades connected at a central revolving joint. As the 2 blades are brought together, objects are cut apart. Scissors may be used combatively, if necessary, as a capable stabbing weapon. BCT is 1 week for a blacksmith.

**Scythe:** This tool consists of a long, thin,

arching blade that is attached to the end of a pole. Normally, a scythe is used as a tool for harvesting. Combatively, a scythe may be used to attempt to harvest the soul of a creature; it is a formidable slashing weapon. BCT is 1 day for a blacksmith.

**Shield:** Normally, the purpose of a shield is to protect a character, shielding them from harm. Shields may also be useful when rushing foes, or more directly, punching them. Shields cause only little damage, but there are times when this technique may prove necessary and useful. BCT is 1 week for an armorsmith.

**Shoe:** A shoe is a piece of footwear crafted from leather. Normally, a shoe is worn on the foot, but if necessary, it may be hurled at a foe. BCT is 1 day for a cobbler.

**Shoe, Horse:** This iron shoe is meant to protect a horse's hooves from the ground. If desired, this weapon may be swung and hurled at a foe, though usually underhanded and with as little of an arc as possible. BCT is 1 day for a blacksmith.

**Shovel:** This tool consists of a curved metal plane attached to the end of a pole. Shovels are intended to dig into the ground, but they may be swung at a foe to either hack them with its fairly dull edge or pound them with the blunt side. BCT is 1 day for a blacksmith.

**Sickle:** This is a curved, hemispherical, handheld blade used for agriculture. However, it may also be used to reap life. BCT is 1 day for a blacksmith.

**Sling:** This ancient 2-handed weapon consists of 2 leather or sinew straps, between 2-3 feet in length. 1 end of each strap is attached to the sides of a small piece of leather or cloth. The ends of the straps are held by the slinger. 1 strap is wrapped securely around a finger or the wrist. The other, usually knotted to provide a grip, is held freely between the thumb and forefinger of the throwing hand. The missile was placed on the piece of leather or cloth, and the straps were pulled taut, so that the material became a pocket snugly containing the projectile. With the sling loaded and poised in the launching position above the slinger's head, a rotary motion of both wrists sets the sling whirling. When it has acquired sufficient momentum (usually within 3 or 4 rotations), the unlooped strap is released, thereby discharging the missile at high speed toward its distant target. The centrifugal force gained in the whirling action gives power and range to the shot.

Slings project either a small pebble, an almond-shaped pebble the size and shape of a small egg, or a man-made missile called a glandes. A glandes is made of lead and has a greater range and impact. The missile is often inscribed in Sapien on 1 or both sides the name and number of the slinger's military formation, the commanding

officer's name, or even sarcastic slogans such as "a nasty present," "take that," or "ouch." On many others appear emblems of gods. Sling missiles range from 1-2 ounces.

When members of an infantry, slingers commonly carry their missiles in a bag on their hip. Unfortunately, slingers require substantial room to use this weapon effectively. BCT is 1 day for a weaponsmith.

**Spade:** Normally this is a tool. A spade is a curved unit of metal attached to the end of a pole. BCT is 1 day for a blacksmith.

**Spear, Long:** Some call this a small pike, but originally it was referred to as a long spear, since it is nothing more than a common medium spear with a longer pole. This weapon is too long to hurl. BCT is 1 day for a weaponsmith.

**Spear, Medium:** The most common of spears, this weapon consists of a small blade, called a spearhead, attached to the end of a pole. The spear is used to stab foes and it may be hurled. BCT is 1 day for a weaponsmith.

**Spear, Short:** Also called a half-spear or a guard-spear, this is identical to the popular medium spear, except that the pole is only half as long. This weapon is too short to hurl it any distance effectively. BCT is 1 day for a weaponsmith.

**Spear, Trident:** This weapon is like a medium spear, though the tip branches widely and offers 3 sharp points to a foe. BCT is 1 day for a weaponsmith.

**Sword, Bastard:** Also called the hand-and-half or hand-and-a-half, the bastard sword is claimed as belonging to the 2-handed variety, though it is possible to swing it effectively with 1 hand; in such a case, to give extra effect to a blow, both hands are brought into action near the pommel. This weapon is very new and most have not heard of it yet. BCT is 2 weeks for a bladesmith.

**Sword, Broad:** This is a double-edged sword that is moderately long. It is wide-bladed and designed to deal hacking blows. The crossguards are usually straight. BCT is 2 weeks for a bladesmith.

**Sword, Cut and Thrust:** Similar in shape to a broadsword, this sword has a blade that is even thicker. The concept behind this sword is that the additional weight of this blade allows a defender to overpower a foe's swing and to counter with a thrust. BCT is 2 weeks for a bladesmith.

**Sword, Falchion:** This sword is most often used by archers and men-at-arms. It has a blade wide at the point. The edge is curved and convex, and the back is concave. BCT is 2 weeks for a bladesmith.

**Sword, Flamberge:** This weapon is identical to the zweihander (see below), except that the blade is wavy instead of straight. Upon designing this variation of the zweihander, it was thought that this style of blade will inflict more deadly wounds. It does not, but, it is effective and attractive. While

they vary in size, the most common flamberge is smaller than a zweihander, having a handle roughly just over 12 inches and a blade of 50 inches, for an overall length of 62 inches. BCT is 2 weeks.

**Sword, Gladius:** This weapon is similar to a sturdier short sword. It is a standard issue to some soldiers, who are renowned for getting close, blocking with their large shields, and stabbing with their gladius. BCT is 2 weeks for a bladesmith.

**Sword, Long:** This sword is double-edged and the blade is long and narrow. BCT is 2 weeks for a bladesmith.

**Sword, Short:** One of the most common swords, a short sword has an edge on each side and is used mostly for stabbing. This is one of the earliest swords, back when heavier metals were used and larger swords were impractical. Now, it is practical only in very close quarters. BCT is 2 weeks for a bladesmith.

**Sword, Two-handed:** See *Sword, Zweihander* below.

**Sword, Zweihander:** Typically, this 2-handed sword consists of a handle that is 21 inches in length and a blade that is 51 inches, for an overall length of 6 feet. A zweihander is also called a 2-handed sword, slaughtersword, and battle sword. It is a new weapon and beginning to be one of the ordinary weapons of the foot soldier. To wield it, cutting sweeps are made, and consequently room must be available for such a swing. Knights may carry it attached to the saddle as a reserve weapon in case of being dismounted. Currently, it is most commonly used by elite foot soldiers as shock troops that disrupt formations of the foe's infantry. A new tactic is for knights with zweihanders to cut off the heads of polearms of their foes so that other soldiers can reach them. BCT is 2 weeks for a bladesmith.

**Targe:** This is a round, wooden shield wrapped in leather that is periodically interrupted with metal studs. The main feature of a targe is a thin spike protruding from the middle by several inches. This shield is often used to rush foes, hoping to both pound and stab them at once. BCT is 1 week for an armorsmith.

**Torch:** Torches are nothing more than burning clubs, in effect. BCT is 1 day for a carpenter.

**Vial:** Though these containers are extremely small, they may be hurled at foes for minimal damage. BCT is 1 day for a glassblower.

**Whip:** Consisting of long strips of leather wrapped together, the end is thin and usually frayed. The end is hurled at a foe and at the precise moment of contact it is pulled back very quickly. This sudden reversal causes the end of the whip to crack, making a loud noise as it moves exceedingly fast. This weapon is most effective on unarmored skin. This whip is short and the damage is impermanent, although it is certainly felt at the moment. For this reason, it is considered subdual damage, though each wound will heal fully within 1d12 hours. BCT is 1 day for a weaponsmith.

**Whip, Bull:** Consisting of long strips of leather wrapped together, the end is thin and usually frayed. The end is hurled at a foe and at the precise moment of contact it is pulled back very quickly. This sudden reversal causes the end of the whip to crack, making a loud noise as it moves exceedingly fast. This weapon is most effective on unarmored skin. The damage from this weapon is real, or that is to say, it is not subdual damage. BCT is 1 day for a weaponsmith.

**Whip, Cat-o-nine-tails:** This weapon consists of a leather handle to which 9 short strands are attached. Each strand is the same length, usually just over 1 foot, and consists of strips of leather wrapped together, with a knot tied toward the end of each strand. This weapon is incapable of real damage, but only subdual damage. While the wound is felt at the moment, the pain disappears (and Life Points return) within 1d10 minutes, regardless of the blow. This weapon is commonly used for torture or sexual stimulation. BCT is 1 day for a weaponsmith.

**Whip, Scourge:** This weapon is identical to the cat-o-nine-tails, except that a metal barb or small hook is attached to the end of each of the strands. This weapon is used for torture. It is common to flay a character's back as they are restrained. Those trained in the use of this weapon will throw the barbs over the victim's shoulder, and upon pulling back violently, skin is ripped from the shoulders. BCT is 1 day for a weaponsmith.

# Armor

Several types of armor are available to be worn or carried, and they are listed individually so that suits of armor may be custom designed to an extent, which is common in this period. The Aedile must exercise great judgment, since players may try to stack different kinds of armor in hopes of maximizing Current Armor. For convenience, total suits or outfits have been listed separately, at the bottom of the following table. The table is numbered to facilitate the determination of Plunder from *Chapter 14: Treasure*.

**Armor Type** lists the type of armor available, such as leather, chainmail, or various types of shields.

**Cost** is the price of the armor the character must pay to purchase it. Cost is listed for a human in a human society. Cost for a subterranean troll in their own society is 150%. Cost for a dwarf or kobold in a dwarven or kobold society is 75%. Cost for an elf in an elven society is 67%. Cost for an anakim is 200%, and 300% for an ogre. Otherwise, the cost of armor between societies is more expensive to purchase, and the same item will sell for less.

**Weight** is listed in pounds, so a suit of platemail weighs 70 pounds. Weight is listed for a human. Armor for an ogre weighs 200%. Armor for an anakim, bugbear, or troll weighs 150%. Armor for a dwarf or kobold weighs 75%. Finally, armor for an elf weighs 67%.

**Armor Bonus** is listed for 4 types of attacks: brawling, hacking, pounding, and stabbing. When applicable, information before a slash applies to the head, while information after a slash applies to the face. Armor bonuses are cumulative among armor types. For instance, if a character wears a great helm and raises a steel heater shield to protect their head during a hacking attack, then the armor bonuses of 15 and 15 combine, increasing CA by 30. For more information on Current Armor, see *Chapter 10: Combat*. The Armor Bonus does not change for different races.

**Agility** refers to the temporary penalty that must be applied to the Agility sub-ability while the armor in question is worn. Armor may limit Agility. Current Armor is calculated after Agility is adjusted.

**Hide** considers the shininess of the armor when attempting to use the Hide skill (see *Chap. 8: Skills*). Bright, shiny, reflective armor inhibits chances to hide. When appropriate, the numbers listed in this column are subtracted as a penalty from the check for the Hide skill.

**Silence** refers to how noisy armor can be, especially when a character wants to avoid sound, such as with the Silence skill (see *Chap. 8: Skills*). When appropriate, the numbers listed in this column are subtracted as a penalty from the check for the Silence skill.

**IP** (Integrity Points) refers to how much damage the armor may take before it loses its integrity, falls off, and becomes useless. Each time an attack is successful against an armored foe, the armor takes a number of IP damage equal to that delivered by the weapon, in addition to the number of LP delivered to the foe determined by the weapon. If an attack roll is higher than the Base Current Armor of the foe, but not higher than the Current Armor after being adjusted to include armor, then the damage from the weapon is fully absorbed in IP by the armor. If metal armor is rusted, then it loses a proportion of IP equal to the proportion of rust. If wooden armor is rotten, then it loses a proportion of IP determined by the Aedile.

* This is affected by the race of the creature wearing the armor. See the description for cost and weight for armor preceding this table.

** Hand-Eye Coordination is adversely affected. See the item description.

*** Vision and the Sound skill suffer - 10 while wearing.

| Armor | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Armor Type | Cost* | Weight* | Armor Bonus | | | | Agility | Hide | Silence | IP |
| | | | B | H | P | S | | | | |
| **Individual Pieces** | | | | | | | | | | |
| 0. Naked | - | - | - | - | - | - | - | - | - | - |
| 1. Arming Cap | 10 s.p. | - | 1 | - | - | - | - | - | - | 2 |
| 2. Articulated Arms | 1,800 s.p. | 2 | 20 | 15 | 15 | 15 | - 1 | - 2 | - 2 | 20 |
| 3. Articulated Legs | 6,500 s.p. | 12 | 20 | 15 | 15 | 15 | - 2 | - 2 | - 3 | 20 |
| 4. Banded Mail | 5,000 s.p. | 50 | 15 | 10 | 10 | 10 | - 4 | - 6 | - 8 | 10 |
| 5. Boots, Calf | 20 s.p. | 3 | 10 | 5 | 5 | 5 | - | - | - | 3 |
| 6. Boots, Knee | 30s.p. | 4 | 10 | 5 | 5 | 5 | - | - | - | 4 |
| 7. Boots, Thigh | 40 s.p. | 5 | 10 | 5 | 5 | 5 | - | - | - | 5 |
| 8. Bracers, Leather | 10 s.p. | - | 10 | 5 | 5 | 5 | - | - | - | 4 |
| 9. Bracers, Steel | 30 s.p. | 1 | 18 | 14 | 14 | 14 | - | - 2 | - | 8 |
| 10. Breastplate and Backplate | 4,500 s.p. | 9 | 20 | 15 | 15 | 15 | - 2 | - 3 | - 2 | 25 |
| 11. Brigandine | 200 s.p. | 25 | 12 | 10 | 10 | 10 | - 6 | - | - 2 | 20 |
| 12. Chainmail Chausses (4-in-1) | 500 s.p. | 13 | 12 | 10 | 8 | 8 | - 1 | - 3 | - 4 | 5 |
| 13. Chainmail Chausses (6-in-1) | 750 s.p. | 19 | 18 | 12 | 10 | 10 | - 2 | - 3 | - 4 | 8 |
| 14. Chainmail Coif (4-in-1) | 200 s.p. | 5 | 12/- | 10/- | 8/- | 8/- | - | - 2 | - 3 | 5 |
| 15. Chainmail Coif (6-in-1) | 300 s.p. | 8 | 18/- | 12/- | 10/- | 10/- | - | - 2 | - 3 | 8 |
| 16. Chainmail Hauberk (4-in-1) | 1,000 s.p. | 30 | 12 | 10 | 8 | 8 | - 2 | - 3 | - 4 | 10 |
| 17. Chainmail Hauberk (6-in-1) | 1,500 s.p. | 45 | 18 | 12 | 10 | 10 | - 3 | - 3 | - 4 | 15 |
| 18. Clothing | 20 s.p. | 3 | 1 | - | - | - | - | - | - 1 | 2 |
| 19. Gambeson | 10 s.p. | 2 | 3 | 3 | 2 | 2 | - | - | - 1 | 5 |
| 20. Gauntlets, Bell-cuffed** | 1,000 s.p. | 1 | 20 | 15 | 15 | 15 | - | - 1 | - 2 | 10 |
| 21. Gauntlets, Clamshell** | 700 s.p. | 1 | 20 | 15 | 15 | 15 | - | - 1 | - 2 | 15 |
| 22. Gloves, Leather | 10 s.p. | 1 | 10 | 5 | 5 | 5 | - | - | - | 3 |
| 23. Gorget | 900 s.p. | 1 | 2 | 1 | 1 | 1 | - | - 1 | - 3 | 15 |
| 24. Greaves | 1,800 s.p. | 3 | 18 | 14 | 14 | 14 | - | - 1 | - 1 | 20 |
| 25. Lamellar | 450 s.p. | 30 | 15 | 10 | 10 | 10 | - 8 | - 7 | - 8 | 15 |
| 26. Leather | 70 s.p. | 7 | 10 | 5 | 5 | 5 | - 1 | - | - 2 | 5 |
| 27. Leather, Studded | 50 s.p. | 5 | 5 | 5 | 3 | 3 | - | - | - 1 | 5 |
| 28. Muscle Mail | 6,000 s.p. | 12 | 20 | 15 | 15 | 15 | - 2 | - 2 | - 2 | 25 |
| 29. Pauldrons | 1,000 s.p. | 1 | 3 | 2 | 2 | 2 | - 1 | - 1 | - 3 | 15 |
| 30. Sabatons | 1,000 s.p. | 1 | 20 | 15 | 15 | 15 | - 1 | - 1 | - 3 | 20 |
| 31. Sandals | 4 s.p. | 1 | 1 | 1 | 1 | 1 | - | - | - | 2 |
| 32. Scalemail, Brass | 340 s.p. | 38 | 15 | 10 | 10 | 8 | - 5 | - 7 | - 8 | 15 |
| 33. Scalemail, Brass and Iron | 350 s.p. | 37 | 15 | 10 | 10 | 8 | - 5 | - 7 | - 8 | 15 |
| 34. Scalemail, Bronze | 360 s.p. | 36 | 15 | 10 | 10 | 8 | - 5 | - 7 | - 8 | 15 |
| 35. Scalemail, Iron | 380 s.p. | 35 | 15 | 10 | 10 | 8 | - 5 | - 7 | - 8 | 15 |
| 36. Scalemail, Steel | 400 s.p. | 35 | 15 | 10 | 10 | 8 | - 5 | - 7 | - 8 | 15 |
| 37. Segmented | 500 s.p. | 35 | 16 | 12 | 12 | 12 | - 4 | - 7 | - 6 | 20 |
| 38. Shoes | 10 s.p. | 2 | 10 | 5 | 5 | 5 | - | - | - | 4 |
| 39. Shoes, Clogs | 13 s.p. | 4 | 10 | 5 | 5 | 5 | - | - | - | 6 |
| 40. Shoes, Felt | 25 s.p. | 2 | 3 | 3 | 2 | 2 | - | - | - | 3 |
| **Helms** | | | | | | | | | | |
| 41. Helm, Conical | 100 s.p. | 2 | 10/- | 5/- | 5/- | 10/- | - | - 1 | - | 10 |
| 42. Helm, Conical w/cheek guards | 150 s.p. | 2 | 10/3 | 5/2 | 5/2 | 10/2 | - | - 1 | - | 10 |
| 43. Helm, Conical w/face guard | 150 s.p. | 2 | 10/3 | 5/2 | 5/2 | 10/2 | - | - 1 | - | 10 |
| 44. Helm, Conical w/nasal guard | 125 s.p. | 2 | 10/1 | 5/1 | 5/1 | 10/- | - | - 1 | - | 10 |
| 45. Helm, Gladiatorial*** | 600 s.p. | 4 | 20 | 13 | 10 | 15 | - 1 | - 2 | - 1 | 20 |
| 46. Helm, Great*** | 500 s.p. | 3 | 20 | 15 | 15 | 15 | - 1 | - 2 | - 1 | 25 |
| 47. Helm, Ribbed | 50 s.p. | 2 | 7/- | 5/- | 5/- | 3/- | - | - 1 | - | 5 |
| 48. Helm, Spangen w/cheek guards | 200 s.p. | 2 | 10/3 | 5/2 | 5/2 | 10/2 | - | - 1 | - | 15 |
| 49. Helm, Spangen w/face guard | 200 s.p. | 2 | 10/3 | 5/2 | 5/2 | 10/2 | - | - 1 | - | 15 |
| 50. Helm, Spangen w/nasal guard | 175 s.p. | 2 | 10/1 | 5/1 | 5/1 | 10/- | - | - 1 | - | 15 |

| Armor (continued) | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Armor Type | Cost* | Weight* | Armor Bonus | | | | Agility | Hide | Silence | IP |
| | | | B | H | P | S | | | | |
| **Shields** | | | | | | | | | | |
| 51. Buckler, Steel | 40 s.p. | 3 | 20 | 15 | 15 | 15 | - 1 | - 3 | - | 15 |
| 52. Buckler, Wood | 20 s.p. | 2 | 15 | 10 | 10 | 10 | - 1 | - | - | 5 |
| 53. Shield, Body, Wood | 200 s.p. | 6 | 15 | 10 | 10 | 10 | - 15 | - | - | 15 |
| 54. Shield, Kite, Wood | 60 s.p. | 3 | 15 | 10 | 10 | 10 | - 2 | - | - | 10 |
| 55. Shield, Heater, Steel | 100 s.p. | 7 | 20 | 15 | 15 | 15 | - 4 | - 4 | - | 25 |
| 56. Shield, Heater, Wood | 70 s.p. | 3 | 15 | 10 | 10 | 10 | - 2 | - | - | 10 |
| 57. Shield, Round, Bronze | 200 s.p. | 10 | 20 | 15 | 15 | 15 | - 8 | - 2 | - | 30 |
| 58. Shield, Round, Steel | 80 s.p. | 6 | 20 | 15 | 15 | 15 | - 3 | - 4 | - | 25 |
| 59. Shield, Round, Wood | 50 s.p. | 3 | 15 | 10 | 10 | 10 | - 2 | - | - | 10 |
| **Suits of Armor** | | | | | | | | | | |
| 60. Chainmail Suit (4-in-1) | 2,000 s.p. | 52 | (see above) | | | | - 3 | - 8 | - 12 | (see above) |
| 61. Chainmail Suit (6-in-1) | 3,000 s.p. | 78 | (see above) | | | | - 5 | - 8 | - 12 | (see above) |
| 62. Chainmail w/Breastplate | 6,500 s.p. | 49 | (see above) | | | | - 5 | - 9 | - 13 | (see above) |
| 63. Platemail Suit | 20,000 s.p. | 70 | (see above) | | | | - 12 | - 12 | - 28 | (see above) |
| 64. Platemail Suit, Ceremonial | 1,000,000 s.p. | 65 | (see above) | | | | - 10 | - 15 | - 25 | (see above) |

**Arming Cap:** Like a gambeson, this piece of armor consists of 2 pieces of linen that are sewn together. Inside, straw pads the layers and protects the head. The purpose of an arming cap is not to protect a character from blows, but to protect against chaffing while wearing other armor, namely a chainmail coif. This armor covers only the head, not the face, and may be donned in (2 + 1d4) seconds. BCT is 1 day for an armorsmith.

**Articulated Arms:** Consisting of several plates, this combination serves to protect the biceps, elbow, and forearm. Typically, these plates are fastened over a chainmail hauberk as well as a gambeson. Each articulated arm covers the upper arm and lower arm, and may be donned in (8 + 1d6) seconds. BCT is 1 week for an armorsmith.

**Articulated Legs:** Consisting of several plates, this combination covers the upper and lower leg, but not the foot. Typically, these plates are fastened over chainmail chausses. Each articulated leg may be donned in (8 + 1d6) seconds. BCT is 1 week for an armorsmith.

**Banded Mail:** This armor consists of numerous metal rings placed on belts. As each belt is strapped to the character, the rings lay sideways, affording metallic protection. These ringed belts are strapped over a character's clothes, and cover the upper arms, upper legs, groin, and both upper and lower torso. A helmet is not included in this suit of armor. This armor may be donned in (30 + 1d20) rounds. BCT is 1 week for an armorsmith.

**Bracers, Leather:** This is a strip of leather that is tied to each forearm, so it protects only the lower arm. Leather bracers may not be worn in addition to any other armor on the arm. Bracers are valuable to archers so that the bowstring does not injure their arm. Also, archers wearing bracers receive a bonus of 10% to their distance. Each bracer may be donned in (4 + 1d4) seconds. BCT is 1 week for an armorsmith.

**Bracers, Steel:** These are 2 plates of steel per forearm that are curved to accommodate the lower arm, connected by hinges on 1 side and tied together with leather straps on the other. Steel bracers may not be worn in addition to any other armor on the arm. Bracers are valuable to archers so that the bowstring does not injure their arm. Also, archers wearing bracers receive a bonus of 10% to their distance. Each bracer may be donned in (4 + 1d4) seconds. BCT is 1 week for an armorsmith.

**Breastplate and Backplate:** 2 plates fasten together by hinges on 1 side and leather straps on the other to provide protection for the upper and lower torso, ranging from the waist to the collarbones. This armor does not protect the groin. Usually, this is worn over chainmail and may not be worn effectively over other armors such as banded mail, brigandine, and scalemail. These plates only fit characters who are 80% similar in height, weight, and Physical Fitness to the owner for whom they were crafted. This armor may be donned in (4 + 1d4) seconds. BCT is 1 week for an armorsmith.

**Brigandine:** This armor consists of metal plates of only several inches in diameter that are sewn between a front and backing of leather. Brigandine is quiet for the amount of protection provided, though the inner layer of leather quickly begins to smell of body odor. This armor covers the upper arms, upper and lower torso, groin, and upper legs, and may be donned in (5 + 1d8) seconds. BCT is 1 week for an armorsmith.

**Buckler, Steel:** Roughly 1 foot in diameter, a steel buckler is strapped to a forearm for minimal protection. It protects only the lower arm and in front, unless the player calls the action of using that shielded arm to protect another body part. This shield may be strapped in (4 + 1d4) seconds. BCT is 1 week for an armorsmith.

**Buckler, Wood:** Roughly 1 foot in diameter, a wooden buckler is strapped to a forearm for minimal protection. It protects only the lower arm and in front, unless the player calls the action of using that shielded arm to protect another body part. This shield may be strapped in (4 + 1d4) seconds. BCT is 1 week for an armorsmith.

**Chainmail Chausses (4-in-1):** Chainmail consists of numerous, small interlocking rings of steel in a pattern in which 4 outer rings pass through 1 central ring. Due to the amount of steel exposed to the air, this armor rusts more quickly than any other. The 4-in-1 pattern provides great flexibility, though only moderate protection. Chainmail is most effective in protecting against hacking attacks, such as against the blades of swords. Chausses are the portion of a suit of chainmail that protect the feet as well as upper and lower legs. The top of the chausses are strapped to the belt for support. Typically, there are over 4,000 links in each legging. This armor may be donned in (10 + 1d20) seconds. BCT is 1 month for an armorsmith.

**Chainmail Coif (4-in-1):** Chainmail consists of numerous, small interlocking rings of steel in a pattern in which 4 outer rings pass through 1 central ring. Due to the amount of steel exposed to the air, this armor rusts more quickly than any other. The 4-in-1 pattern provides great flexibility, though only moderate protection. Chainmail is most effective in protecting against hacking attacks, such as against the blades of swords. Coifs are essentially chainmail head protection that also covers the neck and shoulders, though the armor bonus is not granted to the upper torso. The face remains open and accessible. Unfortunately, this armor is abrasive to wear, and usually an arming cap is also purchased and worn underneath. This armor may be donned in (2 + 1d4) seconds. BCT is 1 month for an armorsmith.

**Chainmail Hauberk (4-in-1):** Chainmail consists of numerous, small interlocking rings of steel in a pattern in which 4 outer rings pass through 1 central ring. Due to the amount of steel exposed to the air, this armor rusts more quickly than any other. The 4-in-1 pattern provides great flexibility, though only moderate protection. Chainmail is most effective in protecting against hacking attacks, such as against the blades of swords. Unfortunately, this armor is abrasive to wear, and usually a gambeson is also purchased and lies between the mail and the clothes of the wearer. A hauberk is a tunic that covers the upper arms, upper and lower torso, groin, and upper legs. Hauberks have been in use for over 1,000 years. This armor may be donned in (5 + 1d10) seconds. BCT is 2 months for an armorsmith.

**Chainmail Suit (4-in-1):** Chainmail consists of numerous, small interlocking rings of steel in a pattern in which 4 outer rings pass through 1 central ring. Due to the amount of steel exposed to the air, this armor rusts more quickly than any other. The 4-in-1 pattern provides great flexibility, though only moderate protection. Chainmail is most effective in protecting against hacking attacks, such as against the blades of swords. Unfortunately, this armor is abrasive to wear, and usually a gambeson lies between the mail and the clothes of the wearer. This suit consists of a gambeson underneath, an arming cap, a coif, ribbed helm, hauberk, and chausses. This suit covers the head (but not face), upper arms, upper and lower torso, groin, upper and lower legs, and feet. This armor may be donned in (18 + 6d8) seconds. BCT is 4 months for an armorsmith.

**Chainmail Suit (6-in-1):** Chainmail consists of numerous, small interlocking rings of steel in a pattern in which 6 outer rings pass through 1 central ring. Due to the amount of steel exposed to the air, this armor rusts more quickly than any other. The 6-in-1 pattern provides moderate flexibility, though acceptable protection. This type of chainmail is rare. Chainmail is most effective in protecting against hacking attacks, such as against the blades of swords. Unfortunately, this armor is abrasive to wear, and usually a gambeson lies between the mail and the clothes of the wearer. This suit consists of a gambeson underneath, an arming cap, a coif, ribbed helm, hauberk, and chausses. This suit covers the head (but not face), upper arms, upper and lower torso, groin, upper and lower legs, and feet. This armor may be donned in (22 + 6d8) seconds. BCT is 6 months for an armorsmith.

**Chainmail Suit w/Breastplate:** Given the popularity of 4-in-1 chainmail, many characters have begun to experiment with strapping plates on top of it, the most common of which is the breastplate. It was this experimentation that led to the very recent development of platemail. The combination

of chainmail with breastplate is popular. This outfit of armor consists of a gambeson, chainmail chausses, hauberk, coif, breastplate and backplate, and a ribbed helm. This suit covers the head (but not face), upper arms, upper and lower torso, groin, upper and lower legs, and feet. This armor may be donned in (26 + 7d8) seconds. BCT is 4 months for an armorsmith.

**Clothing:** Usually, peasant clothing consists of some form of pantaloons and a shirt. Others wear only robes. Only nobility and royalty have customized clothing of any kind. Clothing may be donned in (5 + 1d4) seconds. BCT is 1 week for an armorsmith.

**Gambeson:** Also called padded armor, a gambeson consists of 2 pieces of sturdy material sewn together and the layers are padded on the inside by straw and hay. The shirt-like garment has sleeves to the middle of the forearm, and it hangs down to the middle or upper thigh. A gambeson covers the upper arms, upper and lower torso, and groin. Gambesons do not last long, and quickly begin to stink of body odor. Just the same, it is considered the armor of the masses, because almost any character can afford it or make it if needed. Alone, the armor is quiet when worn, though it is typically worn underneath heavier armors, such as chainmail. This armor may be donned in (2 + 1d4) seconds. BCT is 3 days for an armorsmith.

**Gauntlets, Bell-cuffed:** These expensive gauntlets are articulated for every joint. They cover 3 sides of every finger, and in terms of armor, cover only the hands. While wearing bell-cuffed gauntlets, Hand-Eye Coordination suffers - 10. Each gauntlet may be donned in 1d4 seconds. BCT is 1 month for an armorsmith.

**Gauntlets, Clamshell:** The common gauntlet, these do not allow individual finger movement, but have articulated plates so that the fingers may bend in unison. In terms of armor, gauntlets cover only the hands. While wearing clamshell gauntlets, Hand-Eye Coordination suffers - 15. Each gauntlet may be donned in 1d4 seconds. BCT is 1 week for an armorsmith.

**Gorget:** This consists of 2 pieces of armor, a front and a back. They are strapped together to cover the neck and collarbones. A gorget covers a portion of the upper torso. Customarily, a gorget is fastened over a hauberk, which is worn over a gambeson. This is only 1 component of a suit of platemail. This armor may be donned in (4 + 1d4) seconds. BCT is 1 week for an armorsmith.

**Greaves:** These are rounded pieces of metal consisting of a front and back that are hinged together and serve to protect the lower leg from above the ankle to below the knee. Each greave may be donned in (3 + 1d4) seconds. BCT is 1 week for an armorsmith.

**Helm, Conical:** This helm is solid steel and fitted to the wearer's head. The top of the helm reaches a point. This helm protects only the head, not the face. This helm may be worn without additional armor, but is often worn over an arming cap and chainmail coif. This helm may be donned in 1-2 seconds. BCT is 1 week for an armorsmith. Additional items may be added, such as horns, a plume, or camail, which is chainmail fastened to the rim. Camail hangs in front of the face and protects it.

**Helm, Conical w/cheek guard:** This helm is solid steel and fitted to the wearer's head. The top of the helm reaches a point and a hinged plate hangs down over each cheek. Most of the helm protects only the head, although the cheek guard grants some protection to the face. Otherwise, there is no protection for the eyes, nose, or rest of the face. This helm may be worn without additional armor, but is often worn over an arming cap and chainmail coif. This helm may be donned in 1-2 seconds. BCT is 1 week for an armorsmith. Additional items may be added, such as horns, a plume, or camail, which is chainmail fastened to the rim. Camail hangs in front of the face and protects it.

**Helm, Conical w/face guard:** This helm is solid steel and fitted to the wearer's head. The top of the helm reaches a point and additional protection extends down to cover the nose and area around the eyes. Most of the helm protects only the head, although the face guard grants some protection to the face. Otherwise, there is no protection for the cheeks, ears, or rest of the face. This helm may be worn without additional armor, but is often worn over an arming cap and chainmail coif. This helm may be donned in 1-2 seconds. BCT is 1 week for an armorsmith. Additional items may be added, such as horns, a plume, or camail, which is chainmail fastened to the rim. Camail hangs in front of the face and protects it.

**Helm, Conical w/nasal guard:** This helm is solid steel and fitted to the wearer's head. The top of the helm reaches a point and a nasal guard extends downward in front. Most of the helm protects only the head, although the nasal guard grants some protection to the face. Otherwise, there is no protection for the ears, eyes, or rest of the face. This helm may be worn without additional armor, but is often worn over an arming cap and chainmail coif. This helm may be donned in 1-2 seconds. BCT is 1 week for an armorsmith. Additional items may be added, such as horns, a plume, or camail, which is chainmail fastened to the rim. Camail hangs in front of the face and protects it.

**Helm, Gladiatorial:** This grandiose helm has a grating visor and large metal rims extending upward. A gladiatorial helm is made of bronze, and it is heavy, but nearly offers full protection of the head and face. It has no specific eyeholes. The

wearer looks and breathes through the grating. This helm may not be worn with other headgear such as a chainmail coif. This helm may be donned in 1-2 seconds. BCT is 1 week for an armorsmith.

**Helm, Great:** This helm has no visor and is boxy, but fully covers the head and face, having only narrow horizontal slits for the eyes and periodic small holes for breathing. This helm is usually worn over a chainmail coif, which is in turn worn over an arming cap to prevent chaffing. This helm may be donned in 1d4 seconds. BCT is 2 weeks for an armorsmith.

**Helm, Ribbed:** This helm is fitted closely to the wearer's skull, and only the frame is metallic. The area between sections of the frame are made of leather. A ribbed helm does not protect the ears or face. This helm is usually placed directly on the head. This helm may be donned in 1-2 seconds. BCT is 1 week for an armorsmith.

**Helm, Spangen w/cheek guard:** This helmet is similar to the conical helm, except the main part of the helm is not 1 piece, but 4 riveted together. The spangenhelm received its name due to its 4 riveted pieces. A hinged plate hangs down over each cheek. Most of the helm protects only the head, although the cheek guard grants some protection to the face. Otherwise, there is no protection for the eyes, nose, or rest of the face. This helm may be worn without additional armor, but is often worn over an arming cap and chainmail coif. This helm may be donned in 1-2 seconds. BCT is 1 week for an armorsmith. Additional items may be added, such as horns, a plume, or camail, which is chainmail fastened to the rim. Camail hangs in front of the face and protects it.

**Helm, Spangen w/face guard:** This helmet is similar to the conical helm, except the main part of the helm is not 1 piece, but 4 riveted together. The spangenhelm received its name due to its 4 riveted pieces. Additional protection extends down to cover the nose and area around the eyes. Most of the helm protects only the head, although the face guard grants some protection to the face. Otherwise, there is no protection for the cheeks, ears, or rest of the face. This helm may be worn without additional armor, but is often worn over an arming cap and chainmail coif. This helm may be donned in 1-2 seconds. BCT is 1 week for an armorsmith. Additional items may be added, such as horns, a plume, or camail, which is chainmail fastened to the rim. Camail hangs in front of the face and protects it.

**Helm, Spangen w/nasal guard:** This helmet is similar to the conical helm, except the main part of the helm is not 1 piece, but 4 riveted together. The spangenhelm received its name due to its 4 riveted pieces. A nasal guard extends downward in front. Most of the helm protects only the head, although the nasal guard grants some protec-

tion to the face. Otherwise, there is no protection for the ears, eyes, or rest of the face. This helm may be worn without additional armor, but is often worn over an arming cap and chainmail coif. This helm may be donned in 1-2 seconds. BCT is 1 week for an armorsmith. Additional items may be added, such as horns, a plume, or camail, which is chainmail fastened to the rim. Camail hangs in front of the face and protects it.

**Lamellar:** Also known as locking scalemail, this armor consists of numerous, small pieces of metal that are sewn together in numerous, overlapping layers. Scales are usually square or rectangular. Each scale has 4-12 holes in it. Copper wire fastens all sides of the scales together. Unlike scalemail, the scales of lamellar armor are not sewn onto a fabric backing. Lamellar armor restricts movement more than scalemail, but it is also not vulnerable to upward thrusts. The armor is nearly inflexible, noisy to wear, and also allows air through the armor as the wearer moves. This armor is most popular in a warm climate. Only clothing is worn underneath this armor. Alone, lamellar does not provide protection for the upper and lower arms, head, face, groin, and upper and lower legs. Scalemail covers the upper and lower torso. This armor may be donned in (5 + 1d4) seconds. BCT is 2 months for an armorsmith.

**Leather:** This armor consists of a shirt of thick leather that has been tanned and is now hardened. This armor lasts a long time, repels body odor well, is very quiet, and fairly cheap. Since this is only a shirt, this is only 1 piece of armor, and it covers only the upper arms, as well as upper and lower torso. This armor does not protect the groin. This armor may be donned in (4 + 1d4) seconds. BCT is 45 days for a tanner.

**Leather, Studded:** This armor consists of thin, soft leather, is often sleeveless, and comes down to the middle to upper thigh. Studded leather armor covers the upper arms, upper and lower torso, and groin. Roughly every 2-3 inches the soft leather is interrupted with a metal stud. The armor is very quiet when worn. Since this armor is only a shirt, this is only 1 piece of armor, and does not protect the head, lower arm, or legs. This armor may be donned in (3 + 1d4) seconds. BCT is 50 days for a tanner.

**Muscle Mail:** Identical to breastplate and backplate, the only difference is that muscle mail is ancient, rare to encounter, made of bronze and therefore heavy, and fitted to the naked skin of its owner so that each muscle indentation is represented to foes. Just like breastplate and backplate, in order to wear it a character must be 80% similar in height, weight, and Physical Fitness to the owner for whom it was crafted. Muscle mail covers only the upper and lower torso, and does not protect the groin. This armor may be donned in (4 + 1d4) seconds. BCT is 2 weeks for an armorsmith.

**Naked:** When armor or clothing is not worn, the character is naked. Observe that even when naked, a character maintains a minimum Current Armor, depending on race. For information on Base Current Armor by race, see *Chapter 1: Race and Gender*.

**Pauldrons:** Consisting of many articulated plates, pauldrons protect the shoulders, which are considered as armoring the torso, not upper arms. Customarily, they are fastened over a hauberk, which is worn over a gambeson. This is only 1 component of a suit of platemail. Each pauldron may be donned in (4 + 1d4) seconds. BCT is 1 week for an armorsmith.

**Platemail Suit:** Platemail consists of numerous plates strapped over the course of the body of the defender. The plates are custom-made for each character, so platemail may not easily be sold or worn by others. In fact, the height, weight, Physical Fitness, Strength, and Bodily Attractiveness of the owner of the platemail must all be at least 90% similar to anyone else attempting to wear it. Otherwise, a majority of plates will not fit correctly or at all, and the new wearer will only be effectively wearing Chainmail w/Breastplate. Underneath, either an entire suit or only a skirt of chainmail is worn, and beneath that a gambeson and clothing. Otherwise, a suit of platemail consists of sabatons, articulated legs, breastplate, backplate, pauldrons, articulated arms, clamshell gauntlets, gorget, and great helm. A full suit of platemail covers the entire body. This armor may be donned in (50 + 6d6) seconds. BCT is 26 weeks for an armorsmith.

**Platemail Suit, Ceremonial:** This kingly and rare armor is entirely custom-made for each owner, and may be worn by no other character, unless at least 99% similar in height, weight, Physical Fitness, Strength, and Bodily Attractiveness. Essentially, this is perfectly fitting platemail crafted of a superior alloy and laden with gold and articulate designs. Underneath this suit is worn clothing, a gambeson, and a suit of chainmail. Otherwise, a suit of ceremonial platemail consists of sabatons, articulated legs, breastplate, backplate, pauldrons, articulated arms, bell-cuffed gauntlets, gorget, and great helm. A full suit of platemail covers the entire body. This armor may be donned in (50 + 6d6) seconds. BCT is 1 year for an armorsmith.

**Sabatons:** These are articulated plates that are curved to fit the top and sides of the foot. With a suit of platemail, sabatons are strapped over the foot, which is already protected by shoes and customarily chainmail chausses as well. Another character's foot must be within 1 shoe size in order to wear the sabatons of others. Each sabaton may be donned in (2 + 1d4) seconds. BCT is 1 week for an armorsmith.

**Scalemail:** Looking like scales of a fish, this armor consists of numerous, small pieces of metal that are sewn together in numerous, overlapping layers. The metal may be brass, bronze, iron, or steel. Sometimes, scalemail armor consists of alternating brass and iron scales. Scales may be square, or have bottoms that are rounded or pointed. Each scale has 4-12 holes in it. Copper wire fastens all sides of the scales together, except the bottom. Finally, the scales are sewn onto a fabric backing. The bottom of each scale hangs free so that the movement of the wearer is less inhibited. However, the resulting weakness is that scalemail is vulnerable to upward thrusts. The armor provides decent flexibility, is noisy to wear, and also allows air through the armor as the wearer moves. This armor is most popular in a warm climate. Only clothing is worn underneath this armor. Alone, scalemail does not provide protection for the lower arms, head, face, and lower legs. Scalemail covers the upper arms, upper and lower torso, and groin. This armor may be donned in (5 + 1d4) seconds. BCT is 2 months for an armorsmith.

**Segmented Armor:** This armor consists of bands of iron that are held in place by internal leather straps. The bands are horizontal around the torso and vertical at the shoulders. This armor is most popular in a warm climate. A gambeson is usually worn underneath this armor. Segmented armor does not protect the lower arms, head, face, groin, and upper and lower legs. Segmented armor covers the upper arms and upper and lower torso. This armor may be donned in (5 + 1d4) seconds. BCT is 2 months for an armorsmith.

**Shield, Body, Wood:** Also called the scutum, this enormous shield usually measures between 5-6 feet in height and averages 3 feet in width. The body shield has its name because the bearer may hide their entire body behind the shield, if necessary. Some military commanders have created formations of soldiers armed with body shields, who, when advancing upon a fortification, all hold their shields in the air, creating a wall of impenetrable wooden cover. It protects only the side and front of the body on which it is held, including the lower leg, upper leg, groin, lower torso, upper torso, hand, lower arm, and upper arm, unless the player calls the action of using that shielded arm to protect another body part. BCT is 1 week for an armorsmith.

**Shield, Heater, Wood:** Typically, wooden heater shields are used only for jousts, tournaments, and training. The shape of a heater shield is square on top, it continues straight for over 1 foot, and

then tapers widely to a point below. It protects only the hand, lower and upper arm, groin, upper leg, and the upper and lower torso in front, unless the player calls the action of using that shielded arm to protect another body part. BCT is 1 week for an armorsmith.

**Shield, Heater, Steel:** Quickly growing in popularity, the steel heater shield is proving to be a practical defense. The shape of a heater shield is square on top, it continues straight for over 1 foot, and then tapers widely to a point below. It protects only the hand, lower and upper arm, groin, upper leg, and the upper and lower torso in front, unless the player calls the action of using that shielded arm to protect another body part. BCT is 1 week for an armorsmith.

**Shield, Kite, Wood:** A kite shield is rounded at the top, and the bottom slowly tapers into a point. Often, a metal boss is affixed to the middle of the shield. The owners of kite shields strongly prefer not to have a metal rim added to the wooden shield, because they want to use the wood to catch a foe's weapon, and while the foe struggles to pull their weapon free from the wood for 1 round if embedded, then the owner of the kite shield attempts to deliver a blow. Whenever a foe uses a hacking weapon against a bearer of a wooden kite shield, if the foe misses the CA of the bearer by less than 5, then the hacking weapon is temporarily caught in the wood of the shield. In this case, the bearer gains a free attack. Thereafter, the foe, if still alive, pulls their weapon free. It protects only the hand, lower and upper arm, groin, upper leg, and the upper and lower torso in front, unless the player calls the action of using that shielded arm to protect another body part. BCT is 1 week for an armorsmith.

**Shield, Round, Bronze:** Larger than the other round shields, this shield averages 3 feet in diameter, and bronze is very heavy. Typically, the upper lip is rested on the soldier's shoulder to alleviate its weight. It protects only the hand, lower and upper arm, groin, and the upper and lower torso in front, unless the player calls the action of using that shielded arm to protect another body part. BCT is 1 week for an armorsmith.

**Shield, Round, Steel:** Possibly the most common shield, the steel round shield is 2 feet in diameter, very solid, and either a leather strap is held inside or a metal crossbar, or a combination of the 2. It protects only the hand, lower and upper arm, groin, and the upper and lower torso in front, unless the player calls the action of using that shielded arm to protect another body part. BCT is 1 week for an armorsmith.

**Shield, Round, Wood:** Round shields average 2 feet in diameter, and some are called targes, having a thin layer of leather stretched over the shield, though it provides no additional protection. It protects only the hand, lower and upper arm, groin, and the upper and lower torso in front, unless the player calls the action of using that shielded arm to protect another body part. BCT is 1 week for an armorsmith.

| Armor, Barding | | | |
|---|---|---|---|
| Armor Type | Cost | Weight | Armor Bonus |
| 1. Caparison | 20 s.p. | 5 | 1 |
| 2. Caparison w/Chainmail | 4,020 s.p. | 85 | 12 |
| 3. Chainmail, 4-in-1 | 4,000 s.p. | 80 | 10 |
| 4. Chamfron (face) | 50 s.p. | 5 | 1 |
| 5. Crinet (neck) | 100 s.p. | 10 | 1 |
| 6. Crupper (flank) | 50 s.p. | 20 | 3 |

Barding is armor that is designed to protect a horse. To own a horse is a considerable status symbol, as well as a large investment. For this reason a knight takes great pains to protect his horse. It is considered to be unchivalrous among humans to harm the horse of a foe because a horse is considered a valuable trophy meant to be captured, not destroyed. If a horse is harmed in a tournament, then the character who harmed the horse is disqualified instantly. In combat, human knights have discovered that their steeds are vulnerable to foes such as archers or characters of other races who do not recognize or obey the code of chivalry, and who have little use for warhorses (destriers).

It is interesting to note that knights and mounted warriors ride with an almost straight leg in order to deliver a mightier thrust with lance or sword. However, the relatively short seats and forward placement of the stirrups also force the rider into this position. There is no room to ride with bent knees. Given the placement of stirrups, a rider thrusting downwards stands on the stirrups rather than sitting in the saddle.

**Caparison:** The knight's horse is usually covered with a large, ornate cloth called a caparison. The ornamental designs on the caparison resemble the knight's heraldic patterns and serve as a form of identification. BCT is 1 week for an armorsmith.

**Caparison w/Chainmail:** This caparison has a layer of 4-in-1 chainmail inside the quilted material. It is effective and popular armor. BCT is 8 months for an armorsmith.

**Chainmail:** A layer of 4-in-1 chainmail may be fastened underneath a caparison on the horse. It is effective and popular armor. BCT is 8 months for an armorsmith.

**Chamfron:** A chamfron is a leather defense that guards the horse's face. BCT is 2 weeks for a tanner.

**Crinet:** A crinet is armor for a horse's neck. This is a recent invention and is rarely used. A crinet is made of overlapping leather bands from the top to the bottom. BCT is 3 weeks for a tanner.

**Crupper:** A crupper is a leather defense that guards the horse's flank. BCT is 2 weeks for a tanner.

# Encumbrance

The more weight a character carries, the slower they move. To determine a character's maximum movable weight, consult Dead Lift under the sub-ability of Strength (see *Chap. 3: Abilities*). The total weight of the character's load or possessions is compared to their Dead Lift. If their weight is less than 25% of their Dead Lift, then they are unencumbered, moving at their full potential. If their weight is between 26% and 50% of their Dead Lift, then they are lightly encumbered, moving at ¾ their unencumbered pace. If their weight is between 51% and 75% of their Dead Lift, then they are moderately unencumbered, moving at ½ their unencumbered pace. If their weight is between 76% and 95% of their Dead Lift, then they are heavily encumbered, moving at ¼ their unencumbered pace. If their weight is between 95% and 100% of their Dead Lift, then the character may not move effectively and must reduce their encumbrance to be able to move. Agility also diminishes accordingly (see *Appendix 1: Character Sheets*).

2 other limitations of movement are noted below: Pull and Push.

**Pull** - The most amount of weight that a character can Pull is the sum of the character's Dead Lift (see *Chap. 3: Abilities*) and their body weight (see *Chap. 2: Body*). The duration a character may Pull weight, before needing rest, may be calculated as follows:

1. Divide the amount of a character's maximum Pull by the weight actually pulled. For example, if a character is pulling a 100 lb. female carcass, but can Pull a maximum of 500 lbs., then this ratio is divided and the result is a 5.
2. Multiply the result from above times 1d4 rounds.

**Push** - The most amount of weight that a character can Push is the sum of the character's Bench Press (see *Chap. 3: Abilities*) and their body weight (see *Chap. 2: Body*). The duration a character may Push weight, before needing rest, may be calculated as follows:

1. Divide the amount of a character's maximum Push by the weight actually pushed. For example, if a female character is pushing a 200 lb. bookcase across the floor, but can Push a maximum of 250 lbs., then this ratio is divided and the result is 1.25.
2. Multiply the result from above times 1d4 rounds.

## Carrying Capacity

Below is a table that lists the carrying capacity per item of equipment. Physical dimensions are listed for each item, as well as the amount of weight and coins the item is capable of carrying.

| Carrying Capacity | | | |
|---|---|---|---|
| **Item** | **Dimensions** | **Weight Capacity** | **Coin Capacity** |
| Ballantion | 2" x 2" x 3" | 1 | 10 |
| Backpack, leather | 18" x 12" x 2" | 30 | 400 |
| Backpack, straw | 2' x 2' x 2' | 10 | 500 |
| Barrel | 4' x 30" x 30" | 217 (31 gallons) | 10,850 |
| Bucket, metal | 1' x 1' x 1' | 20 | 250 |
| Bucket, wood | 1' x 1' x 1' | 10 | 250 |
| Chest, wood | 3' x 2' x 2' | 100 | 5,000 |
| Flask | 4" x 4" x 5" | 1 pint (2 lbs.) | - |
| Pouch, belt | 6" x 2" x 8" | 5 | 50 |
| Sack | 8" x 8" x 8" | 4 | 200 |
| Saddlebag | 24" x 10" x 10" | 20 | 1,000 |
| Tankard | 4" x 4" x 8" | 1 pint (2 lbs.) | 50 |
| Vial | 1" x 1" x 2" | 1 fluid ounce | - |
| Wine bottle | 4" x 4" x 10" | ½ gallon (3.5 lbs.) | - |
| Wineskin | 4" x 4" x 10" | ½ gallon (3.5 lbs.) | - |

# Chapter 10: Combat



This chapter covers combat between a small number of foes. Combats of a larger scale are covered in *Chapter 18: Warfare*. Combat occurs in rounds. Each round in the game represents 3 seconds. Since rounds are based on time, so are actions. Many actions may occur in a round, while some may take multiple rounds. Following is a table that lists the duration of actions:

| Duration of Action | |
|---|---|
| **Action** | **Duration** |
| Attack with body (fists, feet, elbows, claws, etc.) | 1.5 seconds (or 2/round) on avg. |
| Attack with bow (includes loading, aiming, and firing) | 6 seconds (or 2 rounds) |
| Attack with crossbow (aiming and firing, not loading) | 3 seconds (or 1/round) |
| Attack with weapon, delivery penalty of 10 or less | see weapon tables in Chapter 9 |
| Bandage wounds | 2d10 rounds |
| Cast spell, 1st level | 1 second |
| Cast spell, 2nd level | 1 round |
| Cast spell, 3rd level | 2 rounds |
| Cast spell, 4th level | 4 rounds |
| Cast spell, 5th level | 1 minute |
| Cast spell, 6th level | 30 minutes |
| Cast spell, 7th level | 1 hour |
| Cast spell, 8th level | 12 hours |
| Cast spell, 9th level | 1 day |
| Cast spell, 10th level | 1 week |
| Charge | see Charging in this chapter |
| Dismount horse | 1 round |
| Draw and drink potion | 2 rounds |
| Drop item from grasp | Negligible |
| Drop to prone position on ground | 1 second |
| Extinguish yourself (stop, drop, and roll) | 3 round |
| Load hand crossbow | 2 rounds |
| Load wheel and ratchet crossbow | 3 rounds |
| Mount a horse | 2 rounds |
| Open a door in haste | 1 second |
| Retrieve item from backpack or sack | 3 rounds |
| Sheathe a sword | 1 round |
| Stand up from a prone position | 1 round |
| Turn and retreat | 1 second |
| Unsheathe a sword | 1 second |

## Surprise

The beginning of each combat may be unannounced by the attacker, such as in an ambush. In fact, it often is not. If a character is unaware of a foe, then the foe may attack once and the victim is unable to retaliate that round; a foe who attacks with surprise gains a free attack. After the single surprise attack, initiative must be rolled by all parties involved who are able to respond.

When a foe surprises a character, a bonus of 3d10 is applied to the skill check for the first, and only the first, attack. Thereafter, provided the initial attack did not debilitate or kill the character, the character may respond normally or without penalty, voiding the bonus to the attack skill check.

## Initiative

At the beginning of each round, an initiative roll is made for each attack to determine the order of attacks. A high initiative roll is desirable, allowing a combatant to react before those with lower initiative. Consult the Reaction Speed sub-ability (see *Chap. 3: Abilities*) to obtain a modifier. Depending on the scale of the combat, the Aedile may opt for each player to roll separately, or for 1 roll to be made for each group of combatants. If group rolls are used, then individual modifiers are not included. Normally, each player rolls for their own character, adjusting their initiative according to the Skill Modifier listed under the Reaction Speed sub-ability, Breadth, and the Delivery Penalty (DP) for their weapon. Breadth is only for melee weapons and first or closing attacks in combat:

Initiative = (1d100) +/- (Reaction Speed Skill Mod.) + (Breadth) - (DP)

The results of all initiative rolls are announced, and those with the higher initiative act first. Weapons are usually not as fast as fists or one's own body, so a Delivery Penalty (see *Chap. 9: Equipment*) applies negatively to an initiative with a weapon. Regarding movement, each 10% of a character's Sprint speed traveled before an attack incurs a - 10 modifier to initiative.

## Intentions

The intentions of a character may change each second in combat. However, some actions take longer than a second to perform. Once an action has been started, a character must pass a Reaction Speed sub-ability check at TH 17 to immediately change their intentions. Otherwise, the Aedile may declare that their intentions cannot change until the next second or round, depending on their discretion.

For example, a human may intend to attack a kobold, but 1 second into the round a bugbear kills the kobold. At this moment, the human may attempt to change his intentions and instead attack the bugbear. The player of the human character rolls and fails their Reaction Speed check. Therefore, the human's mental reactions are slow enough that they are unable to stop their attack on the kobold.

## Life Points

A character's Life Points (LP) are a measure of how much damage the character can sustain before falling unconscious or dead. As characters increase in occupational level, they do not gain additional LP. Upon character creation, the LP Modifiers from Strength, Health, and Drive (see *Chap. 3: Abilities*) are applied directly to the Base LP, which are determined according to race (see *Chap. 1: Race and Gender*). The result is the LP of the character. When a character is reduced to their modified base of 20% of their LP, they are unconscious; upon being reduced to 0, the character is dead.

MEMENTO·MORI

Remember that you die.

## Body Part Points

A character's Body Part Points (BPP) are a measure of how much damage a character's body part can sustain. BPP are determined by multiplying LP by 3, and then consulting Body Part Proportions in *Chapter 2: Body*. Multiply LP by the Proportion number (such as .01 for left foot) to determine the number of BPP for that specific body part. Truncate all results, but an unharmed body part may never have less than 1 BPP. Record the BPP next to the body part image on the character sheet. All 17 body parts have separate BPP, except for the head and face, which share BPP.

When a foe is attacked successfully, a number of BPP equal to the damage done are subtracted from the appropriate body part. When BPP reaches 0, the body part is forever useless. Regardless of the number of LP remaining, a foe dies when their head/face or upper or lower torso reach 0 BPP. If a single hacking attack exceeds the body part's potential BPP, then the body part is dismembered. If a single pounding attack exceeds the body part's potential BPP, then the major bone within the body part is shattered. If a single stabbing attack exceeds the body part's potential BPP, then the body part is fully impaled and the weapon emerges from the other side, if the weapon is long enough. A foe cannot lose more LP or BPP from a limb than the limb has, except with continual bleeding. Extra damage is lost. If a part of a limb is reduced to 0 BPP, then all other parts of the limb that are farther away from the character are also useless. For example, if a character's upper arm reaches 0 BPP, then the corresponding lower arm and hand are also useless.

Continual bleeding is an optional rule. For each successful attack that damages a foe, divide the damage done by the potential BPP, and multiply this result by 100. This is the percentile chance that the foe suffers continual bleeding. Continual bleeding may be stopped at anytime by successful bandaging. Every 1d10 minutes that continual bleeding occurs, LP are lowered due to loss of blood. To determine the number of LP lost, multiply the Body Part Proportion (see *Chap. 2: Body*) by 100.

A character is penalized if a limb, or part of a limb, has been reduced to 0 BPP or dismembered. Consult the following table:

**Useless/Missing Body Part Penalties**

| Body Part | Bodily Attract. | Strength | Hand-Eye Coord. | Agility |
|---|---|---|---|---|
| Hand | - 5% | - 10%* | - 90%* | - |
| Lower Arm | - 30% | - 30%* | - 90%* | - 10%* |
| Upper Arm | - 50% | - 60%* | - 90%* | - 30%* |
| Foot | - 10% | - 10%* | - | - 90% |
| Lower Leg | - 40% | - 30%* | - | - 90% |
| Upper Leg | - 60% | - 60%* | - | - 90% |

* This penalty applies only to relevant skill checks.

Movement is also penalized due to a foot or leg that is useless or missing. A character with a foot or leg that has been reduced to 0 BPP, but is still attached, is able to limp no faster than walking speed. A character with a foot or leg that has been dismembered is capable of unaided movement that is no faster than a crawl, though a walking stick allows limping.

A weapon may damage more areas than that which is the focal point of the damage. For example, a bugbear may strike an elf in the groin with the blade of his bipennis, which is larger than the groin area of any elf. The Aedile must determine randomly which nearby location is also struck, and then consider the CA of that area. For example, areas near the groin include the upper leg and lower torso. In this case, the Aedile determines the additional body part by rolling 1d100, and arbitrarily considering 01-50 to be the upper leg, and 51-100 for the lower torso. If this additional body part is also damaged, then the damage of the attack is divided between all affected body parts.

## Unconsciousness

When reduced to a base of 20% of their LP, a character falls unconscious. This base is modified according to the sub-ability of Drive. Each time BPP reaches 0, there is a percentile chance equal to (100 x Proportion) on the Body Part Proportion table (in *Chap. 2: Body*) that the character will fall unconscious in 1d10 rounds. Upon falling unconscious, the character must roll 3d10, rolling TH 14 or higher, though the Skill Modifier for Health applies to the roll. If the player's roll exceeds the TH, then they stabilize and remain at their current LP, deteriorating no further. If the roll fails, however, then the character continues to lose 1 LP every 1d10 minutes, usually from blood loss or internal bleeding. Finally, if a 3 was rolled, then the character falls into a coma, and the Aedile must secretly determine the duration by rolling 1d10: (1-2) days, (3-4) weeks, (5-6) months, (7-8) years, (9-10) decades. Finally, roll 1d10 for duration. To avoid death, a player may continue to roll every round against TH 25 to see if they stabilize. Bandaging a fallen character will stabilize them.

## Infection

Any character who is bitten or struck by a hacking or stabbing weapon is susceptible to infection. If it is unknown whether or not an animal has rabies, and a character has been bitten, then there is a 1% chance that the bitten character will become rabid. For more information, see Rabies in *Chapter 2: Body*. If a character is struck by a hacking or stabbing weapon, then there is a percentile chance equal to the percent of damage in BPP done to to a body-part when compared to its BPP potential when unharmed that they will acquire gangrene. For more information, see Gangrene in *Chapter 2: Body*.

## Current Armor

Different characters and creatures have differing degrees of protection, and current armor may be different for each body part. Current Armor (CA) represents protection with a number ranging from 1 to infinity – the higher the number, the more protection. No creature may ever have a CA less than 1. Therefore, even if the target creature is asleep, the attacking creature must make an attack skill check. Although CA may exceed 30, an unmodified attack roll of 30 always hits a foe with the Aedile's approval.

Base CA is listed for each body part according to race in *Chapter 1: Race and Gender*, as well as the table below. Many modifiers may apply to this base, such as wearing armor, the Agility sub-ability, some spell effects, and some magical items. Modifiers may indirectly affect CA, such as sobriety.

**Base Current Armor**

| Race | Base CA |
|---|---|
| Anakim | 11 |
| Bugbear | 12 |
| Dwarf | 10 |
| Elf | 10 |
| Human | 10 |
| Kobold | 10 |
| Ogre | 13 |
| Troll | 14 |

Each body part on the image in the character sheet also has 4 types of CA listed: Current Armor against Brawling (CAB), Current Armor against Hacking (CAH), Current Armor against Pounding (CAP), and Current Armor against Stabbing (CAS). More information concerning CA and armor is available in *Chapter 9: Equipment*.

## Attacking Foes

To attack a foe, a character must roll 1d100 and consult the Body Part Proportion table (see *Chap. 2: Body*) to determine which body part will be struck if the attack is successful; otherwise a player may specify a body part (see Called Shots). Brawling (see *Chap. 8: Skills*) is an exception, because the result of 1d100 is used to reference a table specific to race. Next, the player must attempt a skill check with the appropriate skill: Aim, Brawling, Hurl, Weapon (General), Weapon (Specific), or Wrestling. Additional skills may become included, such as Ambidexterity, Balance, Blindfighting, Disarm, Dismemberment, Impaling, Mangling, Parry, Tumbling, and Weapon Trick, among others.

The skill check(s) must exceed a TH for the skill, or attack, to be successful. The TH is based on the CA of the foe and other modifiers, such as size and distance. The most appropriate CA type must be selected (CAB, CAH, CAP, or CAS). For more detail, see Current Armor in this chapter and each skill individually in *Chapter 8: Skills*.

If an attack skill check result is less than the Base Current Armor of the race, after modifications such as Agility, then the attack missed entirely and damage was not done. If an attack skill check result meets or exceeds the Base Current Armor of the race, after modifications such as Agility, but was less than the CA after it was adjusted for armor, then damage is subtracted in terms of IP from the armor of the foe, but the foe is undamaged in terms of LP or BPP; only their armor was struck. If an attack skill check result meets or exceeds the final CA after it was adjusted for armor, then damage is subtracted from the foe's LP according to the weapon used, possibly the Strength of the attacker, and also from the BPP of the stricken body part. Consult the table entitled 'Damage by Armor and Type of Attack' to adjust the damage according to cumulative armor. If a 25 or higher is rolled on the skill check before any adjustments, then proceed to the Graphic Gore tables at the end of this chapter.

## Defending Against Foes

To defend against a foe's attack, a character must announce their CA, which is a combination of many factors. First, the Base Current Armor of the race is considered. Second, Armor Bonus from the Armor table listed in *Chapter 9: Equipment* is summed for all armor currently worn or carried. Third, the Armor modifier from the sub-ability of Agility is applied to the sum of Armor Bonuses. Fourth, miscellaneous factors could be included, from magical adjustments, to adjustments from spells, to whether or not the character is surprised, asleep, paralyzed, or drunk.

If a defender is hit successfully by a foe, then before the damage is applied to the defender, it must be adjusted according to the following table entitled 'Damage by Armor and Type of Attack.' However, damage may be absorbed only by the armor in terms of IP if the total modified CA was unmet, but the adjusted Base Current Armor was met or exceeded. Damage may also be deducted from LP and BPP if a foe is struck successfully. While the goal of armor is both to prevent strikes from succeeding and minimize the damage inflicted, this varies depending on the armor worn, or carried, and the type of attack.

## Subdual Damage

Different from regular damage, subdual damage heals more quickly, or shows no visible wound. Excessive amounts of subdual damage may still incapacitate a character. The following are examples that cause subdual damage: slapping, choking, and drowning. Subdual damage heals by itself in 1d10 minutes. Regular damage, however, heals at a rate according to Natural Healing later in this chapter.

## Multiple Brawling Attacks

As indicated on the table entitled 'Duration of Action', different forms of attack allow for a different number of attacks to be made per round. Agility and SP invested affect the number of Brawling attacks per round. Strength may affect some weapon attacks (see *Chap. 9: Equipment*).

Attacks occur according to the order of initiative. However, if a foe was damaged prior to their attack in this combat, then the damaged foe must roll 1d100 and exceed a TH to be able to make future attacks in the current round. The TH is equal to a cumulative percent of their LP that was lost in the current combat. If the check is failed, then the damaged foe may not make their next attack in the current round. This check is unnecessary if the foe has not suffered 20% or more LP of damage in the current combat.

For instance, 2 human characters named Fulk and Roland begin Brawling with each other. For the sake of simplicity with this example, Fulk and Roland have sub-ability scores of 100, 20 LP each, are the same height, neither are wearing armor, and neither are skilled brawlers. Fulk and Roland each get 2 Brawling attacks per round.

For initiative, the player of Fulk rolls 51 and 76, while the player of Roland rolls 80 and 26. With a higher initiative of 80, Roland strikes Fulk first. Both players roll on the Brawling skill table for humans in *Chapter 8: Skills* to see where their blows land, if successful. Roland rolls a Brawling skill check of 14, which is successful against Fulk's CA 10. The player of Roland rolled 77 on the Brawling table, and Roland does an 'Elbow to the Nose' for 2d8 damage. The player of Roland rolls 6 for damage. Thus, Fulk loses 30% of his LP.

The next highest initiative is 76, which belongs to Fulk. However, to see if Fulk can attack after taking 30% of LP in damage, he must pass TH 30, rolling 1d100. The player of Fulk rolls 27, and so Fulk loses this attack.

The next highest initiative is 51, which still belongs to Fulk. The player of Fulk rolls a 43 on the Brawling table, indicating he attempts a 'Fist to Throat'. The player of Fulk rolls a Brawling skill check of 21, which is successful against Roland's CA 10. The player of Fulk rolls 1d12 damage for punching Roland's throat, and the result is 3 for damage. Since this is less than 20% of the LP of Roland, Roland is able automatically to perform his next attack.

The lowest initiative is 26, which belongs to Roland. Consulting the Brawling table, the player of Roland rolls 51, determining he will attempt 'Fist to Temple' for 1d12 damage. The player of Roland rolls a Brawling skill check of 22, which is successful against Fulk's CA 10. The player of Roland rolls 5 for damage, which is higher than 20% of Fulk's initial 20 LP. Nonetheless, this does not extend into the next round of initiatives and attacks, but if Fulk is damaged in this future combat, then the damage of the attack, when considered as a percent, will be added to TH 55% (30% + 25%). However, if Fulk loses less than 25% of his initial total LP, but greater than or equal to 20%, then another check must be made. If Fulk loses 25% or more, then he is rendered unconscious.

## Multiple Weapon Attacks

As indicated on the table entitled 'Duration of Action,' different forms of attack allow for a different number of attacks to be made per round. Agility and SP invested affect the number of weapon-attacks per round. Strength may affect some weapon-attacks (see *Chap. 9: Equipment*).

Attacks occur according to the order of initiative. However, if a foe was damaged prior to their attack in this combat, then the damaged foe must roll and exceed a TH to make future attacks in the current round. The TH is equal to a cumulative percent of their LP lost in the current combat. The check consists of 1d100. If the check is failed, then the damaged foe may not make their next attack in the current round. This check is unnecessary if the foe has not suffered 20% or more LP of damage in the current combat.

Each adjusted initiative must have a difference from a previous initiative greater than or equal to the Delivery Penalty (DP) of the weapon used (see *Chap. 9: Equipment*). If not, then the succeeding initiative is lowered appropriately. For instance, if a player rolls 90 and 88 for initiative regarding 2 attacks with a dagger, which has a DP of 10, then the first initiative is 80 (90 - 10), and the second is 70 (80 - 10).

## Charging

Charging a foe in combat means to jog, run, or Sprint at the foe in order to give a harder blow. Charging increases only stabbing damage, not hacking or pounding. To determine how quickly a character may charge, consult the Sprint skill (see *Chap. 8: Skills*). When a character charges a foe, consult the following table:

| Charging | | |
|---|---|---|
| **Sprint Speed** | **CA** | **Stabbing Damage** |
| Jog | - 15% | + 10% |
| Run | - 20% | + 20% |
| Sprint | - 40% | + 40% |

## Smiting

To smite a foe is to knock them off their feet or down to the ground from an attack without Graphic Gore. Each melee weapon may smite a foe, depending on its size and type, as well as the size of the foe. The percentage of damage in LP done to a foe, compared to their unharmed potential LP, is considered the base TH for Smiting. Consult the table below and multiply the base TH by the factor in the table:

| Weapon Size:Type | Creature Size | | |
|---|---|---|---|
| | **Small** | **Medium** | **Large** |
| **(Brawling)** | 0.1 | 0.1 | 0.1 |
| **Small:H** | 0.1 | - | - |
| **Small:P** | 0.25 | 0.1 | - |
| **Small:S** | 0.1 | - | - |
| **Medium:H** | 0.5 | 0.25 | 0.1 |
| **Medium:P** | 1.0 | 0.5 | 0.25 |
| **Medium:S** | 0.25 | 0.1 | - |
| **Large:H** | 1.0 | 0.5 | 0.25 |
| **Large:P** | 2.0 | 1.0 | 0.5 |
| **Large:S** | 0.5 | 0.25 | 0.1 |

If the result exceeds 100, then the foe is automatically smote. Otherwise, the result is subtracted from 100. This is the TH for Smiting. The attacker must roll 1d100 and compare the result to the TH. If the roll meets or exceeds the TH, then the attacker smites their foe.

For example, if an attack with a large pounding weapon does 70% of a small creature's LP in damage, then the table indicates that the base TH of 70 is multiplied by 2.0, so the TH is 140. Since 140 exceeds 100, the small creature is automatically smote. If an attack with a medium hacking weapon does 70% of a large creature's LP in damage, then the table indicates the base TH becomes 7, is subtracted from 100, and the TH is 93. In this case the attacker must roll a 93 or higher to smite the foe.

Once having been smitten, the smote character must consult the Agility sub-ability to see how long it takes to stand again. Standing again may be achieved only by winning initiative or not being attacked successfully. Otherwise, the smote will remain smitten.

If a humanoid character is armored and not standing, then Agility does not affect their CA.

## Damage by Armor and Type of Attack

Different armors provide different kinds of protection. Types of attacks are more effective against 1 kind of armor than another. Whenever a character who wears armor is attacked successfully, consult the tables on the following pages to modify the damage.

Different types of attacks are described below:

**Brawling** attacks, for the most part, are technically pounding attacks, though pounding attacks are strictly those with weapons, while brawling attacks use only a character's limbs. Brawling attacks, however, may also include choking, clawing, and headbutting. Brawling attacks are often described as beating, choking, hitting, kicking, knocking, punching, slapping, thrashing, and wailing.

**Hacking** attacks are usually slashing motions or chops made at a foe with a bladed weapon, such as an axe or a sword. Hacking attacks serve to cut, dismember, divide, hew, part, sever, split, or rend asunder a foe.

**Pounding** attacks are those in which an attacker bludgeons or uses crushing force, such as from a hammer, though most spiked weapons are predominantly pounding weapons. Pounding attacks are often described as beating, clubbing, comminuting, grinding, hitting, impacting, knocking, pulverizing, triturating, waffling, and wailing.

**Stabbing** attacks are attempts to thrust, ram, or shove an object designed to pierce the skin and thereby gore, impale, pierce, penetrate, or puncture the body of a foe, usually with a long, thin, sharp weapon, such as the tip of a sword, dagger, or polearm.

**Burning** attacks are attempts to blister, scald, singe, scorch, ignite, roast, or incinerate a foe with intense heat or open flame. Most often, this is accomplished with fire. Note that metal armors are especially susceptible to burning attacks.

**Freezing** attacks often use frost, ice, snow, or cold winds to chill, cool, benumb, nip or solidify a foe. Note that metal armors are especially susceptible to freezing attacks.

**Electrocuting** attacks are most commonly accomplished with lightning, and serve to burn, electrify, galvanize, and shock a foe. Note that metal armors are especially susceptible to electrocution attacks.

**Corroding** attacks are mostly comprised of acid, and serve to eat away, erode, waste, or wear away at a foe.

**Sonic** attacks utilize dangerous sound waves to damage a foe.

**Wind** attacks are typically powerful gusts of wind capable of inflicting damage.

* This modifier is halved if the recommended padding (such as arming cap or gambeson) is not worn underneath this armor for pounding attacks.

| Damage by Armor and Type of Attack | | | | | |
|---|---|---|---|---|---|
| **Armor Type** | **Brawling** | **Hacking** | **Pounding** | **Stabbing** | **Burning** |
| **Individual Pieces** | | | | | |
| Naked, birthday suit | - | - | - | - | - |
| Arming Cap | - 10% | - 5% | - 5% | - | + 5% |
| Articulated Arms | - 90% | - 60% | - 70%* | - 20% | + 100% |
| Articulated Legs | - 90% | - 60% | - 70% | - 20% | + 100% |
| Banded Mail | - 70% | - 50% | - 40% | - 20% | + 50% |
| Bracers, Leather | - 40% | - 20% | - 10% | - 10% | - 20% |
| Bracers, Steel | - 90% | - 60% | - 70% | - 20% | + 100% |
| Breastplate and Backplate | - 90% | - 60% | - 70%* | - 20% | + 100% |
| Brigandine | - 80% | - 50% | - 30% | - 15% | + 50% |
| Chainmail (4-in-1) | - 50% | - 50% | - 30%* | - 20% | + 70% |
| Chainmail (6-in-1) | - 80% | - 50% | - 40%* | - 20% | + 80% |
| Clothing | - 10% | - 5% | - 5% | - | + 5% |
| Gambeson | - 30% | - 10% | - 20% | - | + 5% |
| Gauntlets, Bell-cuffed | - 90% | - 60% | - 70% | - 20% | + 100% |
| Gauntlets, Clamshell | - 90% | - 60% | - 70% | - 20% | + 100% |
| Gorget | - 90% | - 60% | - 70%* | - 20% | + 100% |
| Greaves | - 90% | - 60% | - 70% | - 20% | + 100% |
| Lamellar | - 60% | - 50% | - 30% | - 15% | + 100% |
| Leather | - 40% | - 30% | - 20% | - 10% | - 20% |
| Leather, Studded | - 20% | - 10% | - 5% | - | - 10% |
| Muscle Mail | - 90% | - 60% | - 70% | - 20% | + 100% |
| Pauldrons | - 90% | - 60% | - 70%* | - 20% | + 100% |
| Sabatons | - 90% | - 60% | - 70% | - 20% | + 100% |
| Scalemail | - 80% | - 50% | - 30% | - 10% | + 70% |
| Segmented | - 60% | - 50% | - 70%* | - 20% | + 100% |
| **Helms** | | | | | |
| Helm, Conical | - 50% | - 40% | - 50%* | - 15% | + 70% |
| Helm, Gladiatorial | - 90% | - 60% | - 70% | - 20% | + 100% |
| Helm, Great | - 90% | - 60% | - 70%* | - 20% | + 100% |
| Helm, Ribbed | - 20% | - 30% | - 40% | - 10% | + 50% |
| Helm, Spangen | - 50% | - 50% | - 60%* | - 20% | + 70% |
| **Shields** | | | | | |
| Buckler, Steel | - 90% | - 60% | - 70% | - 20% | + 10% |
| Buckler, Wood | - 90% | - 60% | - 70% | - 20% | - 30% |
| Shield, Body, Wood | - 90% | - 60% | - 70% | - 20% | - 30% |
| Shield, Heater, Steel | - 90% | - 60% | - 70% | - 20% | + 20% |
| Shield, Heater, Wood | - 90% | - 60% | - 70% | - 20% | - 30% |
| Shield, Kite, Wood | - 90% | - 60% | - 70% | - 20% | - 30% |
| Shield, Round, Bronze | - 90% | - 60% | - 70% | - 20% | + 20% |
| Shield, Round, Steel | - 90% | - 60% | - 70% | - 20% | + 20% |
| Shield, Round, Wood | - 90% | - 60% | - 70% | - 20% | - 30% |
| **Suits of Armor** | | | | | |
| Chainmail Suit (4-in-1) | - 50% | - 50% | - 30%* | - 20% | + 70% |
| Chainmail Suit (6-in-1) | - 80% | - 50% | - 40%* | - 20% | + 80% |
| Chainmail w/Breastplate | - 75% | 55% | - 50%* | - 20% | + 90% |
| Platemail Suit | - 90% | - 60% | - 70%* | - 20% | + 100% |
| Platemail Suit, Ceremonial | - 90% | - 60% | - 70%* | - 20% | + 100% |

| Damage by Armor and Type of Attack (continued) | | | | | |
|---|---|---|---|---|---|
| **Armor Type** | **Freezing** | **Electrocuting** | **Corroding** | **Sonic** | **Wind** |
| **Individual Pieces** | | | | | |
| Naked | - | - | - | - | - |
| Arming Cap | - 10% | - 5% | - | - | - |
| Articulated Arms | + 50% | - | - | - | - |
| Articulated Legs | + 50% | - | - | - | - |
| Banded Mail | + 20% | - | - | - | - |
| Bracers, Leather | - 30% | - 30% | - | - | - |
| Bracers, Steel | + 50% | - | - | - | - |
| Breastplate and Backplate | + 50% | - | - | - | - |
| Brigandine | - 30% | - | - | - | - |
| Chainmail (4-in-1) | + 30% | - | - | - | - |
| Chainmail (6-in-1) | + 30% | - | - | - | - |
| Clothing | - 20% | - 5% | - | - | - |
| Gambeson | - 30% | - 10% | - | - | - |
| Gauntlets, Bell-cuffed | + 50% | - | - | - | - |
| Gauntlets, Clamshell | + 50% | - | - | - | - |
| Gorget | + 50% | - | - | - | - |
| Greaves | + 50% | - | - | - | - |
| Lamellar | + 30% | - | - | - | - |
| Leather | - 30% | - 30% | - | - | - |
| Leather, Studded | - 25% | - 30% | - | - | - |
| Muscle Mail | + 50% | - | - | - | - |
| Pauldrons | + 50% | - | - | - | - |
| Sabatons | + 50% | - | - | - | - |
| Scalemail | + 30% | - | - | - | - |
| Segmented | + 50% | - | - | - | - |
| **Helms** | | | | | |
| Helm, Conical | + 40% | - | - | - | - |
| Helm, Gladiatorial | + 50% | - | - | - | - |
| Helm, Great | + 50% | - | - | - | - |
| Helm, Ribbed | + 30% | - | - | - | - |
| Helm, Spangen | + 40% | - | - | - | - |
| **Shields** | | | | | |
| Buckler, Steel | - | - | - | - | - |
| Buckler, Wood | - | - 90% | - | - | - |
| Shield, Body, Wood | - | - 90% | - | - | - |
| Shield, Kite, Wood | - | - 90% | - | - | - |
| Shield, Heater, Steel | - | - | - | - | - |
| Shield, Heater, Wood | - | - 90% | - | - | - |
| Shield, Round, Bronze | - | - | - | - | - |
| Shield, Round, Steel | - | - | - | - | - |
| Shield, Round, Wood | - | - 90% | - | - | - |
| **Suits of Armor** | | | | | |
| Chainmail Suit (4-in-1) | + 30% | - | - | - | - |
| Chainmail Suit (6-in-1) | + 30% | - | - | - | - |
| Chainmail w/Breastplate | + 40% | - | - | - | - |
| Platemail Suit | + 50% | - | - | - | - |
| Platemail Suit, Ceremonial | + 50% | - | - | - | - |

## Natural Healing

Characters naturally heal a percentage of their potential LP at a daily rate according to the following table:

| Natural Healing | | | | | | | |
|---|---|---|---|---|---|---|---|
| Daily Recovery | Infant | Child | Puberty | Young Adult | Middle Age | Old Age | Venerable |
| | 30% | 25% | 20% | 10% | 5% | 3% | 1% |

## Drive

While players determine whether or not a character will continue in combat, monsters and AC's (see *Appendix 6: Aedile Characters*) either continue or flee depending on their Drive sub-ability. Drive checks occur only in certain circumstances. In each applicable circumstance below, sum the modifiers. For purposes of this roll only, lower the Drive sub-ability with the summed modifiers from the following table. Then, roll 3d10 and compare the roll with the adjusted Drive. For this roll, rolling lower than the adjusted Drive means that the creature remains in combat, rolling higher indicates that the creature prefers to flee and will do so at any reasonable opportunity.

| Drive Check Modifiers | |
|---|---|
| Circumstance | Modifier |
| Abandoned by companions | - 14 |
| Foe seems invisible | - 16 |
| Leader is killed | - 13 |
| LP are reduced to half | - 13 |
| Most powerful ally is killed | - 13 |
| Outnumbered at least 3 to 1 | - 10 |
| Outnumbered at least 10 to 1 | - 14 |

## Breathing

All characters need to breathe, unless gifted magically. The longer the character does not breathe, the more likely is death. Many events could affect breathing, such as drowning, asphyxiation, or simply being trapped in a sealed space and breathing up the air. Once it is impossible to breathe, a character will lose 1 LP of subdual damage every other round. Additionally, each round the character will lose 1d6 Strength sub-ability points until they are helpless, unconscious, or again able to breathe.

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AUT·MORS·AUT·VICTORIA

either death or victory

## Falling Damage

Characters unfortunate enough to fall will suffer damage according to the distance fallen and the type of object that breaks the fall. Freefalling characters accelerate at 8.5 meters per second (9.8 meters/second/second in a vacuum) to reach a terminal velocity of 115 miles per hour (toggling between 110 and 120) in 6 seconds. Consult the table below to determine the damage suffered:

| Falling Damage | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| Seconds (1/3rd round) | Meters/ Second | Feet/ Second | Miles/ Hour | Total Feet Fallen | Damage to Anakim, Bugbear, & Troll | Damage to Elf & Kobold | Damage to Dwarf & Human | Damage to Ogre |
| <0.5 | <3 | <9.8 | <13.3 | <9.8 | 1d10 | 1d6 | 1d8 | 1d12 |
| 0.5 | 3 | 9.8 | 13.3 | 9.8 | 2d10 | 2d6 | 2d8 | 2d12 |
| 1 | 8.5 | 28.1 | 19.1 | 28.1 | 3d10 | 3d6 | 3d8 | 3d12 |
| 2 | 17.1 | 56.2 | 38.3 | 84.3 | 4d10 | 4d6 | 4d8 | 4d12 |
| 3 | 25.6 | 84.3 | 57.4 | 168.6 | 5d10 | 5d6 | 5d8 | 5d12 |
| 4 | 34.2 | 112.4 | 76.6 | 281 | 6d10 | 6d6 | 6d8 | 6d12 |
| 5 | 42.8 | 140.5 | 95.8 | 421.5 | 7d10 | 7d6 | 7d8 | 7d12 |
| *6 | 51.4 | 168.6 | 115.0 | 590.1 | 8d10 | 8d6 | 8d8 | 8d12 |
| 7 | 51.4 | 168.6 | 115.0 | 758.7 | 8d10 | 8d6 | 8d8 | 8d12 |
| 8 | 51.4 | 168.6 | 115.0 | 927.3 | 8d10 | 8d6 | 8d8 | 8d12 |
| 9 | 51.4 | 168.6 | 115.0 | 1,095.9 | 8d10 | 8d6 | 8d8 | 8d12 |
| 10 | 51.4 | 168.6 | 115.0 | 1,264.5 | 8d10 | 8d6 | 8d8 | 8d12 |

*By the 6th second of falling, a character has reached terminal velocity and will not accelerate any further, but continues to fall at this rate.

So, if a human character falls freely for 3 rounds (9 seconds), then they have fallen 1,095.9 feet, but will still receive only 8d8 damage, just as if they had fallen only for 6 seconds.

The damage listed assumes that a character lands on grass. Softer landings do less damage (water is suggested to do half), and harder landings do more damage (rock is suggested at twice damage). Twisted or sprained ankles are common, and subject to the discretion of the Aedile.

A character could also fall down stairs. In this case, consider the distance fallen, and the character receives half the damage according to the table above, though the damage is subdual damage unless maximum damage is received, in which case Graphic Gore occurs. Further modify the damage by multiplying it by the sine of the degree of the decline of the stairs. For this calculation, use the 'sin' button on a calculator in 'Degrees' mode. For example, if a kobold character falls down stairs for 30 feet that descend at a 45° angle, then base subdual damage is [(3d6) x 0.5], which is multiplied by 0.7071 (sin 45 = 0.7071); this character receives [(3d6) x 0.7071] subdual damage. However, because falling down stairs is not freefalling, several measures in the table above are irrelevant, such as feet per second or miles per hour.

## Bashing Doors

The act of bashing a door is not a skill, but simply an event in which physics is involved. In order for a character to bash through a door, simply consider their weight and Sprint Speed, although a character may jog or run instead. Multiply the character's weight x Sprint Speed, and multiply the result by 0.046. The result is the Newtons[1] of Force of impact.

Newtons of Force = (weight) x (Sprint Speed) x (0.046)

Next, consider the type of wood[2] of the door, thickness in inches, and whether or not it is reinforced. Consult the table below:

| Wood | Damage TH/inch | Bashing TH/inch | IP |
|---|---|---|---|
| Ash | 600 | 800 | 28 |
| Beech | 656 | 875 | 31 |
| Cherry | 581 | 775 | 27 |
| Maple, Hard | 637 | 850 | 30 |
| Oak, White | 675 | 900 | 32 |
| Pine | 450 | 600 | 21 |
| Spruce | 412 | 550 | 19 |
| Sycamore | 562 | 750 | 26 |
| Walnut | 600 | 800 | 28 |

Multiply the 'Bashing TH' times the number of inches of the door's thickness. For a character to bash through a door, they must have a number of Newtons of Force that meets or exceeds the 'Bashing TH'.

If the 'Bashing TH' is met or exceeded, then the latch gives and the door opens. If it is exceeded by 1.5 times, then the door is removed from its hinges, the latch gives, and the door falls down. Twice the TH causes the wood of the door to shatter.

If a character is unable to bash through a door, then the character may be able to break it down in repeated attempts, as long as their Newtons of Force meets or exceeds the 'Damage TH', which must be multiplied by the number of inches of the door's thickness.

If a character's Newtons of Force are below the 'Damage TH', then the character is unable to bash through the door, even with repeated attempts.

If a character is able to damage the door as determined above, then divide their Newtons of Force by 100. This is the number of IP in damage that are done.

For each failed attempt at bashing a door, a character has a 25% chance of self-injury. If injured, then a character loses 10% of their LP and the injured shoulder may not be used for bashing for 2d10 hours. A character with an injured shoulder may use their other shoulder.

A door may be barred. The 'Bashing TH' of a barred door is increased by half. Doors have only 1 bar, and it is made of the same type and thickness of wood as the door.

A door may be buttressed. The 'Bashing TH' of a buttressed door is increased by half. A buttressed door is one in which supports are placed against the door.

If the hinges of the door are on the side of the basher, then the 'Bashing TH' is increased by 1/4.

The wood of the door may be affected negatively by moisture and age. The Aedile must decide a percentile penalty.

For example: Andrew Clavell, a human, weighs 189 lbs. and has a Sprint Speed of 72. He attempts to bash through a pine door that is 1-inch thick, and he has 625 Newtons of Force (189 x 72 x 0.046). Because the TH for the door is 600, he bashes instantly through the door.

1. Newtons of Force were calculated by referring to the physics book by Serway & Beichner (2000). For more information see the references section. Character Weight was converted into kilograms and Sprint Speed was converted into meters/second$^2$.

2. Wood types are European trees suitable for doors. The Specific Gravity of the wood was considered so that the difficulty of bashing a door is somewhat realistically relevant to the strength and weight of the wood.

## Home Advantage

All creatures who claim territory gain a Home Advantage[1] of + 5 to initiative and + 2 to attack skill checks during combat while defending their home territory. This bonus is psychological and also applies to other similar situations, such as games that involve players from another territory. Notice that the opposite is inapplicable; there is no disadvantage when away from home.

This bonus applies only in situations in which 2 creatures or parties compete against each other, or when one is in their home territory and the other is not.

For example, a party of adventurers known as the Campaign of the Lost Souls invaded a temple of demon worshippers. Since the temple itself was familiar home territory to those inside, the defenders received a bonus due to Home Advantage.

## Called Shots

Normally, a target creature is specified when an attack is executed. Declaring a specific area of a target creature is a more difficult attack. Whenever a specific area of a target creature is chosen and announced, a Called Shot is made. The smaller the target, the more difficult it is to hit.

Consider the size of the called target as a percentage of the height of the attacking creature. For example, a 9' tall ogre makes a called shot on an elf's head. The head of an elf may be estimated to be roughly 7" cubed. Therefore, an ogre who is 108" is trying to hit a 7" target. Since 7" is 6.48% of 108", and remainders are truncated, the ogre is trying to hit a target that is 6% of his size.

Subtract the above percentage from 100 and divide by 5. The result is the modifier to attack. The ogre from above must add 18 (100 - 6 / 5) to the CA of the elf. If this elf has a CA of 10, then the ogre needs an adjusted attack roll of 28 to hit the head of the elf as intended.

Other factors that may affect called shots include distance to target (see *Range* in *Chap. 9: Equipment*) and weapon size. The Aedile may include appropriate modifiers. It is easier to hit a needle with a maul than the tip of a dagger.

If a Called Shot successfully hits its target, and the natural attack roll met or exceeded 25, then proceed to the appropriate description of the outcome for the relevant body part in the Graphic Gore section (see *Chap. 10: Combat*). For example, if an eye was targeted and hit successfully, then proceed to the description of an eye regarding the type of damage done: hacking, pounding, or stabbing. If only a head was targeted, then proceed to the list of locations for a head and roll 3d10 to determine the graphic outcome.

For example, a ruffian who calls himself Sir Chop-a-lot carries only a crowbar, and he initiates a confrontation with 3 strangers in a tavern. Sir Chop-a-lot attacks first, and the player announces his intention to hit the head of 1 of the strangers; he declares a Called Shot. The attack is successful, and so the player consults the list concerning Pounding Heads under Graphic Gore. Then, the player rolls 3d10 to determine the graphic outcome. As it turns out, the foe's brains are splattered.



1. For more information, see the References section at the end of this book.

## Graphic Gore

If an unmodified attack skill check roll is TH 25 or higher, and the foe's CA is exceeded by 3, then Graphic Gore has occurred. Attack skill checks include Aim, Brawling, Disarm, Hurl, or Weapon (General) or Weapon (Specific). Graphic Gore consists of explanations of the results and consequences of attacks.

A difference between normal damage and Graphic Gore is that, even if LP of damage are equal between the 2 types of damage, there is not much to see with normal damage. With normal damage, the results are less visible for a variety of reasons, such as occurring under armor, internally, or not much blood being spilt immediately. With Graphic Gore, the damage is not only visible, but spectacular. Graphic Gore is the stuff of legends.

Not all types of attacks are capable of Graphic Gore. Breath weapons from creatures, gas, and most magical attacks will not cause Graphic Gore, since they do not affect the body in the same way as a physical blow. These attacks do not hack, pound, or stab the body, but instead affect it more generally. Some spells or spell-like effects may constitute Graphic Gore. Determine the results of the attack as usual, but consult the appropriate Graphic Gore table.

Consider the body part that was struck successfully, roll 3d10, and consult the appropriate Graphic Gore table. SP for Dismemberment, Impaling, or Mangling may be added to the roll.

| Hacking Foot | |
|---|---|
| **Roll** | **Result** |
| < 7 | The big toe is dismembered. Bodily Attractiveness - 3%, Agility - 50%, Sprint Speed - 70%. |
| 7-10 | 1d4 toes are dismembered. Bodily Attractiveness - 5%, Agility - 60%, Sprint Speed - 75%. |
| 11-14 | The big toe and 1d4 toes are dismembered. Bodily Attractiveness - 7%, Agility - 70%, Sprint Speed - 80%. |
| 15-18 | All toes are dismembered. Bodily Attractiveness - 8%, Agility - 75%, Sprint Speed - 85%. |
| 19-22 | The heel is dismembered, however, the remaining part of the foot is still attached and flops about. Bodily Attractiveness - 9%, Agility - 80%, Sprint Speed - 90%. |
| 23-26 | The hacking weapon parts the foot lengthwise into 2 equal or nearly equal pieces, from the toe to the ankle like a loaf of bread. Bodily Attractiveness - 9%, Agility - 80%, Sprint Speed - 90%. |
| > 26 | The hacking weapon dismembers the outer half of the foot. Bodily Attractiveness - 9%, Agility - 80%, Sprint Speed - 85%. |

| Hacking Lower Leg | |
|---|---|
| **Roll** | **Result** |
| < 8 | The calf muscle is mostly removed, but still dangles by a thread and flops around. The rest of the lower leg is unharmed. Bodily Attractiveness - 30%, Agility - 50%. |
| 8-13 | The calf muscle is removed. Bodily Attractiveness - 30%, Agility - 50%. |
| 14-20 | The lower leg is parted vertically, splitting the bone into (1d4 + 1) pieces. Consult the Useless/Missing Body Part table. Bodily Attractiveness - 30%, Agility - 50%. |
| 21-25 | The lower leg is dismembered (1d100)% up the fibula. Consult the Useless/Missing Body Part table. |
| > 25 | The calcaneal tendon is severed. This is the thickest, strongest, and most exposed tendon. It used to connect the calf muscle to the heel bone. Consult the Useless/Missing Body Part table. |

| Hacking Upper Leg | |
|---|---|
| **Roll** | **Result** |
| < 9 | The patella, or kneebone, is dismembered. From now on, if the foe lives and walks, then this leg will have a tendency to bend backward. Bodily Attractiveness - 30%, Agility - 50%. |
| 9-16 | The upper leg is parted vertically, splitting the bone into (1d4 + 1) pieces. Consult the Useless/Missing Body Part table. Bodily Attractiveness - 30%, Agility - 50%. |
| 17-23 | The upper leg is dismembered (1d100)% up the femur Consult the Useless/Missing Body Part table. |
| > 23 | The upper leg is dismembered near the top of the femur. Consult the Useless/Missing Body Part table. Also, the attack damaged the groin. Roll 3d10 and see the appropriate groin table. Consult the Useless/Missing Body Part table. |

| Hacking Groin, Female | |
|---|---|
| **Roll** | **Result** |
| < 6 | The pubic bone is hacked from the front. If pregnant, then she experiences a bloody and instantaneous miscarriage. Bodily Attractiveness - 50%. |
| 6-10 | The pubic bone is split from the front. If pregnant, then she experiences a bloody and instantaneous miscarriage. Within 1d10 minutes, the aborted fetus is covered by ants or appropriate flying insects such as horse flies. Bodily Attractiveness - 50%. |
| 11-16 | The pubic bone is split from the front, and the hacking weapon opens the uterus. If pregnant, then she experiences a bloody and instantaneous miscarriage, and if the fetus is older than 3 months, then the baby is (1d100)% likely to emerge, at least partially, with the weapon. Within 1d10 minutes, the aborted fetus is covered by ants or appropriate flying insects such as horse flies. Bodily Attractiveness - 50%. |
| 17-21 | The labia majora, or outer vaginal lips, are hacked, but the labia minora and clitoris are unharmed. Bodily Attractiveness - 50%. |
| 22-26 | The outer and inner vaginal lips are hacked, but the clitoris is unharmed. Bodily Attractiveness - 50%. |
| > 26 | The outer and inner vaginal lips, as well as the clitoris, are hacked. Bodily Attractiveness - 50%. |

| Hacking Groin, Male | |
|---|---|
| **Roll** | **Result** |
| < 6 | The pubic bone is hacked from the front. Bodily Attractiveness - 20%. |
| 6-8 | The pubic bone is split from the front. Bodily Attractiveness - 20%. |
| 9-11 | The scrotum is hacked open, and even though the testicles were not hit directly, they are hanging out of the scrotum. Bodily Attractiveness - 20%. |
| 12-14 | A testicle is dismembered. Bodily Attractiveness - 20%. |
| 15-17 | A testicle and the vas deferens are dismembered. Bodily Attractiveness - 20%. |
| 18-20 | Both testicles, and their scrotum, are dismembered. Bodily Attractiveness - 20%. |
| 21-23 | The manhood is dismembered along the base. Bodily Attractiveness - 20%. |
| 24-26 | The dickhead is decapitated at its dick-neck. Bodily Attractiveness - 20%. |
| > 26 | The testicles, scrotum, and manhood are dismembered. Bodily Attractiveness - 20%. |

| Hacking Lower Torso | |
|---|---|
| **Roll** | **Result** |
| < 10 | The bladder is hacked; blood and urine spill forth. The foe will be unable to stand or move their torso for 1d10 days times the number of damage points taken. Bodily Attractiveness - 20%. |
| 10-20 | The kidney is hacked; blood and urine spill forth. The foe will be unable to stand or move their torso for 1d10 days times the number of damage points taken. Bodily Attractiveness - 20%. |
| > 20 | If the blade is as long as the diameter of the foe's lower torso, then the lower torso has been separated from the upper torso. The foe dies in 1d10 minutes due to loss of blood. During those minutes, the dismembered foe cannot move, since the spinal cord was severed. If the blade is not as long as the diameter of the foe's lower torso, then the blade hacked through the spine, completely severing it. Bodily Attractiveness - 80%. |

| Hacking Upper Torso | |
|---|---|
| **Roll** | **Result** |
| < 9 | If the foe is female, then her breast has been hacked off. If pregnant, then milk squirts upon impact. Roll 1d10 to determine whether the (1-5) left or (6-10) right breast was hacked. Strength - 40% and Bodily Attractiveness - 50%. If the foe is male, then reroll. |
| 9-16 | A lung was hacked. Roll 1d10 to determine whether it was the foe's (1-5) left or (6-10) right. Divide the number of damage points by the potential BPP and multiply by 100. This is the percentile chance that the hacked lung fills with blood and the foe dies in 1d10 minutes, drowning in their own blood. The foe will be unable to stand or move their torso for 1d10 weeks times the number of damage points taken. Bodily Attractiveness - 50%. |
| 17-22 | The heart is hacked through the rib cage. A rib is splintered and sticks out of their upper torso. The foe dies in 1d6 minutes. Bodily Attractiveness - 50%. |
| > 22 | If the blade is as long as the diameter of the foe's upper torso, then the upper torso has been separated from the lower torso. The foe dies in 1d10 minutes due to loss of blood. During those minutes, the dismembered foe cannot move, since the spinal cord was severed. If the blade is not as long as the diameter of the foe's upper torso, then the blade hacked through the spine and heart, completely severing them. Bodily Attractiveness - 80%. |

| Hacking Hand | |
|---|---|
| **Roll** | **Result** |
| < 7 | The pinky finger is dismembered. Bodily Attractiveness - 1% and Hand-Eye Coordination - 3%. |
| 7-10 | 1d4 fingers are dismembered in succession, beginning with the pinky. Bodily Attractiveness - 1% and Hand-Eye Coordination - (3x)%. Let the exponent x equal the number of fingers lost. |
| 11-14 | (1d6 / 2) fingers are dismembered in succession, beginning with the thumb. Bodily Attractiveness - 1% and Hand-Eye Coordination - (4x)%. Let the exponent x equal the number of fingers lost. |
| 15-18 | The hand is split down the middle. Roll 1d6 to determine where the weapon entered: (1-2) between the index and middle finger, (3-4) the middle and ring finger, and (5-6) the ring and pinky. Bodily Attractiveness - 5% |
| 19-22 | All fingers, including the thumb, are dismembered. Bodily Attractiveness - 5% and Hand-Eye Coordination - 90%. Consult the Useless/Missing Body Part table. |
| 23-26 | The outer half of the hand has been dismembered. Bodily Attractiveness - 5% and Hand-Eye Coordination - 90%. Consult the Useless/Missing Body Part table. |
| > 26 | The entire hand has been dismembered. Blood flows twice as much from the wrist as determined by continual bleeding under Body Part Points. Consult the Useless/Missing Body Part table. |

| Hacking Lower Arm | |
|---|---|
| **Roll** | **Result** |
| < 10 | The lower arm has been dismembered (1d100)% of the way from the wrist up to the elbow. Consult the Useless/Missing Body Part table. |
| 10-20 | The lower arm has been split vertically, and the hacking weapon is embedded in the ulna, splitting the bone into (1d4 + 1) pieces. The arm will be useless for 1d10 weeks. Strength - 30%, Bodily Attractiveness - 20%, Hand-Eye Coordination - 90%, and Agility - 10%. |
| > 20 | The lower arm has been dismembered at the elbow. Consult the Useless/Missing Body Part table. |

| Hacking Upper Arm | |
|---|---|
| **Roll** | **Result** |
| < 10 | The upper arm has been dismembered (1d100)% of the way from the elbow to the shoulder. Consult the Useless/Missing Body Part table. |
| 10-20 | The upper arm has been split vertically, and the hacking weapon is embedded in the humerus, splitting the bone into (1d4 + 1) pieces. The arm will be useless for 1d10 weeks. Strength - 60%, Bodily Attractiveness - 50%, Hand-Eye Coordination - 90%, and Agility - 30%. |
| > 20 | The upper arm has been dismembered at the shoulder. Consult the Useless/Missing Body Part table. |

| Hacking Face | |
|---|---|
| **Roll** | **Result** |
| < 9 | The nose has been dismembered. Blood gushes all over the face of the foe, and their eyes well-up with tears, making it impossible for them to focus on their attacker for 1d10 rounds. Facial Charisma - 50%. |
| 9-16 | The mouth has been split on each side of the lips, parallel to the lips, and the hacking weapon severs the jawbone. The foe's jaw falls to the ground. Facial Charisma - 50%. |
| 17-22 | An eye has been hacked. Stereoscopic Vision is gone unless healed magically. Roll 1d10 to determine whether the (1-5) left or (6-10) right eye was hacked. |
| > 22 | Roll 1d10. The upper head has been either (1-5) partially or (6-10) fully dismembered from the lower head. The hacking attack entered the head through the face. If the upper head is only partially dismembered, then the hacking weapon exited the rear of the head, but either the foe's (1-5) left or (6-10) right side of their skull remains intact. In either case, the foe dies instantly, and brains splatter forth. |

| Hacking Head | |
|---|---|
| **Roll** | **Result** |
| < 10 | The hacking weapon enters the skull from the top, and aligned from front to back so that the corpus callosum is severed and the left and right hemispheres of the brain are separated. Cerebrospinal fluid spills forth from the open skull, and the foe dies instantly. |
| 10-20 | The hacking weapon enters the skull from the back, slicing into the brain through the occipital lobe. The eyes of the foes pop out of their sockets, followed by some of the frontal cortex. The foe dies instantly. |
| > 20 | Roll 1d10. The hacking weapon enters the skull from the (1-5) left or (6-10) right side of the head of the foe, slicing through their temporal lobe. The foe dies instantly. |

| Pounding Foot | |
|---|---|
| **Roll** | **Result** |
| < 7 | The big toe is broken. Bodily Attractiveness - 3%, Agility - 30%, Sprint Speed - 70%. |
| 7-10 | 1d4 toes are broken. Bodily Attractiveness - 5%, Agility - 60%, Sprint Speed - 75%. |
| 11-14 | The big toe and 1d4 toes are broken. Bodily Attractiveness - 7%, Agility - 70%, Sprint Speed - 80%. |
| 15-18 | All toes are broken. Bodily Attractiveness - 8%, Agility - 75%, Sprint Speed - 85%. |
| 19-22 | The heel is shattered, however, the remaining part of the foot is still attached and flops about. Bodily Attractiveness - 9%, Agility - 80%, Sprint Speed - 90%. |
| 23-26 | The instep is shattered into (1d100 + 1) pieces and will never heal naturally. Bodily Attractiveness - 9%, Agility - 80%, Sprint Speed - 90%. |
| > 26 | The pounding weapon shatters the outer half of the foot. Bodily Attractiveness - 9%, Agility - 80%, Sprint Speed - 85%. |

| Pounding Lower Leg | |
|---|---|
| **Roll** | **Result** |
| < 9 | The fibula is broken, but the tibia is unharmed. The fibula is the smaller bone in back. Bodily Attractiveness - 10%, Agility - 50%. |
| 9-16 | The tibia is broken, but the fibula is unharmed. The tibia is the larger bone in front, or the main lower leg bone. Bodily Attractiveness - 15%, Agility - 50%. |
| 17-23 | The fibula and tibia are both fractured, but not shattered. Consult the Useless/Missing Body Part table. Bodily Attractiveness - 20%, Agility - 50%. |
| > 23 | The fibula and tibia are both shattered into 2d10 pieces each. Consult the Useless/Missing Body Part table. |

| Pounding Upper Leg | |
|---|---|
| **Roll** | **Result** |
| < 10 | The patella, or kneebone, is shattered into 2d4 pieces. From now on, if the foe lives and walks, then this leg will have a tendency to bend backward. Bodily Attractiveness - 20%, Agility - 50%. |
| 10-20 | The femur is fractured, but not shattered. Consult the Useless/Missing Body Part table. Bodily Attractiveness - 30%, Agility - 50%. |
| > 20 | The femur is shattered. Consult the Useless/Missing Body Part table. |

| Pounding Groin, Female | |
|---|---|
| **Roll** | **Result** |
| < 17 | The pubic bone is pounded from the front. If pregnant, then she experiences an instantaneous miscarriage. Bodily Attractiveness - 10%. |
| > 16 | The pubic bone is pounded from the front, and the pounding weapon opens the uterus. If pregnant, then she experiences an instantaneous miscarriage. The female sees stars and is stunned for 1d10 rounds. The clitoris swells to thrice its size for 1d100 days. Bodily Attractiveness - 10%. |

| Pounding Groin, Male | |
|---|---|
| **Roll** | **Result** |
| < 5 | The pubic bone is pounded from the front. Bodily Attractiveness - 10%. |
| 5-8 | The pubic bone is pounded from the front and shattered. Bodily Attractiveness - 10%. |
| 9-12 | The scrotum is pounded, and even though a testicle was not hit directly, one emerges from the scrotum, still hanging on its cord. Bodily Attractiveness - 20%. |
| 13-16 | A testicle is squished. There is a 1% chance of death. Bodily Attractiveness - 20%. |
| 17-20 | Both testicles are squished. There is a 2% chance of death. Bodily Attractiveness - 20%. |
| 21-24 | The manhood is squished along its base. When limp, the manhood swells. Bodily Attractiveness - 20%. |
| 25-28 | The glans or head of the penis is squished. Bodily Attractiveness - 20%. |
| > 28 | The manhood and testicles are squished. Bodily Attractiveness - 20%. |

| Pounding Lower Torso | |
|---|---|
| **Roll** | **Result** |
| < 9 | The gluteus maximus, known more commonly as the ass, is pounded. If the foe is civilized, then for a split-second, they will be reminded of being a naughty child who was spanked. Roll 1d100. If the result 01-10, then the tailbone was broken and it will be painful for the foe to sit for 1d10 months. If the result was 11-20, then their rectum, known more commonly as their asshole or poop-chute, was pounded. |
| 9-16 | The bladder is pounded; the foe is compelled to urinate like never before. The foe will be unable to stand or move their torso for 1d10 days times the number of damage points taken. Bodily Attractiveness -5%. |
| 17-24 | The kidney is pounded, and the foe must pass a Drive sub-ability check at TH 20 to avoid falling to the ground and being unable to fight for 1d10 seconds. The foe will be unable to stand or move their torso for 1d10 days times the number of damage points taken. Bodily Attractiveness - 5%. |
| > 24 | Roll 1d10 to determine whether the (1-5) left or (6-10) right hip is broken. The foe is unable to walk again. |

| Pounding Upper Torso | |
|---|---|
| **Roll** | **Result** |
| < 9 | If the foe is female, then her breast has been pounded, and a permanent lump is (1d100)% likely to develop. Roll 1d10 to determine whether the (1-5) left or (6-10) right breast was pounded. Strength - 40% and Bodily Attractiveness - 10%. If the foe is male, then reroll. |
| 9-16 | A rib is broken. Roll 1d10 to determine whether it was the foe's (1-5) left or (6-10) right. The foe will be unable to stand or move their torso for 1d10 weeks times the number of damage points taken. Bodily Attractiveness - 20%. |
| 17-22 | A clavicle or collar-bone is broken, which is known as the most painful bone in the body to break. Roll 1d10 to determine whether the (1-5) left or (6-10) right clavicle was broken. The appropriate arm will be useless for 1d10 months. Penalties from the Useless/Missing Body Part table apply. |
| > 22 | The sternum is smashed and the heart pounded. The foe dies in 1d10 minutes. During these minutes, the foe is unable to move. Bodily Attractiveness - 80%. |

| Pounding Hand | |
|---|---|
| **Roll** | **Result** |
| < 11 | The pinky finger is broken. Bodily Attractiveness - 1% and Hand-Eye Coordination - 3%. |
| 11-13 | 1d4 fingers are broken in succession, beginning with the pinky. Bodily Attractiveness - 1% and Hand-Eye Coordination - (3x)%. Let the exponent x equal the number of fingers broken. |
| 14-16 | (1d6 / 2) fingers are broken in succession, beginning with the thumb. Bodily Attractiveness - 1% and Hand-Eye Coordination - (4x)%. Let the exponent x equal the number of fingers broken. |
| 17-19 | The palm is pounded and its inner bones are broken. Consult the Useless/Missing Body Part table. |
| 20-22 | All fingers, including the thumb, are broken. Bodily Attractiveness - 5% and Hand-Eye Coordination - 90%. Consult the Useless/Missing Body Part table. |
| > 22 | The entire hand has been broken. Consult the Useless/Missing Body Part table. |

| Pounding Lower Arm | |
|---|---|
| **Roll** | **Result** |
| < 10 | The radius is broken. The arm will be useless for 1d10 weeks. Consult the Useless/Missing Body Part table. |
| 10-20 | The ulna is broken. The arm will be useless for 1d10 weeks. Consult the Useless/Missing Body Part table. |
| > 20 | Both the radius and ulna have been broken. Consult the Useless/Missing Body Part table. |

| Pounding Upper Arm | |
|---|---|
| **Roll** | **Result** |
| < 10 | The humus, which is the upper arm bone, is broken. The arm will be useless for 1d10 weeks. Consult the Useless/Missing Body Part table. |
| 10-20 | The humus, which is the upper arm bone, is shattered into (1d4 + 1) pieces. The arm will be useless for 1d10 weeks. Consult the Useless/Missing Body Part table. |
| > 20 | The shoulder has been pounded and is dislocated. The arm will be useless for 1d10 weeks. Consult the Useless/Missing Body Part table. |

| Pounding Face | |
|---|---|
| **Roll** | **Result** |
| < 10 | The nose is broken. Blood gushes all over the face of the foe, and their eyes well-up with tears, making it impossible for them to focus on their attacker for 1d10 rounds. Facial Charisma - 50%. |
| 10-13 | The jaw is broken. The foe's jaw falls to the ground. Facial Charisma - 50%. |
| 14-19 | Teeth are dislodged. Consider the size of the surface area of the weapon that connected with the teeth of the foe, and the Aedile must randomly determine the number of teeth that are dislodged. |
| 20-23 | An eye is pounded. Stereoscopic Vision is gone unless healed magically. Roll 1d10 to determine whether the (1-5) left or (6-10) right eye is pounded. |
| > 23 | The nose is broken, shoved back into the brain, and the foe dies instantly. |

| Pounding Head | |
|---|---|
| **Roll** | **Result** |
| < 10 | The skull is cracked open from the top, and the pounding weapon enters the brain, smashing into the parietal lobe. Cerebrospinal fluid spills forth from the open skull, and the foe dies instantly. |
| 10-20 | The skull is cracked open from the back, and the pounding weapon enters the brain through the occipital lobe. The foe dies instantly. |
| > 20 | Roll 1d10. The pounding weapon enters the skull from the (1-5) left or (6-10) right side of the head of the foe, bludgeoning through their temporal lobe. The foe dies instantly. |

| Stabbing Foot | |
|---|---|
| **Roll** | **Result** |
| < 9 | The big toe is stabbed. Bodily Attractiveness - 3%, Agility - 30%, Sprint Speed - 70%. |
| 9-16 | A toe is stabbed. Bodily Attractiveness - 5%, Agility - 60%, Sprint Speed - 75%. |
| 17-23 | The heel is stabbed, however, the remaining part of the foot is still attached and flops about. Bodily Attractiveness - 9%, Agility - 80%, Sprint Speed - 90%. |
| > 23 | The instep is stabbed and will never heal naturally. Bodily Attractiveness - 9%, Agility - 80%, Sprint Speed - 90%. |

| Stabbing Lower Leg | |
|---|---|
| **Roll** | **Result** |
| < 8 | The calf muscle is stabbed. Bodily Attractiveness - 30%, Agility - 50%. |
| 8-13 | The calf muscle is stabbed and is removed with the stabbing weapon. Bodily Attractiveness - 30%, Agility - 50%. |
| 14-20 | The shin is stabbed. Consult the Useless/Missing Body Part table. Bodily Attractiveness - 30%, Agility - 50%. |
| 21-25 | The tibia is stabbed. Consult the Useless/Missing Body Part table. |
| > 25 | The calcaneal tendon is stabbed and severed. This is the thickest, strongest, and most exposed tendon. It used to connect the calf muscle to the heel bone. Consult the Useless/Missing Body Part table. |

| Stabbing Upper Leg | |
|---|---|
| **Roll** | **Result** |
| < 10 | The patella, or kneebone, is stabbed. From now on, if the foe lives and walks, then this leg will have a tendency to bend backward. Bodily Attractiveness - 30%, Agility - 50%. |
| 10-20 | The hamstrings are stabbed, but not the femur. Consult the Useless/Missing Body Part table. Bodily Attractiveness - 30%, Agility - 50%. |
| > 20 | The femur is stabbed. Consult the Useless/Missing Body Part table. |

| Stabbing Groin, Female | |
|---|---|
| **Roll** | **Result** |
| < 10 | The pubic bone is stabbed from the front. If pregnant, then she experiences a bloody and instantaneous miscarriage. Bodily Attractiveness - 50%. |
| 10-16 | The stabbing weapon penetrates her just above her pubic bone and opens the uterus. If pregnant, then she experiences a bloody and instantaneous miscarriage, and if the fetus is older than 3 months, then the baby is (1d100)% likely to emerge, at least partially, with the weapon. Within 1d10 minutes, the aborted fetus is covered by ants or appropriate flying insects such as horse flies. Bodily Attractiveness - 50%. |
| 17-29 | The stabbing weapon does not penetrate her groin or torso, but rips off her labia majora, or outer vaginal lips, though the labia minora and clitoris are unharmed. Bodily Attractiveness - 50%. |
| > 29 | The stabbing weapon does not penetrate her groin or torso, but rips off her labia majora (outer vaginal lips), the labia minora (inner vaginal lips), and clitoris. Bodily Attractiveness - 50%. |

| Stabbing Groin, Male | |
|---|---|
| **Roll** | **Result** |
| < 7 | The pubic bone is stabbed from the front. Bodily Attractiveness - 20%. |
| 7-10 | The scrotum is stabbed, and even though the testicles were not hit directly, they are hanging out of the scrotum. Bodily Attractiveness - 20%. |
| 11-14 | A testicle is stabbed. There is a 1% chance that the foe dies instantly. Bodily Attractiveness - 20%. |
| 15-18 | A testicle and the vas deferens are stabbed. There is a 2% chance that the foe dies instantly. Bodily Attractiveness - 20%. |
| 19-22 | Both testicles, and the scrotum, are stabbed. There is a 3% chance that the foe dies instantly. Bodily Attractiveness - 20%. |
| 23-26 | The manhood is stabbed in the shaft. Bodily Attractiveness - 20%. |
| > 26 | The glans, or penis head, is stabbed. Bodily Attractiveness - 20%. |

| Stabbing Lower Torso | |
|---|---|
| **Roll** | **Result** |
| < 10 | The bladder is stabbed; blood and urine spill forth. The foe will be unable to stand or move their torso for 1d10 days times the number of damage points taken. Bodily Attractiveness - 20%. |
| 10-20 | The kidney is stabbed; blood and urine spill forth. The foe will be unable to stand or move their torso for 1d10 days times the number of damage points taken. Bodily Attractiveness - 20%. |
| > 20 | The spinal cord is stabbed. There is a (1d100)% chance that the foe is paralyzed permanently below this point. Bodily Attractiveness - (1d10)%. |

| Stabbing Upper Torso | |
|---|---|
| **Roll** | **Result** |
| < 10 | If the foe is female, then her breast has been stabbed. If pregnant, then milk squirts upon impact. Roll 1d10 to determine whether the (1-5) left or (6-10) right breast was hacked. Strength - 40% and Bodily Attractiveness - 50%. If the foe is male, then reroll. |
| 10-20 | A lung is stabbed. Roll 1d10 to determine whether it was the foe's (1-5) left or (6-10) right. Divide the number of damage points by the potential BPP and multiply by 100. This is the percentile chance that the stabbed lung fills with blood and the foe dies in 1d10 minutes, drowning in their own blood. The foe will be unable to stand or move their torso for 1d10 weeks times the number of damage points taken. Bodily Attractiveness - 50%. |
| > 20 | The heart is stabbed through the rib cage. The foe dies in 1d6 minutes. Bodily Attractiveness - 50%. |

| Stabbing Hand | |
|---|---|
| **Roll** | **Result** |
| < 9 | The pinky finger is stabbed. Bodily Attractiveness - 1% and Hand-Eye Coordination - 3%. |
| 9-12 | The ring finger is stabbed. Bodily Attractiveness - 1% and Hand-Eye Coordination - 3%. |
| 13-16 | The middle finger is stabbed. Bodily Attractiveness - 1% and Hand-Eye Coordination - 3%. |
| 17-20 | The index finger is stabbed. Bodily Attractiveness - 1% and Hand-Eye Coordination - 3%. |
| 21-24 | The thumb is stabbed. Bodily Attractiveness - 1% and Hand-Eye Coordination - 3%. |
| > 24 | The palm is stabbed. Bodily Attractiveness - 5% and Hand-Eye Coordination - 90%. Consult the Useless/Missing Body Part table. |

| Stabbing Lower Arm | |
|---|---|
| **Roll** | **Result** |
| < 10 | The lower arm has been stabbed in the wrist. Unless bandaged, this wound will be fatal within 2d10 minutes due to loss of blood. Bodily Attractiveness - 2%. |
| 10-20 | The lower arm has been stabbed. Consult the Useless/Missing Body Parts table. |
| > 20 | The lower arm has been stabbed in the elbow. Consult the Useless/Missing Body Part table. |

| Stabbing Upper Arm | |
|---|---|
| **Roll** | **Result** |
| < 10 | The upper arm has been stabbed. Consult the Useless/Missing Body Part table. |
| 10-20 | The upper arm has been stabbed in the humerus. The arm will be useless for 1d10 weeks. Strength - 60%, Bodily Attractiveness - 50%, Hand-Eye Coordination - 90%, and Agility - 30%. |
| > 20 | The upper arm has been stabbed at the shoulder. Consult the Useless/Missing Body Part table. |

| Stabbing Face | |
|---|---|
| **Roll** | **Result** |
| < 10 | The nose is stabbed. Blood gushes all over the face of the foe, and their eyes well-up with tears, making it impossible for them to focus on their attacker for 1d10 rounds. Facial Charisma - 50%. |
| 10-16 | The cheek is stabbed. The foe's cheek falls to the ground. Facial Charisma - 50%. |
| 17-22 | Teeth are dislodged. Consider the size of the surface area of the weapon that connected with the teeth of the foe, and the Aedile must randomly determine the number of teeth that are dislodged. |
| > 22 | An eye is stabbed. Stereoscopic Vision is gone unless healed magically. Roll 1d10 to determine whether the (1-5) left or (6-10) right eye is stabbed. There is a 90% chance that the foe dies instantly. Depending on the length of the weapon, the brain may be stabbed as well. |

| Stabbing Head | |
|---|---|
| **Roll** | **Result** |
| < 10 | The skull is punctured from the top, and the stabbing weapon enters the brain, penetrating into the parietal lobe. Cerebrospinal fluid spills forth from the open skull, and the foe dies instantly. |
| 10-20 | The skull is punctured from the back, and the stabbing weapon enters the brain through the occipital lobe. The foe dies instantly. |
| > 20 | Roll 1d10. The stabbing weapon enters the skull from the (1-5) left or (6-10) right side of the head of the foe, penetrating their temporal lobe. The foe dies instantly. |

# Fumbles

A fumble is an extreme failure regarding a skill check. This section, however, is a guide to fumbles regarding attack skill checks, although the concept generally applies to other skills as well. Anytime a skill check is made and the result is 6 or less before any modifications occur, a Fumble has occurred. Roll 1d100 and consult the table below to determine the General Cause of the Fumble. Note that these results must be applied with good judgment. For instance, an unarmored chambermaid may Fumble while attacking a character, and the result indicates that the Fumble is due to an armor anomaly, though this particular chambermaid does not wear armor or fallible equipment. In such nonsensical cases, reroll as necessary.

| Fumbles | |
|---|---|
| **Roll** | **Result** |
| 01 | Punished by the Gods |
| 02-17 | Overextension |
| 18-33 | Underextension |
| 34-49 | Loss of grip upon the weapon |
| 50-65 | Loss of balance |
| 66-84 | Environmental cause |
| 85-100 | Armor anomaly |

## Interpretive Guide

**Punished by the Gods:** Whenever somethings go terribly wrong, many characters blame the gods.

- The ceiling collapses on the unfortunate character.
- A building topples onto the character.
- Lightning strikes, as per the spell.
- A magical gate from ages past has been triggered.
- A random god has been watching the character, and is or has been offended greatly. The god kills the character.
- If Brawling, then this character punched a hard target of the foe, such as their teeth, and broke 1d4 knuckles. The foe takes full damage, but the brawler's fist is damaged as well.

**Overextension:** This is the misfortune of a character misjudging their blow or foe and forcing themselves or their weapon too far. Examples include the following:

- Hammer, War: This bludgeoner is swung too far forward, effectively hitting the foe only with the pole portion for no lasting damage. The foe gains an additional attack on the fumbler as they realize what just happened.
- Maul: Angered at their foe, the fumbler swings their maul wildly, too wildly. The weight of the weapon forces the fumbler to take a compensating step forward and still another in the direction of the follow-through to regain control of the weapon. During this unfortunate fumble, the foe gains a free attack, the opportunity to plunge their weapon into the exposed back of the fumbler.
- Polearm, Awl Pike: Counting on the distance between the fumbler and their foe for safety, the worst mistake the fumbler can make is overshooting their foe with the tip of this polearm. The foe rushes the fumbler for an additional attack with glee.
- Scourge: While the leather connects, the barbs of the fumbler's scourge overshoot their target so the fumbler does no lasting damage at all. Meanwhile, if possible the foe gains an additional attack.
- Sword, Short: While attacking a foe, the fumbler thrusts too far with their short sword, temporarily overextending themselves before their foe. Seizing the opportunity, the foe gains a free attack attempt at the extended arm of the fumbler.
- Sword, Zweihander: As this heavy blade is slow to swing, the fumbler misjudges their foe's perceived position. As the blade swings, the fumbler wrongly steps closer to compensate and with the majority of the blade behind them, connects so awkwardly and slowly that no lasting damage is done. The foe, however, gains an additional attack on the fumbler now.
- Whip: Temporarily the fumbler's timing is off in their technique as the snap of the whip occurs too late, not harming the foe at all. If possible, the foe gains an additional attack.

**Underextension:** This is the accident of the fumbler misjudging their blow or foe by underestimation or the application of too little force.

- Bows: Surges of adrenaline and their resultant valleys of such an absence in the veins of the fumbler sometimes occur with poor timing. At this moment, the fumbler hurries to release 2 arrows against their menacing foes, though their finger slips and releases an arrow too soon. The flight arrow hardly flies into the air, traveling only a few yards before falling to the ground, well short of its target.
- Fists: The fumbler misjudged and punched the air shy of their foe with all of their might, confident they would connect and failing to predict the last minute shift in the foe's position. Punching air without reserve sure hurt the fumbler's arm. As the fumbler recovers, the foe gains an additional attack on them.
- Sword, Zweihander: Well aware of this heavy weapon's tendencies at overextension, the fumbler habitually steps and simultaneously leans back with the weapon to counter that possible mistake, to proportion their mass as a better fulcrum. Further, the fumbler does not want to wind up too far. Hence, their mistake this time is that the blade fails to get good momentum, follow-through, or projection. Unfortunately, the slow blade passes far from its intended victim very predictably. The foe gains an extra attack, the opportunity to maneuver around the large blade and thrust their weapon into the fumbler.

**Loss of Grip:** More common than one probably thinks in combat, weapons get dropped and not purposively. Examples of this annoying and infuriating phenomenon follow:

- Sweaty palms: Well, in this case sweaty palms don't mean money, but lubrication, and undesirable lubrication at that! The fumbler must remember to wipe their hands off now and then! Their weapon flies from their hand, and it may be dangerous to retrieve it.
- Leather Grips: The leather grip gave/broke/twisted at an inopportune moment. Just the fumbler's luck. The fumbler tosses their weapon and it may be dangerous to retrieve it.
- If Brawling, then the brawler's wrist is sprained. Although they did not lose their grip, their fist had a poor angle to their forearm upon contact, and the wrist was snapped.

**Loss of Balance:** For one reason or another, the character loses their balance. Examples of this unlucky and unfortunate effect follow:

- Personal slip: The character misjudges their footing, misplaces a foot, and falls to the ground. The foe takes this opportunity to make a free attack. Next round, if still alive, the character is back on their feet.
- Unexpected bump: The foe, or another character, unexpectedly bumps the fumbler, causing a loss of balance. The character falls to the ground. The foe takes this opportunity to make a free attack. Next round, if still alive, the fumbler is back on their feet.

**Environmental Cause:** These fumbles can be frustrating because they usually originate beyond the character's control, typically due to weather, terrain, or simple distractions. Examples follow:

- Wind: The biting winds shift quickly during an unfortunate moment, forcing the character to lose their poise. A move of the character is foiled, and the foe takes the opportunity to make a free attack.
- Foot Fumble: Beneath one's foot the (mud, snow, etc.) causes the character to lose their footing. The character falls to the ground. The foe takes this opportunity to make a free attack. Next round, if still alive, the character must pass an Agility subability check at TH 17 to be back on their feet.
- Vision: (Snow, rain, sand, hail, sweat, blood, hair, etc.) gets into the character's eyes, forcing them to have to wipe their eyes during combat. Aware of the momentary inconvenience, the foe gains an extra attack and lunges forward with the opportunity of hitting the fumbler.
- Distraction: Nearby something occurs (a companion says something, drops unconscious, the fumbler swears they hear something behind them, was that lightning in the distance?, etc.). Normally unaffected by such trivialities, this one captures the fumbler's attention, though only for a second. It is during this second the foe gains an additional attack, the opportunity to wound the character.

**Armor Anomaly:** Incidents involving armor or equipment may occur only by 1 or both parties simultaneously. Examples follow:

- My Shield!: Look damnit, I went to move my shield to protect against a blow I was ready for, but the damned thing hung up on (my shoulder plate, or whatever) at the last second and I couldn't move it to the right place to defend. He got an additional attack out of the deal and skewered me.
- My Armor: My damned (straps for some certain plates, links of some important chains, etc.) gave way at the wrong moment as I twisted just so in the fight. When the plates fell off (or my helmet shifted, whatever) it cost me as he gained an additional attack.
- Our Armor: The armor of both the fumbler and their foe locks up on each other as they make momentary contact. It takes them 1d4 rounds to break free, during which time the foe gains an additional attack on the fumbler.
- My Equipment: As the fumbler lunges forward, their backpack must have come open because a torch flew forward, bopping them in the back of the head on its way to the ground. Yep, my buddy though, this thief, has moved for a backstab but when he jumped in on the foe, his belt pouch that was filled with coins shifted and hit him squarely in the nards. Turns out he was the one surprised when his intended victim turned on him with an additional attack!

## Character Death

When a character dies, usually they are permanently dead. However, if others care for the dead character and are either capable of powerful magic or have the necessary funds to pay for the casting of *revivification*, it is possible though difficult to return from the dead. If the character is unable to be revivified, the character sheet must be passed to the Aedile for review, and many things may happen: the character sheet may be returned to the owner for the memories, it may instead be ripped up to prevent further adventuring with a dead character, their possessions may be distributed to others nearby, etc. Most humanoid cultures do not bury or embalm the deceased, but instead cremate them. Below are some facts about death:

**Livor Mortis:** The color of the skin of a carcass begins to turn reddish-purple to purple within 30 minutes to 2 hours, and the discoloration of the corpse is complete in roughly 8-12 hours. This discoloration is a definitive sign of death.

**Rigor Mortis:** This is a gradual stiffening of the muscles consistent with the position of the body. Rigor mortis, like livor mortis, is a definitive sign of death. Eventually, the body will become limp again due to decomposition. The onset of rigor mortis is influenced by many factors including disease processes, effects of violent exercise, temperature, poisoning, and electrocution. In cold temperatures, a carcass will be stiff from 8-36 hours after death before becoming limp again. In warm temperatures, a carcass will be stiff between 3-8 hours after death. Small muscles are affected first. The typical order is the jaw, followed by the upper appendages, followed by the lower appendages. Juveniles and the elderly develop less rigor mortis.

**Algor Mortis:** Immediately upon death, the body temperature begins to adjust to the surrounding environment, usually cooling down. However, after putrefaction begins (about 2 days after death -- see below), body temperature increases again due to the activity of decomposing organisms.

**Decomposition:** Several stages of decomposition are noted below:

- **Initial Decay:** Initially, the carcass appears fresh externally, but is decomposing internally. The skin begins to display a greenish discoloration. This period is from the time of death until about 2 days afterward. A brownish-black band on the eyes is noticeable after 24 hours.
- **Putrefaction:** Roughly 2-14 days after death, the cadaver or corpse becomes swollen by gas produced internally, and is accompanied by the odor of decaying flesh. Marbling of the blood vessels is visible through the skin. At this time, several different insects are attracted to a corpse, namely blow flies and flesh flies. The female blow flies lay their eggs on the body, especially around the natural orifices such as the nose, eyes, ears, anus, vagina, and penis. If the body is wounded, the eggs are also laid in each wound. After 1-2 weeks, maggots will be seen crawling. Flesh flies do not lay eggs, but deposit larvae instead, which live on the dead tissue.
- **Black Putrefaction:** From 14-20 days after death, the flesh becomes creamy and the body collapses as gases escape. The body turns a uniform greenish-black, and the original skin color may be impossible to discern at this point. The odor of decay is very strong. A bloody purge of fluid often occurs through the nostrils and other orifices.
- **Butyric Fermentation:** From 20-60 days after death, the corpse is drying out. Some flesh remains and a cheesy odor develops. Beetles are attracted to the exposed bones.
- **Dry Decay:** From 2-18 months after death, the cadaver is almost dry and there is a slow rate of decay.

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HOMINIS·TOTA·VITA·NIHIL·ALIUD·QUAM·AD·MORTEM·ITER·EST

The whole life of man is nothing else than a journey to death.

# Chapter 11: Magic



What exactly is magic? How does it function? Most characters believe that magic exists, but are unaware of magical theories and practices. Stemming from ignorance or misconceptions, uncertainty with magic may cause characters to react negatively to casters. Reactions may range from avoidance or scorn to banishment or murder. Generally, characters react unfavorably to sorcerers, have indifference or awe-inspired respect for mages and druids, and react differently to hierophants depending on the god worshipped. Magical theory will only be explained briefly here, avoiding detail.

## The Fifth Element

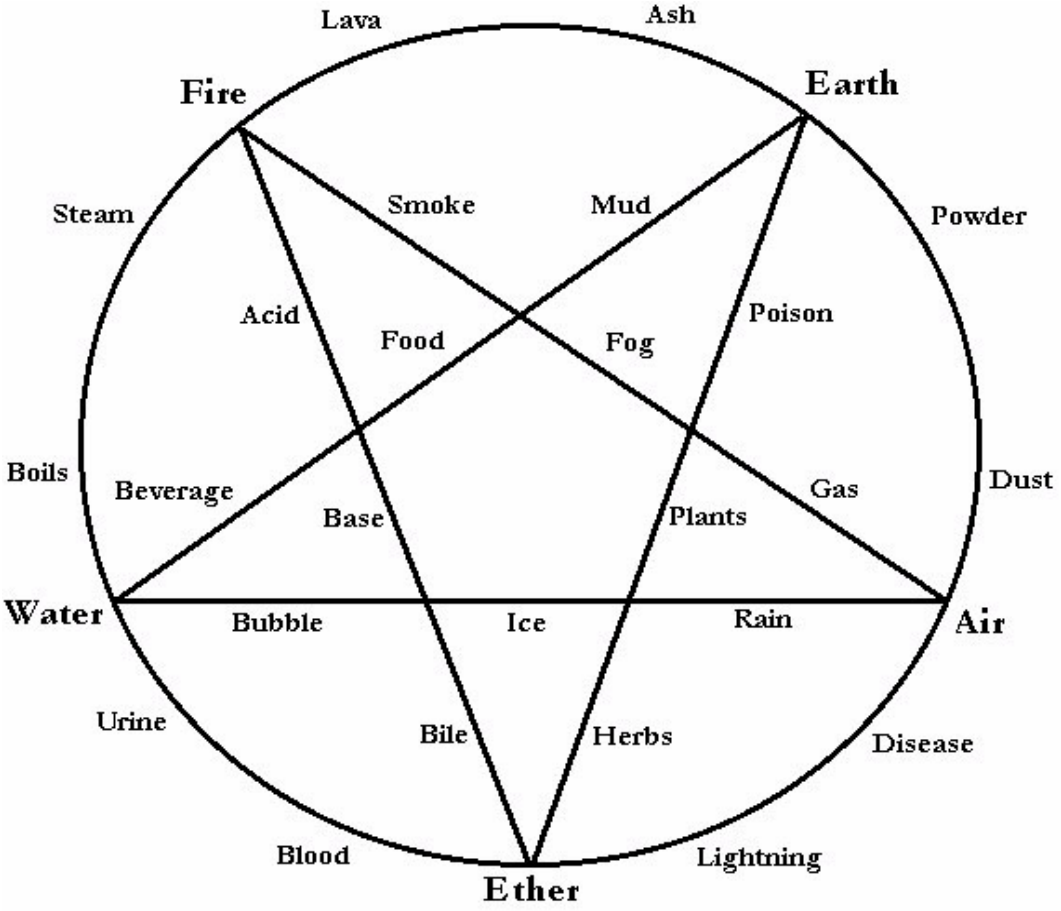
An ancient philosopher[1] posited that 4 elements are the basis of all matter: air, earth, fire, and water (for more information, see the Chemistry skill in *Chap. 8: Skills*). Soon thereafter, a philosopher[2] added the fifth element – ether.

Possibly weightless, ether is small enough that it has never been observed with the eye. It is distinct from the other elements. Nonetheless, scholars of the arcane have predicted successfully how ether acts and interacts both with and among the elements. Of interest to many hierophants, the spirit is also considered to be subsumed by ether.

The 5 elements are often represented by a pentagram. Pentagrams are worn usually with a single point facing upward, symbolizing the power of the mind, as ether or spirit, working creatively with matter. When worn upside down, the pentagram symbolizes the power of the mind hidden within matter. A caster is a character who attempts to manipulate the fifth element, and through it, usually the other elements as well.

Although the elements may combine in infinite combinations and proportions, following is an illustration to elucidate the most common mixtures.

1. Empedocles of Agrigentum (490 - 430 B.C.E.) first asserted the 4-element model of nature.
2. Aristotle added the 5th element. For more information, see the References section at the end of this book.




Few who are educated and familiar with ether will argue against its existence[1]. Theoretically, ether reacts as though it is infinitely small and without any observable effects from weight, sound, or light, other than conductivity. However, ether does react to metals[2]. More specifically, only a portion of ether is affected. Current theories hold that ether is comprised of components, such as magic and spirituality. However, only the magical component of ether reacts with metals.

Magic is defined as a technique grounded in a belief in powers located in the soul and the surrounding universe, a technique that aims at imposing willpower on nature or others. Mana, which is magical power, is freely available in ether. From the perspective of a caster, mana needs a vessel or a channel; casters seek to be or control such a channel. The understanding of the general populace is that magic is an explanation for misfortune; more specifically, any form of misfortune is likely to be blamed on the witchcraft of sorcerers.

A philosopher asserted a theory that has helped to explain the reaction of ether and metal. He claimed that ether is comprised of indivisible particles. The magical or arcane particle in ether is termed mana. Meanwhile, a particle common only to metals is referred to as a defigere[3]. It is hypothesized that substantial amounts of defigere within an inch or 2 of mana (magical energy) inhibit the chances of mana functioning properly. As the metal and mana separate, the mana reacts more normally. It is for this reason that casters avoid wearing or carrying much metal such as armor.

1. Amazingly, Aristotle's incorrect postulate of ether was supported for thousands of years.
2. The interaction of ether and metal has no basis in historical fact, and has been invented for the playability of magic in F.A.T.A.L.
3. Defigere means to fasten or fix, and to curse. Historically, defigere related to religion and magic. In F.A.T.A.L., defigere is based on the electrical resistance of the metallic elements or compounds listed.

In general, the heavier and more solid the metal, the more defigere it seems to possess. Since no character can see or physically measure mana and defigere, it is impossible to declare exactly how many of the particles cause what effect. However, the estimated proportions seem correct. The effects of defigere on mana are constant and with few exceptions. Anytime 1 pound or more of metal is close to a caster and a spell is cast, the caster must consult the following 2 tables:

| Defigere | |
|---|---|
| **Metal** | **Estimated Defigere per Pound** |
| Lead | 13 |
| Carbon Steel | 7.9 |
| Iron | 6.3 |
| Bronze | 1.8 |
| Gold | 1.4 |
| Copper | 1.05 |
| Silver | 1 |

| Spell Failure | |
|---|---|
| **Estimated Defigere** | **Chance of Spell Failure** |
| < 11 | 0% |
| 11-25 | 1% |
| 26-75 | 2% |
| 76-150 | 4% |
| 151-300 | 8% |
| 301-600 | 16% |
| 601-1200 | 32% |
| 1201-2400 | 64% |
| > 2400 | 100% |

To determine whether or not a caster is successful at casting a spell, consider the number of pounds of metal, consult the table above entitled 'Defigere', and determine the number of defigere that may inhibit the caster. For example, if a mage named Redemund were to wear 4-in-1 chainmail armor, which contains 316 defigere (40 pounds for 4-in-1 chainmail armor multiplied times 7.9 defigere per pound of carbon steel), then whenever Redemund attempts to cast any spell, he has a 16% chance of spell failure. If he rolls 16 or less on 1d100, then the spell fizzles. If, however, Redemund rolls 17 or better, then the spell is cast normally. For this reason, most casters distance themselves from those with sufficient metals before casting.

Spell failure due to defigere results in a wasted spell, in which Magic Points (MP) are expended and the effect of the spell does not occur.

Many magical scholars have attempted unsuccessfully to isolate a single mana. The study of the reactions of a single mana would be interesting, as theories about minimum magical effects could finally gain evidential support. While so far this seems impossible due to the smallness of the particle, it is clear that collections of these particles react to certain stimuli.

There are 2 methods of magic that have been discovered: ceremonial and chaos. These methods are described below.

## Ceremonial Magic

As scholars study theories to learn about the manipulation of mana within ether, they are engaged in ceremonial magic. Only mages cast ceremonial magic, though sages and philosophers may study ether as well.

Ceremonial magic is not necessarily concerned with elaborate ceremonies, but an orderly and scholarly approach to magic. All spells that may be cast by practitioners of ceremonial magic may be cast using the same chant, ingredient, and ritual, regardless of which individual mage casts the spell. For each spell to be cast in ceremonial magic, the formula comprised of chant, ingredient, and ritual must be performed with precision. Failure to do so results in spell failure.

The relationship between the mana of the 5 elements has led to the development of different disciplines of study. Each discipline entails a different elemental relationship, 1 discipline per element: air, earth, ether, fire, and water. Scholars of each discipline study these relationships to determine predictable patterns and reactions. In so doing, mages use magic by replicating experimental practices, which usually involve recitation of magical phrasing of Ephesia Grammata, ingredients, and rituals. Some of these ceremonies last for several days and nights. Regardless of its complexity, the information to cast spells is recorded in books; a grimoire is a magical book. Only mages, however, utilize grimoires.

# Chaos Magic

Aside from mages, all other casters utilize chaos magic[1], though few, if any, use this term. Essentially, practitioners of chaos magic posit that the relationship differs between each caster and the universe. Due to this difference, what works for one caster may not work for another. To practitioners of chaos magic, the most powerful component is the will. Sorcerers and priests utilize chaos magic instead of studying mana theories.

Sorcerers discover how to cast spells on accident. Usually unaware of and disinterested in mana theories, most sorcerers seem superstitious about their magic. In addition to accidental discovery, it is also possible to teach sorcery to others, though the first precept taught to the student is that the exact method that works for the teacher will probably not work for the student. More than anything, instruction focuses on self-exploration. In any case, each time a sorcerer becomes able to cast a new spell, the player must determine whether or not a chant, ingredient, and ritual are necessary (see below).

Priests receive spells either directly from their god, or from an attendant entity. In either case, spells are granted to a priest in return for their faith, worship, and devotion. Most priests receive instructions during prayer to their god. Typically, gods inform their priests of what ingredients and chants are necessary to cast a spell.




Priestly spellcasting is often perceived as personal or sacred between the priest and their faith. Each time a priest becomes able to cast a new spell, the Aedile must determine whether or not a chant, ingredient, and ritual are necessary (see below). If a chant is necessary, then it is accomplished by the priest speaking in tongues. Speaking in tongues, also called glossolalia, is not understood by others, but consists of a priest opening their mouth while meditating and allowing spirits or powers of the religion to shape the words. Priestly chaos magic is more appropriately referred to as theurgia. Theurgical magic, a subdivision of chaos magic, is magic that in-herently involves a religious aspect.

Many creatures have innate relationships with mana and are capable of causing specific magical effects; such creatures may not, without study, utilize other magical effects. For variations of this reason, many creatures endowed with magic may use limited selections of spells -- they are unable to cast spells available to mages. Some do not need to cast spells, but simply will their effect to happen.

1. Chaos Magic has been referenced from a publication by Phil Hine entitled "Oven-Ready Chaos" as a summary on the subject. Chaos Magic is useful to F.A.T.A.L. due to its flexibility, and it is appropriate due to the diversity of historical magical systems. For more information, see the References section at the end of this book.

## Chants

Chants[1] in ceremonial magic are predetermined, if necessary, and listed with each spell description. Although ceremonial magic often utilizes chants, the words are not determined randomly. Instead, chants are the result of a consistent and elaborate magical language called Ephesia Grammata, which literally means magical words. For more information on Ephesia Grammata, see *Chapter 6: Sociality*.

Chants in chaos magic are, for game purposes, randomly determined sequences of characters. To sorcerers, it is the result of their self-exploration. To priests, it is the result of speaking in tongues. Priests usually utter chants aloud, while sorcerers often whisper or hiss their chants. In ancient times, a chant was called klesis, meaning invocation.

If the chant is interrupted or phrased incorrectly for any reason, then consult *Appendix 3: Random Magical Effects*. It is possible for a caster to attempt to cast a spell, and experiment by slightly altering the chant. If at least 90% of the chant is voiced correctly, then the intended spell effect still occurs, in addition to the random magical effect. If the same chant is altered as before, a spell will produce the same random magical effect.

The chance of a chant being necessary to cast a spell using chaos magic is 75%. To determine a chant for a spell for a sorcerer or priest, roll 3d10 and subtract the result from 33; this is the number of characters, including spaces, in the chant.

For each character in the chant, roll 1d100. Consult the following table:

| Roll | Sound | Example |
|---|---|---|
| 01-04 | A | 'Ah' as in father |
| 05-07 | A' | 'Ae' as in hate |
| 08-09 | B | 'B' as in boy |
| 10 | C | 'Ts' as in cats |
| 11-13 | D | 'D' as in dog |
| 14 | D' | 'Dy' as in would you |
| 15 | D^ | 'Dz' as in woods |
| 16-19 | E | 'E' as in elbow |
| 20-24 | E' | 'Ee' as in easy |
| 25-26 | F | 'F' as in from |
| 27-28 | G | 'G' as in go |
| 29-30 | H | 'H' as in horrible |
| 31 | H' | 'Huah' as in hurrah |
| 32-34 | I | 'I' as in litigation |
| 35-37 | I' | 'Ie' as in pie |
| 38-39 | J | 'J' as in jump |
| 40-41 | K | 'K' as in token |
| 42-43 | L | 'L' as in lust |
| 44 | L' | 'Ly' as in lye (if said softly) |
| 45-46 | M | 'M' as in mother |
| 47-48 | N | 'N' as in noon |
| 49 | N' | 'Ny' as in onion |
| 50-52 | O | 'O' as in obey |
| 53 | O' | 'Wo' as in won't |
| 54-55 | P | 'P' as in put |
| 56 | Q | 'Q' as in quick |
| 57-60 | R | 'R' as in rug |
| 61 | R' | 'Rr' rolled as in Rico |
| 62-63 | S | 'S' as in sow |
| 64 | S' | 'Sh' as in ship |
| 65-69 | T | 'T' as in take |
| 70 | T' | 'Ty' as in must you |
| 71-73 | U | 'Oo' as in fool |
| 74-75 | U^ | 'U' as in book |
| 76-77 | U' | 'Uh' as in but |
| 78 | V | 'V' as in violent |
| 79 | W | 'W' as in weapon |
| 80 | X | 'Cs' as in ecstasy |
| 81-82 | Y | 'Y' as in your |
| 83 | Z | 'Z' as in zoo |
| 84 | Z' | 'Zh' as in pleasure |
| 85-100 | Blank Space | |

1. For the sake of ease, it is recommended that chants are created by using a program called the Fatal Chant Generator, which is available free from Fatal Games. This program may be downloaded from the Website: www.fatalgames.com.

### Ingredients

The chance that ingredients are necessary to cast a spell of chaos magic is determined randomly for each spell upon acquisition. First, roll 1d100 to determine the percentile chance of needing 1 or more ingredients. Then, roll 1d100 again. If the results are greater than the previous roll, then ingredients are unnecessary.

If it is determined that 1 or more ingredients are necessary, then roll 1d4 to determine the number of necessary ingredients. Proceed to *Appendix 5: Ingredients*.

It is possible for a caster to attempt to cast a spell, even if the wrong ingredients are used. If similar ingredients are substituted, subject to the Aedile's discretion, then consult *Appendix 3: Random Magical Effects* in addition to the spell effect. Actual ingredients are considered similar to listed ingredients if they are common to the same class of objects. For example, if a severed arm is listed, then a severed leg may be substituted, since they are both appendages. However, the Aedile is the final arbiter of whether or not ingredients are considered similar. If the same ingredient is substituted as before, then a spell will produce the same random magical effect.

### Ritual

A ritual is a magical formula that must be followed for a spell to be successful, though not all spells require a ritual. The chance that a ritual is necessary to cast a spell of chaos magic is 10% per spell level. The nature of the ritual is determined by the Aedile after the chant and ingredients have been determined. Aediles are encouraged to be creative and inventive, but above all appropriate. Gestures are ritualistic and, even though part of chaos magic, must be performed correctly. Although the rituals in chaos magic are usually shorter than those in ceremonial magic, all magic is often hard work; rituals may require hours, even days, of concentrated effort. In ancient times, the ritual or magical formula was sometimes called teletai, literally meaning celebrations of mysteries. Later, the term praxis became prevalent, meaning ritual.

## Magical Effects

Certain compounds, or combinations thereof, produce specific magical effects. Spells are good examples of magical effects, though exacting the specific effects may be difficult to impossible depending on the specific spell and the experience of the caster. For instance, the power or degree of the effect of many spells increases predictably with the experience of the caster. Conversely, some spells are favored for their unpredictable qualities, though usually these are never totally unpredictable, but limited by certain boundary conditions.

The duration of magical effects varies considerably, from split-second to permanent. For example, magical items are items that have been imbued with mana. The duration of these effects is not fully understood, but it quickly becomes a complicated topic. Sometimes the experience of the caster has a significant effect upon duration, but more often it is relative to the spell and its specific application.

As most casters become more experienced with magic, their accuracy and performance tend to improve. Typically, experience of the caster extends the range and duration, expands the area, and increases the potency of the magical effects.

Those who work with magic observe that dawn and dusk are magical times, since they divide fundamentals such as day and night, light and dark. During the setting or rising sun, or more specifically, while the sun touches the horizon, all magical effects cast during this time are enhanced by 10%. Likewise, the transitions between seasons are magical times. For instance, the transition between fall and winter is a 24-hour period when the air is more dangerously charged with mana than at any other time and many spirits take advantage of this, roaming freely. All magical effects cast on this day are enhanced by 50%. Otherwise, the transition from spring to summer is also markedly potent. All magical effects cast on this day are enhanced by 40%, while the other 2 seasonal transitions merit magical enhancements of 25%.

Further, those proficient in magic know that knowledge of the true name, the birthname, of another is synonymous with power over that character. Oftentimes, the true name of the target creature is required to cast spells that affect a specific character. More often, though, a popular magical theory known as the Theory of Contagion states that a magical relationship exists between a part and its whole, even after separation. Therefore, separated items such as locks of hair, old clothing, and nail clippings are useful to a caster for affecting a specific character. However, imitative magic is also common. Imitative magic utilizes a symbol to represent the real-world counterpart. Often, the symbol consists of a doll, painting, model, or actor.

## Multiple Magical Effects

Magical effects are caused by gods, innate magical abilities, spells, or magical items. A target is the designated object or center of a magical effect. Multiple magical effects may affect a target, however the result of multiple magical effects on a single target depends on several things.

Numerical magical effects are additive if the same target is affected by 2 or more of the same magical effect, though they may be applied by different casters of differing occupational levels. If the same target is affected by different yet similar magical effects, then the magical effects are also additive. If 2 or more identical non-numerical effects are applied such as Force Fear, then they will not accumulate. Following are 2 examples:

By slim odds, a berserker has acquired 3 magical items with the same imbued magical effect: bracers, a girdle, and a poleaxe. This magical effect is Regeneration, which heals 1 LP of damage per minute while in contact with any of these 3 magical items. Because numeric and similar effects are additive, any character who simultaneously touches these 3 magical items will heal 3 LP of damage while in contact, which equates to 1 LP per 20 seconds.

An anakim chieftain of a barbarian tribe has acquired 2 magical items from a recent raid: a buckler and a cloak. Without knowing whether or not the buckler and cloak are magical, the anakim straps the buckler to his forearm and dons the cloak. The Buckler of Lesser Vulnerability to Fire causes any character in contact to suffer 150% of any fire-based damage. The Cloak of Greater Vulnerability to Fire causes any character in contact to suffer 300% of any fire-based damage. The numerical magical effects are added together. The combined magical effect is 450% vulnerability to fire-based damage while the anakim contacts both the buckler and cloak.

If a magical effect is applied to a target and this effect conflicts with a previous magical effect, which is currently in effect on the same target, then the outcome may be negation between the magical effects, the magical effect of greater precedence, or additive. Following are 3 examples:

A knight is wielding a Zweihander of Force Fearlessness. He fails his Wisdom ability check and is henceforth fearless while in contact with this sword, and while a conflicting magical effect is not applied. However, a sorcerer casts Force Fear on the fearless knight. The knight also fails this Wisdom ability check to avoid fear. Since conflicting magical effects, Force Fear and Force Fearlessness, affect the knight, a negation occurs between the 2 conflicting magical effects. While the knight is affected by conflicting magical effects, he is unaffected by either magical effect. If the knight becomes affected by yet another magical effect of fear or fearlessness, then the knight would be affected accordingly. When the sorcerer's Force Fear spell ends, the knight becomes fearless once again, assuming he is still in contact with this sword.

Outside of town, an older sorcerer trains a younger sorcerer. The younger sorcerer casts Greater Vulnerability to Cold on the older sorcerer. Knowing which spell was cast, the older sorcerer casts Invincibility to Cold on himself so that this spell will take precedence over the other spell. When dealing with similar magical effects, a magical effect of a higher spell level takes precedence over a magical effect of a lower spell level. In this case, Invincibility to Cold takes precedence because Greater Vulnerability to Cold is spell level 4 while Invincibility to Cold is spell level 8. Hypothetically, if both spell levels are equal, then the magical effect created by a caster of higher occupational level takes precedence over a magical effect created by a caster of lower occupational level. If both spell levels are equal and if the occupational level of the casters are the same, then precedence is decided by comparing AP. If spell level, caster level, and AP do not differ between the casters involved, then the result is negation; neither effect occurs.

Once upon a time, there was a little whore named Innocentia. Her natural Debauchery was 28. However, her jealous boyfriend gave her a Ring of Diminished Debauchery, which magically decreased her Debauchery by 6 points. With this ring, her Debauchery became 22. Innocentia was unaware of the effects of this ring, though it did not matter. A sorcerer by the name of Willam visited a brothel, came across Innocentia, and wanted her to do his dirty work. Just to be sure that it would be as dirty as possible, he cast Augment Debauchery on her. He wanted more. After casting the spell, her Debauchery magically increased by 1 point to 23. Fortunately for her boyfriend and unfortunately for Willam, she was only willing to receive a fingering.

## Magic Points

Whenever magic is used, Magic Points (MP) are expended. As casters increase in occupational level, they gain more MP, and hence, are able to cast more spells. MP are also explained for priests and wizards in *Chapter 7: Occupation*. MP may be considered to represent dormant and active mana or magical energy. MP are listed with each spell (see *Chapter 12: Spells*) and creature (see Neveria). Typically, where MP are listed there is also an accompanying number that indicates how many MP are recovered per hour. For instance, if a creature has listed MP 20/5, when the creature is at full magic potential, then they have 20 MP. When they use magic, they will recover MP's at a rate of 5 per hour. Regarding characters, druids and hierophants recover 1 MP per hour per occupational level; mages and sorcerers recover 2 MP per hour per occupational level, and also recover 3 MP per hour per occupational level while asleep.

The higher the level of a spell, the more MP are expended upon casting it. Consult the table below to determine the number of MP's expended upon casting a given spell:

| Magic Points per Spell Level | |
|---|---|
| **Spell Level** | **Magic Points** |
| 1 | 8 |
| 2 | 16 |
| 3 | 24 |
| 4 | 32 |
| 5 | 40 |
| 6 | 48 |
| 7 | 56 |
| 8 | 64 |
| 9 | 270 |
| 10 | 1800 |

The reason that 10th level spells require so many MP's, compared to others, is that MP's must be devoted to the spell for several days. Obviously, spells this powerful are extremely taxing.

## Disciplines of Magic

Magical disciplines have been differentiated according to characteristics of their corresponding element. Since none of these elements exist in pure form in the world, everything is a combination of the 5 elements (for more information, see Chemistry in *Chap. 8: Skills*). For example, flesh is considered to be an equal blend of all 5 elements[1]. Therefore, it is hypothesized that even the strongest fire includes a small amount of water. This explains how a spell from the element of fire could seem to use water more than other elements. Nonetheless, in this case fire is still the predominant element because the overall effect is more relevant than the immediate effect of the spell. Below, the 5 disciplines of magic are listed:

**Air:** Since air is the element that carries or separates other worldly elements, convocation and illusory or delusionary spells are considered to relate to the element of air. Convocation spells are explained in more detail later. A practitioner of convocation may be called a conjuretor, and those who are summoned may be called servitors. Those who predominantly cast spells of this discipline are often considered sanguine.

**Earth:** Since earth is the element of solid substance, spells that physically alter matter are considered to relate to the element of earth. Those who predominantly cast spells of this discipline are often considered phlegmatic.

**Ether:** Since ether is the element of the heavens or stars and mana itself, spells that affect mental states, other spells, or offer means of detection or divine contact, are considered to relate to the element of ether. Those who predominantly cast spells of this discipline are often considered wise.

**Fire:** Since fire is the element that destroys nature, destructive or harmful spells are considered to relate to the element of fire. Those who predominantly cast spells of this discipline are often considered choleric.

1. Empedocles considered flesh to be the even combination of the 4 elements, prior to Aristotle's introduction of the 5th.

**Water:** Since water is the element that restores or replenishes nature, restorative and supportive spells are considered to relate to the element of water. Those who predominantly cast spells of this discipline are often considered melancholic.

## Convocation

Unless otherwise noted in the spell description, air spells that call upon other creatures are convocation spells. Summoning creatures requires the caster to draw a circle of 9 feet in diameter, with the caster in the center. The circle may be drawn on a floor with charcoal or on the ground with a sword or ceremonial knife. Depending on the spell and the creature summoned, there may be more circles and/or pentagrams within the outer circle, which is drawn to a diameter of 10 feet, and includes magical writing. The most important requirement is that the circle must be unbroken. An unbroken circle is a symbol of eternity, since it has no beginning or end. The line that forms the circle becomes a defensive barrier against inimical creatures who are conjured. If the circle is broken by the caster in any manner, then the creature may enter at will.

## Disciplines by Opposition

Each of the 5 disciplines of magic is in fundamental opposition to 2 others. Below the disciplines are listed by opposition:

**Air:** This element is opposed to fire and water.

**Earth:** This element is opposed to ether and water.

**Ether:** This element is opposed to earth and fire.

**Fire:** This element is opposed to air and ether.

**Water:** This element is opposed to air and earth.

The opposition of the disciplines affects casters differently. Hierophant priests of the various gods are unhindered, since their spells are granted by their god. Druids, however, can cast from 1 discipline, but not its 2 opposites. For example, the experience of casting air magic is so different from fire or water magic, druids are unable and unwilling to learn it. Sorcerers, like hierophant priests, are unaffected by the fact that disciplines are polarized. Mages, however, may choose to specialize in 1 discipline. Such specialization earns the mage the name of magister. A magister is unable to cast spells from the disciplines opposite their specialty, but they also gain a 10% bonus to learn spells. In more general respects, sorcerers and mages may choose to focus on 1 or 2 disciplines, but no benefits are gained.

Further explanations of magic will be divided into 2 sections: spells and magical items.

## Discipline, Spell Level, and Norms

Below are a series of tables that show the norms of each magical discipline by spell level. These tables provide only norms, since individual spells may differ accordingly.

| Air (Convocation) | |
|---|---|
| **Spell Level** | **Air (Convocation) Example** |
| 1 | 1 cat or 1d10 LP |
| 2 | 1 dog or 2d8 LP |
| 3 | 1 human or 2d20 LP |
| 4 | 10 humans or 4d100 LP |
| 5 | 100 humans or 4d1000 LP |
| 6 | 1,000 humans or 4d1000 x 10 LP |
| 7 | 10,000 humans or 4d1000 x 100 LP |
| 8 | 100,000 humans or 4d1000 x 1,000 LP |
| 9 | 1,000,000 humans or 4d1000 x 10,000 LP |
| 10 | 10,000,000 humans or 4d1000 x 100,000 LP |

| Air (Illusion/Delusion) | |
|---|---|
| Spell Level | Air (Illusion/Delusion) Example |
| 1 | 1 cubic foot, 50% believability |
| 2 | 10 cubic feet, 75% believability |
| 3 | 100 cubic feet, 85% believability |
| 4 | 1,000 cubic feet, 90% believability |
| 5 | 100,000 cubic feet, 94% believability |
| 6 | 100,000,000 cubic feet, 96% believability |
| 7 | 1 cubic mile, 97% believability |
| 8 | 1,000 cubic miles, 98% believability |
| 9 | 100,000 cubic miles, 99% believability |
| 10 | 100,000,000 cubic miles, 99.9% believability |

| Ether | |
|---|---|
| Spell Level | Ether Example |
| 1 | 1 cat or 1d10 LP |
| 2 | 1 dog or 2d8 LP |
| 3 | 1 human or 2d20 LP |
| 4 | 10 humans or 4d100 LP |
| 5 | 100 humans or 4d1000 LP |
| 6 | 1,000 humans or 4d1000 x 10 LP |
| 7 | 10,000 humans or 4d1000 x 100 LP |
| 8 | 100,000 humans or 4d1000 x 1,000 LP |
| 9 | 1,000,000 humans or 4d1000 x 10,000 LP |
| 10 | 10,000,000 humans or 4d1000 x 100,000 LP |

| Earth | |
|---|---|
| Spell Level | Earth Example |
| 1 | 1d10 IP or LP |
| 2 | 2d8 IP or LP |
| 3 | 2d20 IP or LP |
| 4 | 4d100 IP or LP |
| 5 | 4d1000 IP or LP |
| 6 | 4d1000 x 10 IP or LP |
| 7 | 4d1000 x 100 IP or LP |
| 8 | 4d1000 x 1,000 IP or LP |
| 9 | 4d1000 x 10,000 IP or LP |
| 10 | 4d1000 x 100,000 IP or LP |

| Ether (Detection) | |
|---|---|
| Spell Level | Ether (Detection) Example |
| 1 | Detect elements |
| 2 | Detect temperament |
| 3 | Detect disposition |
| 4 | Detect surface thoughts |
| 5 | Detect thoughts and motives |
| 6 | Find objects |
| 7 | Find beings |
| 8 | Hypersensitivity |
| 9 | Detect future |
| 10 | Detect the will of the gods |

| Earth (Vulnerabilities) | |
|---|---|
| Spell Level | Earth (Vulnerabilties) Example |
| 1 | Lesser elemental vulnerability |
| 2 | Lesser temperament vulnerability |
| 3 | Lesser disposition vulnerability |
| 4 | Greater elemental vulnerability |
| 5 | Greater temperament vulnerability |
| 6 | Greater disposition vulnerability |
| 7 | Mass elemental vulnerability |
| 8 | Mass temperament vulnerability |
| 9 | Mass disposition vulnerability |
| 10 | Total vulnerability |

| Fire (Affliction) | |
|---|---|
| Spell Level | Fire (Affliction) Example |
| 1 | minor affliction or 1d10 LP |
| 2 | modern affliction or 2d8 LP |
| 3 | severe affliction or 2d20 LP |
| 4 | terminal affliction or 4d100 LP |
| 5 | mass affliction or 4d1000 LP |
| 6 | 100,000,000 cubic feet of disease |
| 7 | 1 cubic mile of disease |
| 8 | 1,000 cubic miles of disease |
| 9 | 100,000 cubic miles of disease |
| 10 | 1,000,000 cubic miles of disease |

| Fire (Destruction) | |
|---|---|
| **Spell Level** | **Fire (Destruction) Example** |
| 1 | 1 cat or 1d10 LP |
| 2 | 1 dog or 2d8 LP |
| 3 | 1 human or 2d20 LP |
| 4 | 10 humans or 4d100 LP |
| 5 | 100 humans or 4d1000 LP |
| 6 | 1,000 humans or 4d1000 x 10 LP |
| 7 | 10,000 humans or 4d1000 x 100 LP |
| 8 | 100,000 humans or 4d1000 x 1,000 LP |
| 9 | 1,000,000 humans or 4d1000 x 10,000 LP |
| 10 | 10,000,000 humans or 4d1000 x 100,000 LP |

| Water (Restoration) | |
|---|---|
| **Spell Level** | **Water (Restored) Example** |
| 1 | 1 cat or 1d10 LP |
| 2 | 1 dog or 2d8 LP |
| 3 | 1 human or 2d20 LP |
| 4 | 10 humans or 4d100 LP |
| 5 | 100 humans or 4d1000 LP |
| 6 | 1,000 humans or 4d1000 x 10 LP |
| 7 | 10,000 humans or 4d1000 x 100 LP |
| 8 | 100,000 humans or 4d1000 x 1,000 LP |
| 9 | 1,000,000 humans or 4d1000 x 10,000 LP |
| 10 | 10,000,000 humans or 4d1000 x 100,000 LP |

| Water (Protection) | |
|---|---|
| **Spell Level** | **Water (Protection) Example** |
| 1 | Lesser protection |
| 2 | Moderate protection |
| 3 | Mass lesser protection |
| 4 | Greater protection |
| 5 | Mass moderate protection |
| 6 | Mass greater protection |
| 7 | Lesser invincibility |
| 8 | Moderate invincibility |
| 9 | Greater invincibility |
| 10 | Mass greater invincibility |

# Chapter 12: Spells

This chapter lists all spells alphabetically. Alternate methods of indexing spells are available in *Appendix 2: Spell Lists*. Following is a format for all spell entries:

**Spell Name** (*italicized* if Ceremonial Magic)

**Level:** Here is the power or complexity level of the spell, from 1 to 10. Spell level determines the casting time, which is listed on the 'Duration of Action' table in *Chapter 10: Combat*. Note that casting 9th, and especially 10th, level spells requires sleep deprivation during the lengthy casting time. Examples of the 10 spell levels are given in the end of *Chapter 11: Magic*.

**Magic Points:** Here is the number of MP needed to cast the spell. MP are explained in *Chapter 11: Magic*.

**Discipline:** Here is listed the discipline of magic in which the spell is categorized. The 5 disciplines include: air, earth, ether, fire, and water.

**Range:** Here is listed the range where the spell may take effect. Typically, the range designates the distance within which the center of an area may be designated (see area below). Otherwise, spell effects may not occur outside of the range.

**Area:** Here is listed the area affected by the spell. The center of the area must be within the range of the spell. Area may be listed in many ways. Examples include either 2 or 3 dimensions (such as length x width x height), radius (a line segment extending from the center of a circle or sphere to the curve or surface), diameter (the length of a straight line through the center of an object), and a cone (a ray that becomes wider as it extends from its source, and whose dimensions are defined in the spell description). Spells that affect an area, do not affect BPP, but LP.

**Duration:** Here is listed the duration that the spell's effects last.

**Reference:** Spells listed of ceremonial magic are not fabricated by the author of this game, but have been obtained from real-world references, cited at the end of this book.

**Chant:** Here is listed the chant that must be recited, if necessary. Typically, the chant is phrased repeatedly throughout the casting time of the spell, except for chants for 1st level spells, which are only phrased once. The number of phrasings may vary due to abnormally long or short chants.

**Ingredients:** Here is listed any necessary ingredients for the spell to be cast. The spell may not be cast until the proper ingredients, if required, are acquired.

**Ritual:** Here is detailed what ritual or gesture must be performed, if any. Assuming a ritual is required, the spell will not take effect without the proper performance of the ritual.

**Description:** Here is listed the description of the spell with all necessary details.

# Spells

## Ablation

**Level:** 5
**Magic Points:** 40
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to remove an internal organ from a target creature. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*) and a Called Shot (see *Chap. 10: Combat*) for the upper or lower torso.

This spell causes the skin and other body parts of the target creature to become very soft surrounding the internal organ specified by the caster. This spell is ineffective against creatures with hide or better natural armor, including bugbears, ogres, and trolls.

If successful, the caster is able to insert their hand into the body of the target creature and remove the specified internal organ. The Aedile decides the effect of the removal of the specified organ. The heart is a popular choice, since the target creature is doomed to die within 1-2 minutes. For this duration, the heart will continue to beat in the hand of the caster.

## Acclimation

**Level:** 2
**Magic Points:** 16
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the body of a target creature or object to acclimate to its environment. Unfortunately, acclimation takes time. Consult the table below:

| Round | Effect Felt |
|---|---|
| 1 | 100% |
| 2 | 80% |
| 3 | 60% |
| 4 | 40% |
| 5 | 20% |
| 6 | 0% |

Therefore, the 3rd round after the spell Acclimation is cast, the target creature will feel only 60% of the effects of their environment.

This spell does not affect hunger or thirst, but usually acclimates a creature or object to dangerous surroundings, such as swimming in an acid pool or walking through fire.

After the spell expires, the target creature or object will instantly feel the full effects of their environment again.

## Acidic Touch

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes acidic damage to a target creature or object. The fingertips of the caster secrete magical acid for the duration of the spell, which cause 1d10 Life Points of damage per round of contact with flesh. However, the magical acid does not harm the caster or any substance other than flesh.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

## *Aching Feet*

**Level:** 2
**Magic Points:** 16
**Discipline:** Water
**Range:** Self
**Area:** Caster's feet
**Duration:** Permanent
**Reference:** Arcana Mundi, p. 72.
**Chant:** I think of you; heal my feet. Let the earth retain the illness, and let health remain here.
**Ingredients:** None
**Ritual:** Recite the chant 9 times, touch the earth, and spit. The chant must be recited while sober.
**Description:** Casting this spell causes the caster's feet to stop aching, curing them from whatever caused them to ache. This spell cures only minor discomforts. For example, if a toe were lopped off by a foe and this spell were cast, it would have no effect. This spell is cast most commonly for those who have traveled great distances and have developed blisters.

## *Against every Wild Animal, Aquatic Creature and Robbers*

**Level:** 2
**Magic Points:** 16
**Discipline:** Water
**Range:** Self
**Area:** 10' radius
**Duration:** For the remainder of the present hour [if unknown, roll (1d6 - 1) and 1d10 to determine the number of minutes (01-60)]
**Reference:** PGM VII. 370-73.
**Chant:** LOMA ZATH AION ACHTHASE MA ... ZAL BALAMAON EIEOY, protect me, (speak your own name), in the present hour; immediately, immediately; quickly, quickly.
**Ingredients:** A tassel
**Ritual:** Attach a tassel to your garment and speak the chant.
**Description:** This spell will protect the caster from all wild animals, aquatic creatures, and robbers, so that none will be able to come within 10' of the caster by their own volition, nor will they intend the caster any harm or pay the caster any attention whatsoever unless provoked by the caster, which will negate the spell's effects.

### *Against Evil Sleep*

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Drinking vessel
**Area:** 1 character
**Duration:** 8 hours
**Reference:** PDM xiv. 706-10.
**Chant:** None
**Ingredients:** Flour of wild dates, milk, and wine
**Ritual:** Take the flour of wild dates that have been beaten with milk; you should make them together into a ball. Put in the wine!
**Description:** Casting this spell will enable the imbiber of the ritualized ingredients to be immune to the effects of any *Evil Sleep* spell, as well as any other magical attempt to interfere with the dreams of the imbiber for 8 hours. The entire liquid must be drank; sipping produces no effect.

### *Against Menstruation*

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** The dung of an ass
**Area:** 1 woman
**Duration:** 1 week
**Reference:** PDM xiv. 1196-98.
**Chant:** None
**Ingredients:** Ass's dung
**Ritual:** You should fumigate a woman with an ass's dung when she is menstruating. She stops.
**Description:** Casting this spell will cause a woman to stop menstruating. All of the ass's dung must be used for the spell to be effective. After a week, she will not menstruate. However, within a lunar month the female will begin to menstruate again in accordance with her cycle.

### Agelast

**Level:** 2
**Magic Points:** 16
**Discipline:** Ether
**Range:** 100'
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a creature to lose the capacity to smile. During casting, the caster must point at the target creature with a finger. A successful Aim skill check is required (see *Chap. 8: Skills*). If the check is passed, then the target creature is unable to smile. All attempts to induce happiness in the target creature will be perceived by the target creature as annoying. The target creature is not necessarily angered or depressed, but simply finds no amusement. Events that would normally amuse the target creature now either irritate, bore, or anger them. When a creature is under the influence of Agelast, they usually withdraw from others and prefer not to be bothered.

## Akeldama

**Level:** 6
**Magic Points:** 48
**Discipline:** Ether
**Range:** 1 mile
**Area:** 1,000' x 1,000'
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes all creatures within the specified area to succumb to violent hatred of each other. Creatures within the area must pass a Drive sub-ability check at TH 24 to be unaffected by the spell. Otherwise, provided there are enough creatures, the area becomes a field of bloodshed for the duration of the spell. Creatures within the area who fail their check are compelled to attack the nearest creature within the area. Creatures within the area seem not even to notice those outside the area, and feel no need to leave the area.

If no creature is left to attack in the area, then the sole remaining creature will attempt to hang themselves. If this is infeasible, then they will seem friendly, invite a character into the area of bloodshed, and then betray and attack them. As a last resort, the sole remaining creature will yell in hatred, cursing the world for the duration of the spell.

## Alchemy

**Level:** 6
**Magic Points:** 48
**Discipline:** Earth
**Range:** Touch
**Area:** 2 coins to an exponential power equal to the level of the caster
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes metal coins, or their equivalent in weight, to transmogrify into gold. Only metal will transmogrify. Therefore, copper, iron, lead, and silver may be transformed into gold. Alloys, however, will not transmogrify. Examples of alloys include brass, bronze, and pewter. Each coin or object must be touched for the spell to function. Alchemists, or those who frequently use this spell, experiment with the chant, ingredients, or ritual.



## All for One

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** 50'
**Area:** 25' radius
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** By casting this spell, the caster exploits other characters or creatures within the area. All characters or creatures within the area must pass a Drive sub-ability check at TH 17 or lose either Ethical, Moral, Temperament, or sub-ability points, 1d20 points per level of the caster. The type of points must be specified by the caster during casting. 2 or more characters or creatures must be affected for the spell to take effect. The characters or creatures do not simply lose points. Instead, the points are absorbed by the caster. However, this spell is inefficient, so only (1d100)% of the points will be absorbed. If any character or creature is reduced to zero points, then death occurs. When the effects of the spell expire, the caster loses the absorbed points and the exploited victims recover the points.

## Alter Temperature

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** 50'
**Area:** 25' radius
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** By casting this spell, the caster is able to physically change the temperature of the atmosphere in the area. The caster must decide whether the area will be heated or cooled, and this decision is irreversible for the duration of the spell. If the caster desires to raise the temperature, then the area will become hot enough to boil water. Living creatures within this area suffer 1d10 LP per round of exposure. If the caster desires to lower the temperature, then the area will become cold enough to freeze solid an animal weighing 20 lbs. or less. If cold-blooded, then they will die. If warmblooded, then they suffer 1d10 LP per round of exposure.

### *An Excellent Spell for Silencing, for Subjecting, and for Restraining*

**Level:** 2
**Magic Points:** 16
**Discipline:** Earth
**Range:** 1 mile
**Area:** 1 character
**Duration:** 4 minutes to an exponential power equal to the level of the caster
**Reference:** PGM VII. 396-404.
**Chant:** None
**Ingredients:** Lead from a cold-water pipe
**Ritual:** Take the ingredient and make a lamella (a thin metal plate) and inscribe it with a bronze stylus, and set it with a character who has died prematurely. While performing this ritual, think of a character, picture them in your mind.
**Description:** Casting this spell will cause the person who is imagined during the ritual and within a mile to suddenly become unable to speak and move, though they are able to survive by shallow breathing.

### Anti-venom

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Touch
**Area:** Creature touched
**Duration:** 2 minutes to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell inoculates a target against natural venoms as found in spiders, snakes, and poisonous plants by making the target immune to these natural poisons. Poison that already affects the character will continue to affect them.

### Arachnid Feet

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** Creature touched
**Duration:** 2 minutes to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** The creature touched by the caster will experience a change in their hands and feet. More specifically, their hands and feet will become sticky enough to allow them to climb on smooth walls and ceilings, as would a spider.

### Ascertain Properties

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** Touch
**Area:** 1 object
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a voice in the head of the caster to state 1 magical property of an object in question for every odd level (1st, 3rd, 5th, etc.) of the caster.

## Audio Range

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** 30' per level of the caster
**Area:** Special
**Duration:** Concentration
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** The caster may increase the volume of their voice. This Audio Range increases with the occupational level of the caster. Consult the table below to determine the volume of the voice of the caster, regardless of whether the caster is whispering or yelling:

| Caster Level | Maximum Volume |
|---|---|
| 1 | A yelling human |
| 2 | A barking big dog |
| 3 | A marching army of 100 humans |
| 4 | Dozens of galloping horses |
| 5 | A yelling ogre |
| 6 | A yelling giant |
| 7 | A roaring lion |
| 8 | A roaring dragon |
| > 8 | Thunder |

## Augment Charisma

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 1 of the sub-abilities of Charisma of the target creature to augment. Which sub-ability is affected is determined randomly by the Aedile with 1d4. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The randomly selected sub-ability increases by 1d6 points.

## Augment Debauchery

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes an increase in Debauchery of the target creature. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). Debauchery is augmented by 1d6 points.

## Augment Dexterity

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 1 of the sub-abilities of Dexterity of the target creature to augment. Which sub-ability is affected is determined randomly by the Aedile with 1d4. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The randomly selected sub-ability increases by 1d6 points.

## Augment Intelligence

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 1 of the sub-abilities of Intelligence of the target creature to augment. Which sub-ability is affected is determined randomly by the Aedile with 1d4. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The randomly selected sub-ability increases by 1d6 points.

## Augment Magic

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes an increase in Magic Points of the target creature. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). Magic Points are augmented by 1d6.

## Augment Physique

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 1 of the sub-abilities of Physique of the target creature to augment. Which sub-ability is affected is determined randomly by the Aedile with 1d4. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The randomly selected sub-ability increases by 1d6 points.

### Augment Piety

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 1 character
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes an increase in Piety Points of the target creature. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). Piety Points are augmented by 1d6.

### Augment Vision

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes an improvement in Vision of the target creature. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). Vision is improved by 1d6.

### Augment Wisdom

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 1 of the sub-sub-abilities of Wisdom of the target creature to augment. Which sub-ability is affected is determined randomly by the Aedile with 1d4. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The randomly selected sub-ability increases by 1d6 points.

### Banish Allergy

**Level:** 3
**Magic Points:** 24
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell banishes an allergy from a target creature. For the spell to take effect, the target creature must be touched by the caster. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If the target creature has more than 1 allergy, then 1 allergy is randomly selected and banished.

## Banish Disease

**Level:** 4
**Magic Points:** 32
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell banishes all disease from a target creature. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). While this spell will not heal all damage incurred from disease, it will remove all disease from the target creature, which immediately halts future damage from the same instance of disease.

## Banish Intoxication

**Level:** 2
**Magic Points:** 16
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell banishes intoxication from a target creature. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If affected, then the target creature will become sober instantly.

## Banish Paralysis

**Level:** 4
**Magic Points:** 32
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell banishes paralysis from a target creature. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

## Banish Poison

**Level:** 4
**Magic Points:** 32
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell banishes all poison from a target creature. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). While this spell will not heal all damage incurred from poison, it will remove all poison from the target creature, which immediately halts future damage from the same dose of poison.

### Beguile Foe

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** 50'
**Area:** 1 creature
**Duration:** 1d6 minutes
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell subdues a hostile foe by lowering their Drive sub-ability to 50% for the duration of the spell. The target creature must pass a Drive sub-ability check at TH 21 or become passive and subdued. If the creature passes the check, then the creature remains a hostile foe.

### Bestow Aching Back

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature to suffer from an aching back. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If touched, then the target creature must pass a Physical Fitness sub-ability check at TH 17 to be unaffected by this spell.

The pain from this back ache does not translate meaningfully into gaming statistics, but it does annoy the target the creature.

### Bestow Aeon

**Level:** 7
**Magic Points:** 56
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature to age instantly and permanently by several million years. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The Aedile must determine the lifespan of the target creature. Aging beyond the creature's lifespan is fatal. Nearly all mortal creatures will fossilize after an aeon.

### Bestow Allergy

**Level:** 2
**Magic Points:** 16
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature to permanently acquire a random allergy. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The target creature must pass a Health sub-ability check at TH 18 to be unaffected by this spell. The Aedile randomly determines the exact allergy by referring to Allergies in *Chapter 2: Body*.

## Bestow Asphyxiation

**Level:** 5
**Magic Points:** 40
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the lungs of a target creature to become unable to function. As a result, the target creature suffocates to death. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If the target creature is touched and passes a Health sub-ability check at TH 23, then the spell is ineffective, although breathing may become a little difficult. If the check is failed, then Strength and LP are lost in accordance with the Choking maneuver under the Wrestling skill (see *Chap. 8: Skills*).

## Bestow Aura

**Level:** 2
**Magic Points:** 16
**Discipline:** Air
**Range:** Touch
**Area:** Special
**Duration:** 2 hours to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 1 or more creatures or objects to glow with an aura. The spell affects 1 creature or object per caster level. If a creature is intended as the target, then the creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). Upon casting, the caster determines the strength or brightness of the aura, as well as its hue. The strength may vary from a faint and almost undetectable shimmer, to a radiance that may be obvious in daylight 100' away. While the caster may choose any hue, popular choices are black, red, or an eerie green.

This spell does not affect partial creatures or objects. Other than appearance, the aura does not affect the target creature or object. Since a spell is in effect, a proper detection spell will detect the presence of active magic.

The affected area is limited by the level of the caster:

| Caster Level | Area Affected |
|---|---|
| 1 | 1 cubic foot or 1 cat |
| 2 | 3 cubic feet or 1 dog |
| 3 | 10 cubic feet or 1 human |
| 4 | 100 cubic feet |
| > 4 | 1,000 cubic feet |

### Bestow Blindness

**Level:** 4
**Magic Points:** 32
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature to become permanently and totally blind. Blind creatures are unable to see; Vision is zero. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). By passing a Health sub-ability check at TH 21, the target creature is unaffected by the spell and retains their Vision. Blind creatures depend on the Blindfighting skill (see *Chap. 8: Skills*) during combat. Blind humanoids often compensate for their loss of Vision by using a walking stick or staff as an aid.

### Bestow Blistering Boils

**Level:** 2
**Magic Points:** 16
**Discipline:** Fire
**Range:** Touch
**Area:** 1 victim's skin
**Duration:** 2 hours to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the skin of a victim to blister and form puss-filled boils. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). This affliction has an onset time of 1d20 rounds. After the onset time, 1d100 boils will appear each round for 1d6 rounds. Regardless of the number of boils that appear, in totality they will cause 2d6 LP of damage, unless the blisters pop. There is a 5% chance per level of the caster that (1d100)% of the blisters will pop after they finish appearing. If blisters pop, then the percentage of the blisters that popped equals the percentage of LP that the victim loses.

Clever casters have gathered puss from such broken blisters. If this puss is ingested, then it causes 1d4 LP of damage per full gulp. Aside from its acrid taste, puss from Bestow Blistering Boils burns the throat and stomach.

### Bestow Century

**Level:** 5
**Magic Points:** 40
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature to instantly and permanently age 100 years. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The Aedile must determine the lifespan of the target creature. Aging beyond the creature's lifespan is fatal.

### Bestow Convulsion

**Level:** 4
**Magic Points:** 32
**Discipline:** Fire
**Range:** 200'
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target who is seen by the caster to begin convulsing uncontrollably. Bestow Convulsion affects 4d100 LP; a creature with more LP is unaffected. If bipedal, then the affected victim will topple to the ground. The victim's limbs will extend and become stiff or rigid, and shake violently from their socket at the torso. The victim's mind remains clear, though they are unable to prevent spasmodic shaking. Further, the victim is unable to speak. However, if the victim passes a Drive sub-ability check at TH 16, then they may be able to whisper. If able, then victims of Bestow Convulsion usually whisper pathetic pleas, such as "Help, help me."

### Bestow Deafness

**Level:** 4
**Magic Points:** 32
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature to become permanently and totally deaf. Deaf creatures are unable to hear. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). By passing a Health sub-ability check at TH 21, the target creature is unaffected by the spell and retains their hearing. If sentient, in time the deaf creature may be able to learn to read lips.

### Bestow Decade

**Level:** 4
**Magic Points:** 32
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature to instantly and permanently age 10 years. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The Aedile must determine the lifespan of the target creature. Aging beyond the creature's lifespan is fatal.

### Bestow Disease

**Level:** 3
**Magic Points:** 24
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature to acquire a random disease from *Chapter 2: Body*. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The random and magical disease that is acquired is permanent, though it is subject to all limitations of the real disease.

### Bestow Dislocation

**Level:** 2
**Magic Points:** 16
**Discipline:** Fire
**Range:** 100'
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a randomly determined limb on multiple creatures to become temporarily useless. Since different creatures have different numbers of limbs, the Aedile must randomly determine which limb. If a creature has a tail, then it counts as a limb. The caster must see the target creatures as the spell is cast. The Aedile determines the effects of a useless limb. Consult the Useless/Missing Body Part Penalties table in *Chapter 10: Combat*.

### Bestow Earache

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** 1d20 hours
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a creature to suffer from an earache. An earache is pain in the middle ear. The pain is caused by an infection that causes fluid to collect behind the eardrum. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). A creature afflicted with an earache will suffer a penalty of 3d10 when making a Sound skill check. Further, the creature may find that it is difficult to concentrate, and is subject to any such modifiers deemed appropriate by the Aedile. Otherwise, the earache is irritating to the afflicted creature.

### Bestow Fatigue

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** 1d20 minutes
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a creature to suffer great fatigue. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If successful, then the following adjustments take effect for the duration of the spell: Physical Fitness and Strength are halved, Hand-Eye Coordination and Agility are reduced to 75%.

### Bestow Greater Harm

**Level:** 3
**Magic Points:** 24
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to harm another. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If successful, then the creature suffers 2d20 Life Points of damage, though no visible wound results. This spell harms only the living. If missed, then the spell is wasted.

### Bestow Harm

**Level:** 2
**Magic Points:** 16
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to harm another. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If successful, then the target creature suffers 2d8 Life Points of damage, though no visible wound results. This spell harms only the living. If missed, then the spell is wasted.

### Bestow Headache

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** 1d20 hours
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a creature to suffer from a headache. A headache is pain in the head. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). An affected creature may find that it is difficult to concentrate, and is subject to any such modifiers deemed appropriate by the Aedile. Otherwise, the headache is irritating to the afflicted creature.

### Bestow Ingrown Nail

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** 1d20 hours
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a creature to suffer from an ingrown nail. An ingrown nail is pain in a finger or toe. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). Roll 1d100 to determine whether it is a (01-50) fingernail or (51-100) toenail. Next, determine whether it is on the (01-50) left or (51-100) right hand or foot. Finally, roll 1d6 to determine the specific finger or toe; let 1 = the thumb or big toe and reroll 6's. A creature with an ingrown fingernail will suffer a penalty of -3d10 when making skill checks that involve the use of that hand. A creature with an ingrown toenail will have their Sprint speed reduced by (1d100)%. Otherwise, the ingrown nail is irritating to the target creature.

### Bestow Intoxication

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 2 hours to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes multiple recipients to become intoxicated. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). Each target creature is affected as though they drank 1d6 glasses of mead (see Intoxication in *Chap. 2: Body*). Effects may be cumulative from multiple castings. Oddly, intoxicated target creatures will not smell as though they have been drinking. However, an affected target creature will have a painful hangover that lingers for 1d10 days.

### Bestow Leprosy

**Level:** 4
**Magic Points:** 32
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a creature to acquire the disease known as leprosy (see Diseases in *Chap. 2: Body*). The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

Upon successfully touching the target creature, they must pass a Health subability check at TH 26 not to acquire the disease. If the target creature fails the check, then they acquire leprosy.

Leprosy is a chronic, infectious disease that primarily affects the skin, mucous membranes, and nerves. Many consider leprosy to be a punishment of the gods for sin; hence, the leper is in a state of defilement.

The target creature immediately experiences a loss of sensation in 1d4 patches of skin. These areas are randomly determined as follows: Roll 1d100 and consult the table for Body Part Proportion in *Chapter 2: Body* to determine each bodily location.

Of the affected areas, 1 is severe enough to cause a body part or limb to fall off. The others remain problematic areas of extremely low sensation. When a body part falls off, consult the table entitled Useless/Missing Body Part Penalties in *Chapter 10: Combat*.

### Bestow Lesser Harm

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to harm another. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If successful, then the creature suffers 1d10 Life Points of damage, though no visible wound results. This spell harms only the living. If missed, then the spell is wasted.

## Bestow Loss of Appetite

**Level:** 2
**Magic Points:** 16
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** 2 days to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to nullify the appetite of a target creature. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If successful, then the target creature loses all desire to eat. All thoughts of food and drink will be disgusting to the target creature. Consult the following table to determine the damage done:

| Days w/o Substance | LP Reduced to: |
|---|---|
| 1 | 100% |
| 2 | (90 + 1d8)% |
| 3 | (70 + 1d20)% |
| 4 | (40 + 2d20)% |
| 5 | (3d20)% |

If the target creature does not eat or drink in 5 days, then they will perish before the 6th. The target creature will violently oppose any tactics by others to induce eating or drinking.

## Bestow Millennium

**Level:** 6
**Magic Points:** 48
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature to instantly and permanently age 1,000 years. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The Aedile must determine the lifespan of the target creature. Aging beyond the creature's lifespan is fatal. Most mortals die.

## Bestow Muteness

**Level:** 4
**Magic Points:** 32
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature to become permanently and totally mute. Mute creatures are unable to speak or utter a sound. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). By passing a Health sub-ability check at TH 21, the target creature is unaffected by the spell and retains their ability to speak or make vocal sounds. Mute creatures may suffer a reduction in Rhetorical Charisma as determined by the Aedile.

## Bestow Numbness

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** Touch
**Area:** 6 square inches of flesh
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes an area of skin on another to lose all sensation after the caster touches it. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). This spell is used for many purposes. For instance, if a foe's hand becomes numb, then they are 80% likely to drop their weapon. The area touched is the center of the numbness.

## Bestow Paralysis

**Level:** 2
**Magic Points:** 16
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a creature to become paralyzed. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). This spell affects only 2 LP to an exponential power equal to the level of the caster. Creatures are unaffected if they have more LP than the caster is capable of affecting.

Once touched, a target creature must make a Health sub-ability check. Consult the table below:

| TH | Effect |
|---|---|
| < 9 | Total bodily paralysis, including the brain and heart. Target creature dies in 2d6 rounds. |
| 9-13 | Bodily paralysis, but able to breathe. |
| 14-16 | Bodily paralysis, but able to breathe, and 1 random limb is not paralyzed. |
| 17-20 | Bodily paralysis, but able to breathe, and 2 random limbs are not paralyzed. |
| 21-22 | 2 random limbs are paralyzed. |
| > 23 | 1 random limb is paralyzed. |

Victims of Bestow Paralysis are able to move their eyes, unless their Health TH was less than 9. Further, victims are able to think clearly. Although the neck of a victim suffering 'bodily paralysis' will not move, the victim is aware of their condition and surroundings; they are simply unable to move or react.

## Bestow Sniffles

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a creature to experience their sinuses draining. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). Watery snot will drip from the nose of the target creature for the duration of the spell. The rate of dripping is a number of drips per round equal to the level of the caster.

## Bestow Toothache

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a creature to experience a toothache. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The affected creature will have problems concentrating, and the Aedile may impose such penalties as appropriate.

## Bestow Tooth-Rot

**Level:** 3
**Magic Points:** 24
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a creature to lose a number of teeth. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). This spell causes 1d10 teeth of the target creature to rot and fall out. The higher the level of the caster, the sooner the teeth rot. Consult the following table:

| Level | Effect |
|---|---|
| 1-2 | 1d12 months |
| 3-4 | 1d4 weeks |
| 5-6 | 1d8 days |
| 7-8 | 1d20 hours |
| 9-10 | 1d10 minutes |
| > 10 | 1d10 rounds |

## Bestow Ulcer

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a creature touched to acquire an ulcer. An ulcer is a shallow sore. Although an ulcer may occur in many bodily locations, this spell causes ulcers in the stomach. A stomach ulcer causes pain and irritates the target creature. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

## Bestow Virus

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** 50' per level of the caster
**Area:** Special, see below
**Duration:** 1 minute per level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a number of LP of creatures specified below to need to pass a Health sub-ability check at TH 18 or become infected with a magical virus, popularly called Infectuosica-Vomitory. The virus causes creatures to vomit unwillingly and uncontrollably 1d10 times per minute. During the duration of this spell, they are unable to attack, their Sprint Speed is reduced to 50%, and their CA suffers 5. The caster is immune to the virus. See the table below to determine the number of LP affected:

| Caster Level | LP Affected |
|---|---|
| 1 | 1d10 |
| 2 | 2d8 |
| 3 | 2d20 |
| 4 | 4d100 |
| > 4 | 4d1000 |

All of the LP of a target must be used for that target to be affected.

## Brittlebone

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** 25'
**Area:** 1 creature
**Duration:** 1d6 rounds
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** This spell serves to weaken the skeletal structure of a human-sized or smaller creature, thereby doubling the effective range for Graphic Gore with pounding weapons and adds 20 to the severity of all graphic blows. The target creature must be seen by the caster.

## Burning Bush

**Level:** 9
**Magic Points:** 270
**Discipline:** Air
**Range:** 50'
**Area:** 10 cubic feet
**Duration:** 1 round per 2 levels of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell convokes a god to enter a bush, which makes the bush burn. The god inside the Burning Bush communicates with a low and booming voice from within and addresses the caster. No caster has ever learned its true name. The god refuses to identify itself. Yet, it has been renowned for wielding godly might in the past at the behest of the caster. The Aedile determines the reactions of the god to being summoned. If asked its name, the god replies "I am who I am," so that the caster will not know its true name and have any power over it. Further, this god will refuse to emerge from the Burning Bush, and does not allow anyone to see it. The bush will burn without structurally deteriorating for the duration of the spell.

## *Business Spell*

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** 20' radius from figurine
**Area:** 1 small business or shop
**Duration:** As long as the figurine is in the wall
**Reference:** PGM IV. 2359-72.
**Chant:** CHAIOCHEN OUTIBILMEMNOUOTH ATRAUICH. Give income and business to this place, because Psentebeth lives here.
**Ingredients:** Orange beeswax, the juice of an aeria plant, ground ivy, as well as a cock, some wine, and a lamp that is not colored red.
**Ritual:** Take the beeswax, juice, and ivy, and make a figure of a merchant having a hollow bottom, grasping in his left hand a herald's wand and in his right a small bag. Write on hieratic papyrus these names, and you will have continuous business: CHAIOCHEN OUTIBILMEMNOUOTH ATRAUICH. Put the papyrus inside the figure and fill in the hole with the same beeswax. Then deposit it in a wall at an inconspicuous place, crown him on the outside, sacrifice a cock to him, make a drink offering of wine, and light a lamp for him that is not colored red.
**Description:** Profits increase by 10% per level of of the caster in 1 shop or small business for as long as the caster desires and retains the figurine in place.

## Call Acid Rain

**Level:** 3
**Magic Points:** 24
**Discipline:** Air
**Range:** 1 mile
**Area:** 100,000 cubic feet
**Duration:** 2d4 rounds
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons acid rain to fall in a 100' x 100' x 100' area. Each round that acid rain contacts flesh, it causes 1d10 LP of damage. The acid is weak and does not harm metal or other substances.

## Call Animals

**Level:** 2
**Magic Points:** 16
**Discipline:** Air
**Range:** 0
**Area:** 1 mile radius
**Duration:** 1 round per level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** This spell summons a number of creatures from the surrounding area as a function of the caster's level. The exact type of creature is determined by the Aedile, since the surroundings may vary considerably. Usually, common creatures arrive. Individual creatures never have more Life Points than the caster, though together they may have more. Consider the table below:

| Caster Level | Number Summoned |
|---|---|
| 1-2 | 1d4 |
| 3 | 1d6 |
| 4-5 | 1d8 |
| 6-8 | 2d6 |
| 9-10 | 2d8 |
| 11-15 | 2d10 |
| > 15 | 2d12 |

After the duration of the spell, the summoned animals return to their original location.

## Call Avalanche

**Level:** 5
**Magic Points:** 40
**Discipline:** Air
**Range:** 1 mile
**Area:** 100' x 100' x 100'
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons a portion of an avalanche occurring somewhere in the world at the moment. The caster determines where the avalanche will appear within the radius of 1 mile. The avalanche will consist either of tons of falling snow and ice (1-5 on 1d10) or rock (6-10).

The avalanche itself will occur for 1d6 rounds. During this time, heavy material determined above will fall to the ground. After this time, 1d20 feet of the material will remain and cause continuous crushing damage until the end of the duration of the spell.

Falling snow distributes 1d4 IP or LP per round. Thereafter, crushing damage is 1/3 LP per foot of depth of snow and ice.

Falling rock distributes 2d20 LP per round. Thereafter, crushing damage is 5 LP per foot of depth of remaining rock.

In either case, characters trapped underneath material should consult the choking maneuver under the Wrestling skill (see *Chap. 8: Skills*) to see if they suffocate to death.

## Call Ball Lightning

**Level:** 2
**Magic Points:** 16
**Discipline:** Air
**Range:** 1 mile
**Area:** 1d10-inch diameter sphere
**Duration:** 1d4 seconds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons a natural phenomenon known as ball lightning. Ball lightning is a mysterious glowing sphere that drifts through the air, though it can bounce along the ground as well. Various colors of ball lightning have been seen. Sometimes it changes color. Ball lightning may have an internal structure, such as layers or moving sparks. The lifetime of ball lightning is related to its size, and inversely related to its brightness. Balls that are blue and orange seem to last longer than average. Ball lightning has no observable buoyancy effect. It is 75% likely to end with a violent explosion. Ball lightning illuminates a 10' radius, so it is brighter than a candle, but not as bright as a torch.

Upon successful casting, the ball lightning will appear 2' in front of the caster. The ball lightning will move according to the whim of the caster, though it is unable to move faster than 100' per round and will remain 3' above the ground. Ball lightning must remain in motion. If the caster is unable to concentrate on it, then it either dissipates or explodes violently (as determined above).

If the ball lightning explodes, then it causes 1d10 IP or LP of electrical damage to all within 3'.

## Call Blizzard

**Level:** 7
**Magic Points:** 56
**Discipline:** Air
**Range:** 1 mile
**Area:** 1,000' x 1,000' x 1,000'
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons a severe blizzard to appear in an area designated by the caster and which is within the range of the spell. For the first 2d4 rounds, damage will not occur to creatures within the blizzard. Visibility will be reduced to 5%.

However, after 2d4 rounds of continual exposure, each creature within the blizzard will suffer 1 LP of cold damage per round. If the creature wears metal armor, but is not directly touching metal, then damage is increased to 2 LP per round.

For each round during which cold damage occurs, there is a chance of getting frostbite. The chance of acquiring frostbite is exponential. For the 1st round of damage, there is a 2% chance. This chance increases exponentially each round thereafter. If frostbite is acquired, then roll 1d10 to determine its location: (1-5) hands, (6-9) feet, (10) nose.

If any portion of the body of a subjected creature is in contact with metal, then this portion of the body risks twice the normal chance of acquiring frostbite.

## Call Comet

**Level:** 10
**Magic Points:** 1,800
**Discipline:** Air
**Range:** Unlimited
**Area:** 1 comet
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons the nearest comet in the universe. This spell may not be cast by 1 caster, but requires multiple druids; this is a circle spell. The summoned comet will appear and be visible in the sky. The comet will appear just outside the atmosphere. The exact location and direction of the comet, once summoned, is determined by the circle of druids. The circle of druids may direct the course of this comet as they please. If the summoned comet collides with a planet, then mass destruction may result.

## Call Chilly Gust

**Level:** 1
**Magic Points:** 8
**Discipline:** Air
**Range:** Limited by caster's vision
**Area:** 20' x 20' x 20'
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons a chilly gust of air. The caster may place the chilly gust of air anywhere that they can see. Any target the caster is able to see may be affected by a chilly gust of wind. The air does (1d6 - 1) LP of damage to all in the area. Those with humanlike skin are apt to have goosebumps after experiencing the chilly gust.

## Call Familiar

**Level:** 1
**Magic Points:** 8
**Discipline:** Air
**Range:** Caster
**Area:** 1-mile radius
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** The caster calls forth a single animal from the surrounding countryside to become a permanent pet and minion. A special mental and magical bond exists between the caster and the minion, allowing them to communicate telepathically. It is at the Aedile's discretion what type of animal comes forth to serve. The creature serves the caster faithfully and willingly. The creature can have no more LP than the caster. Most familiars have 1d10 LP. Each caster may have only 1 familiar at a time. If the familiar dies, the caster must pass a Health check at TH 18 or die. If the caster survives, then they will be weak and effectively have 0 MP for 1d6 days. Common names for familiars are Hammerlein, Haussibut, and Hinkebein.

## Call Flood

**Level:** 10
**Magic Points:** 1,800
**Discipline:** Air
**Range:** 1 entire world
**Area:** 1 entire world
**Duration:** 40 days and 40 nights
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes an entire world to be flooded for 40 day and 40 nights. After this time, the effects of the flood will take 1 year to return fully to normal. Most life, except for oceanic, will die.

## Call Fog

**Level:** 1
**Magic Points:** 8
**Discipline:** Air
**Range:** 1 mile
**Area:** 10 cubic feet to an exponential power equal to the level of the caster
**Duration:** 4 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons fog from the atmosphere, which the caster may center anywhere within 1 mile. Casters usually use fog to reduce visibility, such as when it is necessary to flee, sneak about, or avoid foes. This spell grants a base penalty of - 10 to Sight skill checks, with an additional penalty of - 3 per caster level. The penalty applies only when reasonable.

## Call Gale Wind

**Level:** 1
**Magic Points:** 8
**Discipline:** Air
**Range:** Limited only by caster's vision
**Area:** 20' x 20' x 20'
**Duration:** 1 round per level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes wind that does not damage creatures, but effectively impedes or prevents movement toward the caster and assists movement away from the caster according to the table below:

| Target Weight in Pounds | Sprint Speed | |
|---|---|---|
| | Movement Toward | Movement Away |
| < 11* | 0% | 100% |
| 11-50 | 20% | 110% |
| 51-100 | 40% | 120% |
| 101-150 | 60% | 130% |
| 151-200 | 80% | 140% |
| > 200 | 100% | 150% |

*Note: Any objects weighing less than 11 pounds will be hurled in a random direction, both horizontally and vertically. When striking another object, 1d10 IP or LP of damage are done to both the object hurled and the object struck.

When attempting to Sprint, a successful Balance skill check (see *Chap. 8: Skills*) must be made at TH 17 or instead they fall down and are subject to any attacks of foes who are within range for 1 round.

## Call God

**Level:** 10
**Magic Points:** 1,800
**Discipline:** Air
**Range:** Unlimited
**Area:** 1 god
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons a god. This spell may not be cast by 1 caster, but requires multiple druids; this is a circle spell. The druids must select a god. The summoned god will appear in physical form in the center of the druidic circle. Regardless of the disposition of the god, the god is likely to be upset that it has been forced to appear in its current location by mortals. Once the god appears, the circle of druids does not have influence over the god. The Aedile determines the reaction of the god.

## Call Greater Item

**Level:** 4
**Magic Points:** 32
**Discipline:** Air
**Range:** Touch
**Area:** 1 item
**Duration:** 1 day per level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** The item summoned may weigh no more than 100 lbs. It is impossible to summon a part or portion of an object; the whole or entire object must be summoned. For instance, it is impossible to summon a brain without the creature that must accompany it, unless of course it was already dismembered. The item cannot be magical. Upon completion of the spell, the item vanishes, returning to its original place prior to summoning.

## Call Guard Dog

**Level:** 2
**Magic Points:** 16
**Discipline:** Air
**Range:** 1 mile
**Area:** 1 creature
**Duration:** 2d6 hours
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** A wild or domesticated dog from the surrounding mile is summoned to serve the caster. The dog will bark continuously and as loudly as possible whenever it sees any being larger than 2' in height or length approach within 100' of the caster. If the dog is attacked, then it will attempt to remove the genitalia of the foe by biting, locking, and pulling. The dog will not be distracted from its duties. For example, a male dog may become erect if a bitch (in any context) wanders past, but miraculously, he will not chase her in hopes of procreation. At the end of the spell, the dog is finally allowed to urinate, lick its balls, and runs home.

## Call Lesser Being

**Level:** 2
**Magic Points:** 16
**Discipline:** Air
**Range:** 300'
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** A being of 10-20 LP is summoned by the caster to do their bidding. The creature that arrives is determined by the Aedile's discretion, though there is only a 10% chance of failure if a true name is known. Most commonly, these arrive: dogs, kobolds, elves, human females, big snakes, etc. After the duration of the spell, the summoned creature returns to their original location.

## Call Light

**Level:** 1
**Magic Points:** 8
**Discipline:** Air
**Range:** 50'
**Area:** 25' radius that may be mobile
**Duration:** 2 minutes to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons light as bright as torchlight. The light is summoned to a single point within the range as determined by the caster. From this point, the light will shine with the brightness of torchlight for the duration of the spell. In total darkness, the light will reasonably illuminate an area of 25' radius.

If the light is summoned onto a point within the radius, and the point is mobile, then the light will move with the point. However, if the mobile point at any time exceeds the range of the spell, then the light will cease and the spell will end prematurely.

If the light is summoned into an eye of a living creature, then it may blind that eye of the creature for 1d6 rounds if they fail a Health sub-ability check at TH 17. If 1 eye is blinded, then the Aedile will apply a penalty of - 3 to all attack skill checks for the duration of the spell.

## Call Lightning

**Level:** 4
**Magic Points:** 32
**Discipline:** Air
**Range:** 1 mile
**Area:** 1 creature or object
**Duration:** 2 rounds
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell conjures electrical energy from the surrounding sky and harnesses it together into a single destructive bolt. During the casting of the spell, the caster must specify the target creature or object as a location of the strike. Energy gathers above during the 1st round, though it cannot be seen, heard, or otherwise detected. Regardless of the caster's initiative, a bolt of lightning strikes the target at the beginning of the 2nd round. The lightning bolt causes 10d10 IP or LP damage. Due to thunder, those within 50' must pass a Health sub-ability check at TH 14 or become deaf permanently. Thunder will be heard miles away.

## Call Maggots

**Level:** 1
**Magic Points:** 8
**Discipline:** Air
**Range:** 50'
**Area:** 10' x 10'
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons 1d1000 maggots into the area designated by the caster. Maggots feast only upon dead flesh. If only living creatures are present within the area, then the maggots will crawl over their bodies, eating away only dead flesh such as dandruff; this is actually healthy for the skin.

However, if any cadaver is within the area, including an undead creature, then the maggots will swarm it within the next round. Thereafter, the maggots will eat flesh at a rate presented below:

| Number of Maggots | Consumption Rate |
|---|---|
| 1-51 | 1 LP/week |
| 51-100 | 1 LP/day |
| 101-250 | 1 LP/hour |
| 251-500 | 1 LP/minute |
| 501-750 | 1 LP/10 rounds |
| 751-1,000 | 1 LP/round |

After the duration of the spell, the summoned maggots return to their original location.

## Call Magic Mail

**Level:** 1
**Magic Points:** 8
**Discipline:** Air
**Range:** Touch
**Area:** 1 target creature
**Duration:** 2d6 rounds
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons magical energy that protects 1 target creature by providing a bonus of 5 to CA. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). After the duration of the spell, the protective magical energy returns to its original location.

## Call Object

**Level:** 2
**Magic Points:** 16
**Discipline:** Air
**Range:** Special
**Area:** Special
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons a non-living object from the surrounding area to rest in the hand of the caster. The object may weigh no more than 10% of the weight of the caster. Also, the object may not exceed 1 cubic foot in size per level of the caster. Consult the table below to determine the maximum range within which the object may be summoned:

| Caster Level | Range |
|---|---|
| 1 | 10 feet |
| 2 | 50 feet |
| 3 | 100 feet |
| 4-5 | 200 feet |
| 6-7 | 500 feet |
| 8-9 | 1,000 feet |
| 10-12 | 1 mile |
| 13-14 | 10 miles |
| > 14 | 100 miles |

After the duration of the spell, the summoned object will return to its original location. The object may not be magical.

## Call Quake

**Level:** 6
**Magic Points:** 48
**Discipline:** Air
**Range:** 1 mile
**Area:** 100,000 cubic feet
**Duration:** 2d4 rounds
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons an earthquake to occur at the designated area. The earth opens a rift around the area of effect, which must be within 100' x 100' x 100'. All who are within the area fall to the bottom of the rift. At the end of the spell, the rift closes, sealing as though nothing ever happened. All within suffer 4d1000 x 10 IP or LP of damage until crushed or dead.

## Call Termites

**Level:** 1
**Magic Points:** 8
**Discipline:** Air
**Range:** 1 mile
**Area:** 100,000 cubic feet
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons a colony of termites. To determine the number of termites in the colony, roll 1d1000 and multiply the result by 1,000. Termites are insects, and mistakenly called white ants. These insects feed on wood. Termites tunnel their way through wood, into which they burrow to obtain food. Given enough time, they burrow through the wood until nothing remains but a shell. To determine how much wood may be eaten per hour by the termites, consult the following table:

| Number | Pounds |
|---|---|
| 1,000 - 100,000 | 1 |
| 100,001 - 200,000 | 5 |
| 200,001 - 300,000 | 10 |
| 300,001 - 400,000 | 15 |
| 400,001 - 500,000 | 20 |
| 500,001 - 600,000 | 25 |
| 600,001 - 700,000 | 30 |
| 700,001 - 800,000 | 35 |
| 800,001 - 900,000 | 40 |
| 900,001 - 1,000,000 | 45 |

After the duration of the spell, the summoned termites return to their original location.

## Call Tidal Wave

**Level:** 5
**Magic Points:** 40
**Discipline:** Air
**Range:** 1 mile
**Area:** 100,000 cubic feet
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons a tidal wave that is 100' tall and over 100' wide. The tidal wave appears instantly and falls upon whatever is in the area, distributing 4d1000 IP or LP of damage.

Though damage is distributed immediately, the circumstances and environment affect the next few minutes. After the initial distribution of damage, the waters will disperse appropriately. The aftereffects of this much water being summoned to the area is the Aedile's discretion.

## Call Vermin

**Level:** 5
**Magic Points:** 40
**Discipline:** Air
**Range:** 1 mile
**Area:** 10' x 10'
**Duration:** 2d6 rounds
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** This spell summons a horde of 1d1000 red-eyed rodents from the surrounding mile to simultaneously attempt to devour anything within the specified area. To determine how many pounds of vermin attack a target, multiply the number in the horde by 2. The swarming black massive horde of vermin will attempt to Overbear any target within the area, as in the Wrestling skill (see *Chap. 8: Skills*). If successful, then the horde will tear meat from the victim's skull. Once they Overbear the victim, the rodents will gnash and gnaw at the skull first, and work their way from head to toe, picking every morsel to the bone. However, if the horde is exposed to any fire, then they will abandon their target and flee. While the spell is in effect, the target is unable to react if Overbearing is successful. Whether Overbearing occurs or not, the target suffers a number of Life Points of damage per round equal to 1% of the number of rodents in the horde. Every round that rodents gnaw upon the target, the Aedile makes a secret roll to determine whether or not the target has acquired a disease. Note that it is possible to acquire multiple diseases. The Aedile's check equals the target's Health sub-ability check at TH 16. If a disease is acquired, then roll 1d100 and consult the table below:

| Roll | Disease |
|---|---|
| 01-10 | Anthrax |
| 11-30 | Bubonic Plague |
| 31-99 | Rabies |
| 100 | Undulant Fever |

Further, if the victim survives, then for every round that rodents gnawed, they lose 5% of their Facial Charisma due to scarring. There is also a 50% risk that the scarring is permanent. After the duration of the spell, the summoned vermin return to their original location.

### *Charm for Causing Separation*

**Level:** 2
**Magic Points:** 16
**Discipline:** Ether
**Range:** 1 mile per level of the caster
**Area:** 2 characters originally on good terms
**Duration:** 2 days to an exponential power equal to the level of the caster
**Reference:** PGM XII. 365-75.
**Chant:** I call upon you, god, you who are in the empty air, you who are terrible, invisible, and great, you who afflict the earth and shake the universe, you who love disturbances and hate stability and scatter the clouds from one another, IAIA IAKOUBIAI IO ERBETH, IO PAKERBETH IO BOLCHOSETH BASDOUMA PATATHNAX APOPSS OSESRO ATAPH THABRAOU EO THATHTHABRA BORARA AROBREITHA BOLCHOSETH KOKKOLOIPTOLE RAMBITHNIPS: give to him, (speak the name of the first victim), the son of her, (speak the name of the mother of the first victim), strife, war; and to him, (speak the name of the second victim), the son of her, (speak the name of the mother of the second victim), odiousness, enmity.
**Ingredients:** A pot of smoked fish and a bronze stylus
**Ritual:** On a pot of smoked fish inscribe a spell with a bronze stylus and recite it afterwards and put it where they (your victims) are, where they usually return, repeating at the same time the chant.
**Description:** Casting this spell separates 2 characters who are otherwise on good terms. Though this spell is primarily intended to separate 2 male friends, it may also separate husband and wife.

### *Charm for Direct Vision*

**Level:** 5
**Magic Points:** 40
**Discipline:** Air
**Range:** 50'
**Area:** 9' diameter circle, unless broken
**Duration:** 1 round per level of the caster
**Reference:** PGM VII. 319-34.
**Chant:** Let the earth be still, let the air be still, let the sea be still; let the winds also be still, and do not be a hindrance to this my divination – no sound, no loud cry, no hissing. For I am a prophet, and since I am about to call a terrible, fearful name, 'KOLLA OLPHILOGEMALA ACHEROIO,' open the holy temple, the world built on the earth, because I am MANCHNOBIS CHOLCHOBE MALASET IAT THANNOUITA KERTOMENOU PAKERBAO KRAMMASIRAT MOMOMO MELASOUT PEU PHRE. Open my ears so that you may reveal to me concerning those things I ask you to answer me. Come on, come on; immediately, immediately; quickly, quickly; and speak concerning those things about which I questioned you. Appear to me, I command you, for I am IEO BELPHENO, who considers this matter."

**Ingredients:** Copper vessel, male frankincense

**Ritual:** Take the copper vessel, pour rainwater into it, and make an offering of male frankincense. Speak the chant.

**Description:** This spell summons a spirit to answer a question asked by the caster. Once the spirit appears, the caster may ask the question. When finished and desiring to dismiss the spirit, say: "Go away, for my Health and well-being." While bound within the circle, the spirit is also bound to speak the truth. If the spirit does not know the answer, it must admit ignorance. If the circle is broken, then the spirit is no longer bound by the caster and may leave. The Aedile determines the knowledge and behavior of the spirit. Even though the spirit is bound by the caster and must be truthful, the spirit does not have to behave respectfully.

## Charm Small Mammal

**Level:** 1

**Magic Points:** 8

**Discipline:** Ether

**Range:** 50'

**Area:** 1 non-humanoid mammal

**Duration:** 1d6 minutes

**Chant:** See *Chapter 11: Magic*

**Ingredients:** See *Chapter 11: Magic*

**Ritual:** See *Chapter 11: Magic*

**Description:** The effect of this spell is to subdue a non-humanoid mammal of 10 LP or less to obey simple commands from the caster. The charmed mammal will not understand speech, but only the simplest of the caster's thoughts. For example, it may understand: *help me*, *kill them*, *defend me*, or *guard this*. Conversely, the mammal will not understand thoughts such as: *take the sword from his hand*, *get his attention*, *bring me food*, etc.

## *Charm to Break Enchantment*

**Level:** 4

**Magic Points:** 32

**Discipline:** Air

**Range:** None

**Area:** Caster

**Duration:** 1 hour per spell level

**Reference:** PGM XXXVI. 256-64.

**Chant:** None

**Ingredients:** A 3-cornered sherd (shard)

**Ritual:** Taking a 3-cornered sherd from the fork of a road – pick it up with your left hand – inscribe it with ink and hide it. Write: ASSTRAELOS CHRAELOS, dissolve every enchantment against me, (write your own name), for I conjure you by the great and terrible names that the winds fear and the rocks split when they hear it.

**Description:** Casting this spell nullifies or breaks all spells from the ether discipline in effect by others regarding the caster.

### *Charm to Break Spells*

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** Self
**Area:** 3' radius to an exponential power equal to the level of the caster
**Duration:** Permanent/Instantaneous
**Reference:** PGM XXXVI. 178-87.
**Chant:** None
**Ingredients:** Lead
**Ritual:** Take lead and draw on it a unique figure holding a torch in its right hand, in its left -- and at the left – a knife, and on its head 3 falcons, and under its legs a scarab, and under the scarab a serpent.
**Description:** Casting this spell will break other spells. Provided that the caster is of equal or greater occupational level (except priests, who must exceed the level) and that they have more MP when the spell is cast than the caster whose spell they wish to break, all spells in effect and cast by others will cease.

### *Charm to Induce Insomnia I*

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** 100 yards per level of the caster
**Area:** 1 female
**Duration:** The night following the casting
**Reference:** PGM VII. 374-76.
**Chant:** None
**Ingredients:** A seashell
**Ritual:** Take the ingredient and write: "IPSAE IAOAI, let her, (speak the name of the female to be affected), daughter of (speak the name of the female's mother), lie awake because of me." That night she will lie awake.
**Description:** Casting this spell causes 1 named female to lie awake, unable to sleep, for 1 night.

### *Charm to Induce Insomnia II*

**Level:** 4
**Magic Points:** 32
**Discipline:** Earth
**Range:** 2 miles to an exponential power equal to the level of the caster
**Area:** 1 female
**Duration:** Permanent until caster negates it
**Reference:** PGM XII. 376-96.
**Chant:** None
**Ingredients:** A living bat and ink
**Ritual:** Take a living bat and on the right wing paint with ink a picture of a man with long hair sitting on a chair. On the left wing write the following: "I call upon you, great god, T H A T H A B A T H A T H PETENNABOUTHI PEPTOU BAST EIESOUS OUAIR AMOUN OUTHI ASCHELIDONETH BATHARIBATH; let her, (name the female you would like to have permanent insomnia), lie awake through the whole night and day, until she dies, immediately, immediately; quickly, quickly."

Perform this spell at the waning of the moon and the woman will die for lack of sleep, without lasting 7 days. This charm cannot at any time have an antidote. But if you at some time wish one, do not release the bat, but keep it in custody, and do this as well: when you want to release it, wash off with spring water that has been written on the wings and release the bird. But do not use this spell save for a great intrigue.
**Description:** Casting this spell will cause a specified female to suffer from insomnia until the caster releases her from the spell or until she dies on the 7th day.

### *Charm to Inflict Harm I*

**Level:** 2
**Magic Points:** 16
**Discipline:** Fire
**Range:** 1 mile
**Area:** 1 victim
**Duration:** 1d100 hours
**Reference:** PGM XXXVI. 231-55.
**Chant:** Supreme angels, just as this frog drips with blood and dries up, so also will the body of him, (speak the name of the character to be harmed), whom (speak the name of the mother of the character to be harmed) bore, because I conjure you, who are in command of fire MASKELLI MASKELLO.
**Ingredients:** A lead lamella (thin metal plate), bronze stylus, blood from a bat, a frog, thread, bronze needle, reed, and hairs of a black ox.
**Ritual:** Take a lead lamella and inscribe with a bronze stylus the following names, and after smearing it with blood from a bat, roll up the lamella in the usual fashion. Cut open a frog and put it into its stomach. After stitching it up with thread and a bronze needle, hang it up on a reed from your property by means of hairs from the tip of the tail of a black ox, at the east of the property near the rising of the sun.

On the lamella, write: "OUSIRI S E S E G G E N B A R P H A R G G E S OUSIRIISESE SIRISESE IRISESE RISESE ISESE SESEG ESEG SEGGEN EGGEN GGEN GE GGENBARPH GGENBARPH GENBARPH GENBARPH ENBARPH BA B.

"E R I K I S E P H E A R A R A C H - ARAPHTHISKERA RIKISIPHTHEARA-RACHARAEPHTHISIKER IKISIP-HTHEARARACHARAEPHTHISIKE."

**Description:** Casting this spell inflicts harm on 1 chosen victim. The caster must roll 1d100 to determine the amount of damage in LP that the victim loses. This damage will occur steadily during 1d100 hours. If the victim loses 100% of their life, then they die. When the spell expires, the victim will heal naturally.

### *Charm to Inflict Harm II*

**Level:** 4
**Magic Points:** 32
**Discipline:** Fire
**Range:** 1 mile
**Area:** Those who bring charges against the caster
**Duration:** Permanent
**Reference:** PGM LI. 1-27.
**Chant:** I exhort you, demon of the dead and the necessity of death which has happened in your case, image of the gods, to hear my request and to avenge me, (speak your name), whom (speak your mother's name) bore, because a charge has been brought against me. And I exhort you not to listen to those who have brought charges against me, wicked men ungodly toward me. I ask you, demon of the dead, not to listen to them but to listen only to me, (speak your own name), since I am pious toward the gods, and to cause them to be ill for their whole life.
**Ingredients:** None
**Ritual:** Speak the chant
**Description:** Casting this spell will cause those who bring charges against the caster to acquire a random disease (see *Chap. 2: Body*). Charges are more than simple slander, they must be public, though not necessarily formal or legal. Public, here, means the charges must be told to a group of at least 10 characters. Rumors and gossip spread individually do not count.

### *Charm to Inflict Harm III*

**Level:** 5
**Magic Points:** 40
**Discipline:** Fire
**Range:** 1 mile
**Area:** 1 female
**Duration:** 1 hour per level of the caster
**Reference:** PGM LXIV. 1-12.
**Chant:** Strike ill, attract, send a dream. I call upon you by your sacred names, PSINA PSINA KRADIDA PSIOMOIPS....Make her writhe at my feet for a short time.
**Ingredients:** None
**Ritual:** Speak the chant
**Description:** Casting this spell causes a woman to suffer for a duration. This writhing pain will never be forgotten. The female will convulse painfully and continuously. When the spell expires, every muscle in her body will ache for 1d4 days.

### *Charm to Open a Door*

**Level:** 2
**Magic Points:** 16
**Discipline:** Ether
**Range:** Touch
**Area:** 1 door
**Duration:** Permanent
**Reference:** PGM XXXVI. 312-20.
**Chant:** Open up for me, open up for me, door bolt; be opened, be opened, door bolt, because I am ARCHEPHRENEPSOU PHIRIGX.
**Ingredients:** An unfallen umbilical cord and ink
**Ritual:** Take from a firstborn ram an umbilical cord that has not fallen to the ground, and after mixing in ink, apply it to the door bolts when you want to open a door, and speak the chant, and you will open it immediately.
**Description:** Casting this spell will open a door, whether it is sealed by magic or rust.

## *Charm to Subject*

**Level:** 6
**Magic Points:** 48
**Discipline:** Fire
**Range:** 1 mile
**Area:** 1 victim
**Duration:** Caster's whim, but the spell must be maintained by concentration, so the caster may not perform other activities or cast other spells.
**Reference:** PGM X. 36-50.
**Chant:** Just as these sacred names are being trampled, so also let him, (speak the name of the character), the troublemaker, be trampled.
**Ingredients:** A lamella (metal leaf or thin metal plate) and a frog's tongue.
**Ritual:** Take a lamella from a yoke for mules and engrave on it the following names and put a frog's tongue in it.

ABRASAX

| | | | IOCHCH |
|---|---|---|---|
| AEEIOYO | CHYCH | MICHAEL | NYSEU |
| EEIOYOA | CHYBACHYCH | RAPHAEL | NYCHIEU |
| EIOYOAE | BACHACHYCH | GABRIEL | AOCHE |
| IOYOAEE | BAKAXICHYCH | SOURIEL | MECHEU |
| OYOAEEI | BAZABACHYCH | ZAZIEL | IAO |
| YOAEEIO | BADETOPHOTH | BADAKIEL | SABAOTH |
| OAEEIOY | BAINCHOOOCH | SYLIEL | ADONAI |

ABRASAX Subject him, (write the name of the character), to me immediately; quickly, quickly.
z

When the metal leaf with the frog's tongue is put into your right sandal, speak the chant.

**Description:** With the casting of this spell, a person named by the caster will be trampled as long as the caster wears an engraved lamella under their sandal. 4d8 LP of damage occur every round.

## Cloak

**Level:** 9
**Magic Points:** 270
**Discipline:** Earth
**Range:** Touch
**Area:** See below
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell will magically hide a large area by imbuing every creature and item within the area with an ethereal Cloak. The matter within the area is ethereal and invisible to others who are not so imbued. Everyone affected by the Cloak can see each other and interact normally. Matter inside the area at the time of casting is imbued with an ethereal cloak. For example, a character inside seems to become ethereal. This character may leave the area, but since the effect of this spell is limited to the specified area, if this character leaves the area then they will be visible as normal. If non-ethereal matter enters the cloaked area, then it will not be noticed by those who are cloaked. If ethereal matter enters the cloaked area, then it may be noticed by those who are cloaked. Once a cloaked character or object leaves the cloaked area, it will not regain its ethereal Cloak upon entering the affected area again.

This spell may only be cast by multiple druids in a circle; Cloak is a circle spell.

The amount of area affected is determined below:

| Level | Affected Area |
|---|---|
| < 10 | 1 cubic quarter-mile |
| 10-12 | 1 cubic half-mile |
| 13-15 | 1 cubic mile |
| 16-18 | 2 cubic miles |
| 19-21 | 5 cubic miles |
| 22-24 | 10 cubic miles |
| 25-27 | 20 cubic miles |
| > 27 | 100 cubic miles |

## Coal Foot

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 1d6 minutes
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the creature touched to gain the ability to walk across or upon non-magical fire barefoot without experiencing pain or damage. However, non-magical fire may be applied to other parts of the body of the target creature with normal and damaging effects. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

## Cocoon

**Level:** 5
**Magic Points:** 40
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature
**Duration:** 2 minutes to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature, regardless of size, to become trapped inside a cocoon. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

A cocoon will form instantly. The cocoon is formed largely from silk, and is a quickly hardening material with high tensile strength. Only a creature with a Strength sub-ability of 500 or more can either break out of or into such a cocoon by brute force. If the entrapped target creature breathes to stay alive, then they will suffocate in time as per the choking maneuver in the Wrestling skill (see *Chap. 8: Skills*).

If the trapped target creature has a Strength sub-ability of 300 or more, then they are not fully unable to move; they may move 1d4 limbs (1d100)% of their normally unhindered range. Most trapped target creatures immediately find a sharp object, such as a dagger, and cut a hole through the cocoon for air (requires 2d10 IP of damage), and then free themselves (2d100 IP required for a human-sized cocoon).

### *Coercive Spell for Restraining*

**Level:** 3
**Magic Points:** 24
**Discipline:** Earth
**Range:** 1 mile
**Area:** 1 limb
**Duration:** 2 minutes to an exponential power equal to the level of the caster
**Reference:** PGM VII. 394-95.
**Chant:** SPHEDEMOUR BIRBIA ECHI EROPHTHI ATARMETRA CHELOOPS.
**Ingredients:** None
**Ritual:** Speak the chant.
**Description:** Casting this spell causes 1 limb of a character or creature whom the caster envisions to become useless and immobile.

### Complete Healing

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to heal 1 creature without limitation. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If successful, then the creature regains their full potential of LP if they are wounded, regardless of the number. If missed, then the spell is wasted.

### Conflagration

**Level:** 7
**Magic Points:** 56
**Discipline:** Fire
**Range:** 1 mile
**Area:** 250' blast radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes incomprehensible burning damage. The caster must choose a central point within the range. From this central point, a fiery blast will explode violently and implode again within 1 round. Anything within the area is subjected to 2d100 IP or LP. Vegetation will not grow in this area for 1 year. The explosion will be heard and felt up to a half-mile away.

### *Contraceptive Spell*

**Level:** 3
**Magic Points:** 24
**Discipline:** Earth
**Range:** Touch
**Area:** A woman's genitals
**Duration:** Number of years of sterility according to the number of seeds used.
**Reference:** PGM XXXVI. 320-32.
**Chant:** None
**Ingredients:** Bittervetch seeds, frog, a seed of henbane, mare's milk, nasal mucus of a cow, grains of barley, leather skin made from a fawn, mulehide skin
**Ritual:** Take as many bittervetch seeds as you want for the number of years you wish to remain sterile. Steep them in the menses of a menstruating woman. Let them steep in her own genitals. And take a frog that is alive and throw the bittervetch seeds into its mouth so that the frog swallows them, and release the frog alive at the place where you captured him. And take a seed of henbane, steep it in mare's milk; and take the nasal mucus of a cow, with grains of barley, put these into a leather skin made from a fawn and on the outside bind it up with mulehide skin, and attach it as an amulet during the waning of the moon. Mix in also with the barley grains cerumen from the ear of a mule.
**Description:** Casting this spell prevents pregnancy.

### Convert to Cannibal

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** Touch
**Area:** 1 target creature
**Duration:** 2 days to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell converts a target creature to cannibalism for the duration of the spell. For the duration of the spell, the target creature will demonstrate a distaste for most food, and clearly prefer to eat their own race or species. Target creatures that are converted to cannibalism will not act stupidly, but may cunningly attempt to eat their own kind, if possible.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If the target creature passes a Wisdom ability check at TH 20, then the spell is ineffective.

## Cover Tracks

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** None
**Area:** A mobile 25' radius around the caster
**Duration:** 2 minutes to an exponential power equal to the caster's level
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** For the duration of this spell, the area around the caster is untraceable. This applies to all area that had been affected. For instance, a sorcerer casts this spell and gets away on their wagon. All area that the wagon has covered during the duration of the spell will leave no tracks. Thus, the first few minutes of their getaway are permanently untraceable.

## Create Species

**Level:** 10
**Magic Points:** 1,800
**Discipline:** Earth
**Range:** Touch
**Area:** Earth
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to create a mortal species. If a mortal casts this spell, then it is likely to upset gods. The player must consult the Aedile to determine what is admissible.

## Cryogenics

**Level:** 3
**Magic Points:** 24
**Discipline:** Fire
**Range:** 200'
**Area:** 1 target
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell releases cold energy in the form of a thin beam that projects forth from the end of 1 finger of the caster. For the beam to be aimed and therefore connect with the target, a successful Aim skill check must be made (see *Chap. 8: Skills*). The beam of cold energy causes 2d20 LP of damage by freezing solid this proportion of the target creature. Consult the Body Part Proportion table in *Chapter 2: Body* to determine the location of the ray's contact.

If the entire head or torso becomes frozen, then the target creature must pass a Health sub-ability check at TH 14 to remain alive. Each minute thereafter, they must pass a check, though the TH increases by 1 every minute until they are thawed completely.

Movement may be hindered as well when body parts are frozen. The Aedile must decide the effects. If a limb is frozen, then consult the Useless/Missing Body Part Penalties table in *Chapter 10: Combat*.

Thawing time equals 2 minutes per LP of damage. The rate of thawing may be affected by the temperature of the environment and is subject to the Aedile's discretion.

### Cryoprobe

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** 50'
**Area:** 1 target
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell releases cold energy in the form of a thin beam that projects forth from the end of 1 finger of the caster. For the beam to be aimed and therefore connect with the target, a successful Aim skill check must be made (see *Chap. 8: Skills*). The beam of cold energy causes 1d10 Life Points of damage.

### Cryotherapy

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Touch
**Area:** 1 target
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell releases cold energy through touch. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If touched, then damage will not occur, but a cold sensation will be felt.

The common application of this spell is to prevent further swelling of a wound. While it does not heal, no further damage will occur with that wound. For instance, if a character is unconscious, then they are more likely to stabilize.

### *Cup Spell*

**Level:** 4
**Magic Points:** 32
**Discipline:** Ether
**Range:** Ingestion
**Area:** 1 specific female
**Duration:** Special
**Reference:** PGM VII. 643-51.
**Chant:** You are wine; you are not wine. The guts of IAO PAKERBETH SEMESILAM OOO E PATACHNA IAAA. At whatever hour you descend into the guts of her, (speak the name of the desired female), let her love me, (speak your own name), for all the time of her life.
**Ingredients:** A cup of wine
**Ritual:** Speak the chant to the cup 7 times
**Description:** Once this spell is cast, the cup of wine must be drunk by the desired female so named in the chant within the day. If not, then the spell is ineffective. If the desired female drinks the entire cup of wine within the same day that the spell was cast, then she will immediately fall in eternal love with the caster.

---

AMICULE·DELICIAE·
NUM·IS·SUM·
QUI·MENTIAR·TIBI

Baby, sweetheart,
would I lie to you?

### *De Medicamentis*

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 1 diseased, unhealthy, or wounded creature
**Duration:** Permanent
**Reference:** Arcana Mundi, p. 72
**Chant:** Go away, no matter whether you originated today or earlier: this disease, this illness, this pain, this swelling, this redness, this goiter, these tonsils, this abscess, this tumor, these glands and the little glands I call forth, I lead forth, through this spell, from these limbs and bones.
**Ingredients:** None
**Ritual:** Recite the chant while sober and touching the relevant part of the body with 3 fingers: thumb, middle finger, and ring finger; the other 2 are stretched out.
**Description:** Casting this spell cures a disease, heals a wound, or brings a creature back to health. The power of this spell is its diversity of applications and its disregard for LP. Regardless of the points considered, it is healed or restored in 1 creature. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Decortication

**Level:** 4
**Magic Points:** 32
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 1 square foot of flesh per level of the caster
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the skin of a target creature seen by the caster during casting to be peeled from their body. The skin begins peeling at 1d4 body parts, which are determined by rolling 1d100 and consulting Body Part Proportion in *Chapter 2: Body*. The Aedile must estimate the percentage of skin that has been peeled. This equals the percentage of LP suffered in damage.

Unless bandaged immediately, the skinned victim will lose a number of LP per round equal to the estimated percentage above due to blood loss.

If the victim survives being skinned alive, the skinned body parts will not feel pain, since nerve endings are in the flesh.

## Defenistration

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 1 creature
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a creature or object seen by the caster to be ejected out the nearest window. If there is not a window within 100', then the spell fails. The target creature will feel an invisible force. The force will push them toward the window at a rate of 100' per round, regardless of resistance. If the character has room, then their only hope is to run away from the force and, of course, avoid the window.

## *Demokritos' Sphere*

**Level:** 2
**Magic Points:** 16
**Discipline:** Ether
**Range:** 50'
**Area:** 1 sick character
**Duration:** Instantaneous
**Reference:** PGM XII. 351-64.
**Chant:** None
**Ingredients:** None
**Ritual:** Find out which day of the month the sick character took to bed. Figure the numerological number of the name of the sick character [see the Divination (Numerology) skill in *Chap. 8: Skills*]. Add the number of their name to the day of the month they became sick and divide by 30. Look up the quotient on the 'sphere': if the number is on the upper register, then the character will live, but if it is on the lower register, then the character will die.

| | | |
|---|---|---|
| 1 | 10 | 19 |
| 2 | 11 | 20 |
| 3 | 13 | 23 |
| 4 | 14 | 25 |
| 7 | 16 | 26 |
| 9 | 17 | 27 |
| 5 | 15 | 22 |
| 6 | 18 | 28 |
| 8 | 21 | 29 |
| 12 | 24 | 30 |

**Description:** This spell cannot be learned or cast without already having the skill of Divination (Numerology) in *Chapter 8: Skills*.

### *Demokritos' Table Gimmicks*

**Level:** 1
**Magic Points:** 16
**Discipline:** Ether
**Range:** Special, see below
**Area:** Special, see below
**Duration:** Special, see below
**Reference:** PGM VII. 167-86.
**Chant:** None
**Ingredients:** Listed below, if any
**Ritual:** Listed below
**Description:** Originating from Demokritos, 1 of the first mages from ages past, this spell consists of many uses for minor magic. They are as follows:

*To make bronzeware look like it's made of gold:* Mix native sulfur with chalky soil and wipe it off. This spell has been recognized as the beginnings of alchemy.

*To make an egg become like a plum:* Boil the egg and smear it with a mixture of egg-yolk and red wine.

*To make the chef unable to light the burner:* Set a houseleek plant on his stove.

*To be able to eat garlic and not stink:* Bake beetroots and eat them. This may also be used as a breath freshener.

*To keep an old woman from either chattering or drinking too much:* Mince some pine and put it in her mixed wine.

*To make the gladiators painted on the cups "fight":* Smoke some hare's head underneath them.

*To make cold food burn the banqueter:* Soak a squill in hot water and give it to him to wash with. *To relieve him:* Apply oil.

*To let those who have difficulty intermingling, those who are shy in a social setting, perform well:* Give gum mixed with wine and honey to be smeared on the face.

*To be able to drink a lot and not get drunk:* Eat a baked pig's lung.

*To be able to travel a long way home and not get thirsty:* Gulp down an egg beaten in wine.

*To be able to copulate a lot:* Grind up 50 tiny pinecones with 2 ounces of sweet wine and 2 pepper grains and drink it.

*To get an erection when you want:* Grind up a pepper with some honey and coat your "thing."

## Detect Air

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** None
**Area:** 50' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to be able to detect the element of air in the area.

## Detect Choleric Temperament

**Level:** 2
**Magic Points:** 16
**Discipline:** Ether
**Range:** None
**Area:** 50' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to be able to detect the scent of any and all primarily choleric characters in the area unless they are protected by some sort of spell that prevents detection. The caster is unable to discern the exact characters unless they are within 10' of the caster or are alone.

## Detect Earth

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** None
**Area:** 50' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to be able to detect the element of earth in the area.

## Detect Emotion

**Level:** 4
**Magic Points:** 32
**Discipline:** Ether
**Range:** 50'
**Area:** 1 creature
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** The caster is able to detect the dominant emotion felt by a target creature at the moment, unless they are protected by some sort of spell that prevents detection. Only 1 emotion may be detected. The following primary emotions may be detected:

| Primary Emotions | |
|---|---|
| Acceptance | Fear |
| Anger | Joy |
| Anticipation | Sadness |
| Disgust | Surprise |

However, in some circumstances, 2 emotions are felt in equal proportion, creating a blend. Depending on the discretion of the Aedile, the following secondary emotions may be useful:

| Secondary Emotion | Primary Components |
|---|---|
| Aggression | Anger and Anticipation |
| Awe | Fear and Surprise |
| Contempt | Anger and Disgust |
| Disappointment | Sadness and Surprise |
| Love | Acceptance and Joy |
| Optimism | Anticipation and Joy |
| Remorse | Disgust and Sadness |
| Submission | Acceptance and Fear |

### Detect Ether

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** None
**Area:** 50' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to be able to detect the element of ether in the area.

### Detect Ethicality

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** None
**Area:** 50' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to be able to detect the scent of any and all ethical characters in the area unless protected by some sort of spell that prevents detection. Note that it is impossible to discern the exact characters unless they are within 10' of the caster or alone.

### Detect Evanescence

**Level:** 7
**Magic Points:** 56
**Discipline:** Ether
**Range:** None
**Area:** 2' radius to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to be able to detect and locate the presence of evanescent or invisible creatures. All creatures in the area will have a glowing black aura around them for the duration of the spell. Only the caster can see the aura. It is often difficult to discern any details about a creature with this aura, including its race. Because the aura is black, it is impossible for the caster to see it without proper light.

### Detect Fire

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** None
**Area:** 50' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to be able to detect the element of fire in the area.

### Detect Immorality

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** None
**Area:** 50' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** The caster is able to detect the scent of any and all immoral characters in the area unless they are protected by some sort of spell that prevents detection. The caster is unable to discern the exact characters unless they are within 10' of the caster or are alone.

### Detect Inferiority

**Level:** 4
**Magic Points:** 32
**Discipline:** Ether
**Range:** None
**Area:** 50' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** The caster is able to detect the scent of any and all creatures who are numerically inferior to the caster in 1 parameter that is selected and declared upon casting. The selected parameter may be LP, MP, PP, any ability or sub-ability, height, or any other parameter approved by the Aedile.

### Detect Lie

**Level:** 4
**Magic Points:** 32
**Discipline:** Ether
**Range:** None
**Area:** 50' radius
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** The caster is able to detect the scent of any and all lies as they are spoken in the area, unless they are protected by some sort of spell that prevents detection. The caster is unable to discern the exact characters unless they are within 10' of the caster or are alone. The scent is not stronger or weaker depending on the degree of lying. Each statement made is either truthful as far as the teller knows, or it is not. Hence, a white lie is still a lie.

### Detect Magic

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** None
**Area:** 50' radius from the caster
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to immediately sense the presence of magic nearby. Though this is unclear, the caster may discern whether the magic is weak, moderate, or strong.

## Detect Melancholic Temperament

**Level:** 2
**Magic Points:** 16
**Discipline:** Ether
**Range:** None
**Area:** 50' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to be able to detect the scent of any and all primarily melancholic characters in the area unless they are protected by some sort of spell that prevents detection. The caster is unable to discern the exact characters unless they are within 10' of the caster or are alone.

## Detect Morality

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** None
**Area:** 50' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to be able to detect the scent of any and all moral characters in the area unless they are protected by some sort of spell that prevents detection. The caster is unable to discern the exact beings unless they are within 10' of the caster or are alone.

## Detect Object

**Level:** 6
**Magic Points:** 48
**Discipline:** Ether
**Range:** Special
**Area:** 1 object
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to be able to detect any object. The more familiar the caster is with the object, the easier it is to detect it. The caster must pass a Spatial sub-ability check as follows to detect the object:

| TH | Example |
|---|---|
| < 9 | Caster can detect only a lifelong possession of their own. |
| 9-13 | Caster can detect only an object they have seen within the last week. |
| 14-16 | Caster can detect only an object they have seen within the last month. |
| 17-20 | Caster can detect only an object they have seen within the last year. |
| 21-29 | Caster can detect only an object they have seen within the last decade. |
| 30-34 | Caster can detect only an object they have seen before. |
| > 34 | Caster can detect an object never seen before. |

Objects may be detected at the following ranges:

| Caster Level | Range |
|---|---|
| 1-6 | 100 feet |
| 7 | 250 feet |
| 8 | 1,000 feet |
| 9 | 1 mile |
| 10 | 10 miles |
| 11-12 | 100 miles |
| 13-14 | 1,000 miles |
| 15-16 | 10,000 miles |
| 17-18 | Current planet |
| > 18 | Universe and other planes |

If the object is found, then the caster instantly knows the location of it, but only by Spatial Intelligence. For instance, the caster feels an urge that it is "this way," but cannot visualize the immediate surroundings of the object.

## Detect Phlegmatic Temperament

**Level:** 2
**Magic Points:** 16
**Discipline:** Ether
**Range:** None
**Area:** 50' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to be able to detect the scent of any and all primarily phlegmatic characters in the area unless they are protected by some sort of spell that prevents detection. The caster is unable to discern the exact characters unless they are within 10' of the caster or are alone.

## Detect Sanguine Temperament

**Level:** 2
**Magic Points:** 16
**Discipline:** Ether
**Range:** None
**Area:** 50' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to be able to detect the scent of any and all primarily sanguine characters in the area unless they are protected by some sort of spell that prevents detection. The caster is unable to discern the exact characters unless they are within 10' of the caster or are alone.

## Detect Scent

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** None
**Area:** 50' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to be able to detect the scent of any and all living creatures in the area unless they are protected by some sort of spell that prevents detection. The caster is unable to discern the exact creatures unless they are within 10' of the caster or are alone.

## Detect Superiority

**Level:** 4
**Magic Points:** 32
**Discipline:** Ether
**Range:** None
**Area:** 50' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** The caster is able to detect the scent of any and all creatures who are numerically superior to the caster in 1 parameter that is selected and declared upon casting. The selected parameter may be LP, MP, PP, any ability or sub-ability, height, or any other parameter approved by the Aedile.

## Detect Surface Thoughts

**Level:** 4
**Magic Points:** 32
**Discipline:** Ether
**Range:** 50'
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** The caster is able to Detect Surface Thoughts of a target creature at the moment, unless they are protected by some sort of spell that prevents detection. Surface thoughts do not involve deeper considerations or necessarily reflect a position that a creature has taken on an issue. Instead, surface thoughts are merely the thoughts that occur to the creature at the moment.

For example, if the surface thoughts are detected of a virile male as an attractive strumpet approaches, thoughts detected may be "God, I'd give anything to shove my stovepipe into that!"

### Detect Thoughts

**Level:** 5
**Magic Points:** 40
**Discipline:** Ether
**Range:** Touch
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** The caster is able to Detect Thoughts of a target creature at the moment, unless they are protected by some sort of spell that prevents detection. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

Different from Detect Surface Thoughts, Detect Thoughts allows the caster to probe the mind of the target creature while touching their head. The caster must decide which thought is to be detected. Here, thoughts may be opinions on topics or issues.

It takes 1d6 rounds for the brain of the target creature to reply. The reply is unconscious. Instead, the caster is merely silencing everything else in the brain except for thoughts about that particular issue.

### Detect Unethicality

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** None
**Area:** 50' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to be able to detect the scent of any and all unethical characters in the area unless they are protected by some sort of spell that prevents detection. The caster is unable to discern the exact characters unless they are within 10' of the caster or are alone.

### Detect Water

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** None
**Area:** 50' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to be able to detect the element of water in the area.

INTENTIO·CAECA·MALA

A hidden intention is an evil one.

## Determine Magic

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** Touch
**Area:** 1 object
**Duration:** 1 second
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** The effect of this spell is to determine the discipline of magic imbued in an object. If an item is imbued with magic, then it will glow with an aura, but only the caster can see it. Following is a table that delineates the color of each discipline:

| Discipline | Color |
|---|---|
| Air | White |
| Earth | Green |
| Ether | Black |
| Fire | Red |
| Water | Blue |

## Detonation

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** Touch
**Area:** Special
**Duration:** Special
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to select a nonliving target for Detonation. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The target cannot be more than 1 object. Only a whole, non-partial, target can be detonated.

The size of the target to be detonated depends on the level of the caster; the caster can affect 2 cubic feet per exponential power equal to the level of the caster.

The blast radius is equal to the size of the target in cubic feet to an exponential power equal to the level of the caster. Upon Detonation, everything within the blast radius incurs 1d10 IP or LP or damage.

The duration is determined randomly by the Aedile as follows. First, roll 1d4. The unit of time is either (1) seconds, (2) rounds, (3) minutes, or (4) hours. Next, multiply 1 unit of this measurement by 1d100. This is the duration until Detonation. The caster is unaware of the duration until Detonation.

If the target determined to detonate takes any damage whatsoever, then it detonates immediately.

Since only nonliving targets may be selected, it is popular among casters to cast this spell on the undead, which allows for wandering targets that will inevitably explode.

## Develop Breasts

**Level:** 2
**Magic Points:** 16
**Discipline:** Earth
**Range:** Touch
**Area:** 1 mammal
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the breasts of a target creature to develop. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

This spell may be cast on any mammal – male or female, young or old. The effects of this spell are to increase the size of the breasts of the target creature. In fact, the breasts will increase the equivalent of 1 Cup Size. However, there is no guarantee that they will be perky. For instance, the nipples may aim at the ground.

If male breasts are developed, then he will not gain muscle, nor breast milk, but the fatty deposits of the chest will augment. This will cause a reduction of 3 in Bodily Attractiveness. Others may be more likely to mock the male's breasts.

If female breasts are developed, then she is likely to gain significantly more sexual attention. Below are modifiers to Bodily Attractiveness based on the new Cup Size:

| New Cup Size | Modifier |
|---|---|
| B | + 15 |
| C | + 10 |
| D | + 5 |
| DD | - 5 |
| DDD | - 10 |
| > DDD | - 15 |

## Diminish Charisma

**Level:** 5
**Magic Points:** 40
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 1 of the sub-abilities of Charisma of the target creature to diminish. Which sub-ability is affected is determined randomly by the Aedile with 1d4. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The randomly selected sub-ability decreases by 1d12 points.

## Diminish Debauchery

**Level:** 5
**Magic Points:** 40
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a decrease in Debauchery of the target creature. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). Debauchery is diminished by 1d12 points.

## Diminish Dexterity

**Level:** 5
**Magic Points:** 40
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 1 of the sub-abilities of Dexterity of the target creature to diminish. Which sub-ability is affected is determined randomly by the Aedile with 1d4. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The randomly selected sub-ability decreases by 1d12 points.

## Diminish Intelligence

**Level:** 5
**Magic Points:** 40
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 1 of the sub-abilities of Intelligence of the target creature to diminish. Which sub-ability is affected is determined randomly by the Aedile with 1d4. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The randomly selected sub-ability decreases by 1d12 points.

## Diminish Magic

**Level:** 5
**Magic Points:** 40
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a decrease in MP of the target creature. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). MP are diminished by 1d12.

## Diminish Physique

**Level:** 5
**Magic Points:** 40
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 1 of the sub-abilities of Physique of the target creature to diminish. Which sub-ability is affected is determined randomly by the Aedile with 1d4. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The randomly selected sub-ability decreases by 1d12 points.

## Diminish Piety

**Level:** 5
**Magic Points:** 40
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a decrease in PP of the target creature. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). PP are diminished by 1d12.

## Diminish Wisdom

**Level:** 5
**Magic Points:** 40
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 1 of the sub-abilities of Wisdom of the target creature to diminish. Which sub-ability is affected is determined randomly by the Aedile with 1d4. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The randomly selected sub-ability decreases by 1d12 points.

## Discursivity

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** Touch
**Area:** 1 target humanoid creature
**Duration:** 2 hours to an exponential power equal
to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 1 creature to be unable to hold a conversation without rambling randomly from topic to topic. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The target creature is compelled to change the topic every 1d100 words. To be unaffected by the spell, the target creature must pass 2 sub-ability checks: Drive at TH 17, and Rhetorical Charisma at TH 16.

### *Divination by Means of a Boy*

**Level:** 4
**Magic Points:** 32
**Discipline:** Air
**Range:** 50'
**Area:** 9' diameter circle
**Duration:** 1 minute per level of the caster
**Reference:** PGM VII. 348-58.
**Chant:** I call upon you, inhabitants of Chaos and Erebos, of the depth, of earth, watchers of heaven, of darkness, masters of things not to be seen, guardians of secrets, leaders of those beneath the earth, administrators of things that are infinite, those who wield power over earth, servants in the chasm, shudderful fighters, fearful ministers, inhabitants of dark Erebos, coercive watchers, rulers of cliffs, grievers of the heart, adverse demons, iron-hearted ones BITHOURARA ASOUEMARA...OTROUR MOURROUR APHLAU MANDRAROUROU SOU MARAROU, reveal concerning the matter that I am considering.
**Ingredients:** A boy
**Ritual:** After lying the boy on the ground, speak the chant and a dark-colored boy will appear to him.
**Description:** Casting this spell summons a spirit who manifests itself in the form of a dark-colored boy. This random spirit from a chaotic or immoral afterlife will be forced by the spell to inform the caster of everything the spirit knows regarding the matter. The Aedile decides the extent, if any, of the spirit's knowledge. If the circle surrounding the spirit is broken, then the spirit will almost certainly attempt to harm the caster. While the spirit itself is noncorporeal, the boy is present physically. The spirit possesses the body of the boy, and if free, it will not ally itself with another entity. If the boy's body is slain, then the spirit will return to its afterlife. The boy's body has 10 LP.

## Divine Maul

**Level:** 3
**Magic Points:** 24
**Discipline:** Fire
**Range:** 100' radius
**Area:** 50' radius
**Duration:** 1 round per 2 levels of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell creates a magical maul (which is 20 lbs., 5' in length, made of granite) that appears and immediately seeks out any vertebrates. Upon finding a vertebrate, living or dead, within the area of the spell, the Divine Maul attempts to bludgeon until it is powder. This magical maul attacks only once per round, which is last in every round. The magical weapon does not receive bonuses or penalties while attacking. If it hits, however, then the Divine Maul delivers 2d20 LP of damage. Graphic Gore is possible. The Divine Maul will never attack the caster. If there is no vertebrate within the area, then the Divine Maul will pound the ground.

This spell is a less potent version of Truncheon.

## Drawn and Quartered

**Level:** 4
**Magic Points:** 32
**Discipline:** Air
**Range:** 50'
**Area:** 500 square feet
**Duration:** 2 rounds
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons 4 large and powerful steeds, 2 on each end of a target creature seen by the caster. Each horse will face away from the target. 4 ropes are also conjured. Each rope has 1 end tied to an ankle or wrist of the target, and the other end tied to a leg of a horse.

At the absolute beginning of the second round, each horse feels sharp pain on its rear, and the horses attempt to flee the area. As the horses attempt to flee, each limb of the target creature is torn from the torso and dragged behind a fleeing horse. Any character with a Strength less than 500 is dismembered and dies, regardless of the number of LP. At the end of this round, the horses and ropes return to where they were conjured from, but the body parts remain.

### *Dream Spell*

**Level:** 1
**Magic Points:** 8
**Discipline:** Air
**Range:** 5' to an exponential power equal to the level of the caster
**Area:** 1 female
**Duration:** 1 hour per level of the caster
**Reference:** PGM VII. 407-10.
**Chant:** CHEIAMOPSEI ERPEBOTH, let her, (speak the name of the female to whom you would like to appear in her dreams), whom (speak the name of the female's mother) bore, see me in her dreams, immediately, immediately; quickly, quickly.
**Ingredients:** None
**Ritual:** Speak the chant frequently.
**Description:** Casting this spell causes the caster to appear in a female's dreams whom he names. It is the Aedile's duty to invent the caster's role in the subject's dream.

### Ejaculate Acid

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** Testicles of touched target creature
**Duration:** Special
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). This spell works only on males. Upon successful contact, the next time the target creature ejaculates, normal sperm will not spew forth from his Manhood, but acid. The entire load of magical acid will cause 1 IP or LP of corrosive damage per caster level to whatever or whoever it touches.

### Ejaculate Blood

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** Testicles of touched target creature
**Duration:** Special
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). This spell works only on males. Upon successful contact, the next time the target creature ejaculates, normal sperm will not spew forth from his Manhood, but blood.

### Ejaculate Poison

**Level:** 2
**Magic Points:** 16
**Discipline:** Earth
**Range:** Touch
**Area:** Testicles of touched target creature
**Duration:** Special
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). This spell works only on males. Upon successful contact, the next time the target creature ejaculates, normal sperm will not spew forth from his Manhood, but poison. The entire load of magical poison will cause 1 IP or LP of poison damage per caster level to whatever it touches. If the semen is ingested by a female, then she must pass a Health subability check of TH 14 or die.

## Electrical Field

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** 15'
**Area:** 1 target and a 2' radius around the target
**Duration:** 2 rounds per level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell creates a small Electrical Field to surround the target. It is harmless to the target and does 1d10 LP of damage to any character who enters within a 2' radius of the target.

## *Eternal Spell for Binding a Lover*

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** Manhood penetration
**Area:** 1 orifice
**Duration:** Eternity
**Reference:** PGM VII. 191-92.
**Chant:** None
**Ingredients:** Gall of a wild boar, rock salt, and honey
**Ritual:** Rub together the ingredients and smear the head of your Manhood.
**Description:** Upon casting this spell, the caster must insert the smeared head of his Manhood into an orifice of his desire. Thereafter, that orifice will burn eternally with desire for the caster, and its owner will beg daily for his Manhood to fill it.

## Evanescence

**Level:** 3
**Discipline:** Air
**Range:** Touch
**Area:** Special
**Duration:** Special
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a creature or object touched by the caster to become evanescent, invisible. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

Evanescence is a hallucination that functions by inducing all onlooking sentient characters to need to pass Intuition sub-ability checks at TH (18 + 1 per caster level). Failure means they do not see the evanescent creature or object.

While evanescent, a creature may be invisible to others, but will still make sound normally. Evanescent creatures may attack others and remain evanescent.

The amount of area that may become evanescent follows:

| Caster Level | Area Affected |
|---|---|
| 1 | 1 cubic inch |
| 2 | 4 cubic inches |
| 3 | 1 cubic foot or a cat |
| 4 | 10 cubic feet or a human |
| 5 | 100 cubic feet |
| 6 | 1,000 cubic feet |
| 7 | 10,000 cubic feet |
| 8 | 100,000 cubic feet |
| 9 | 1,000,000 cubic feet |
| 10 | 10,000,000 cubic feet |
| 11 | 100,000,000 cubic feet |
| 12 | 1 cubic mile |
| 13 | 1,000 cubic miles |
| 14 | 100,000 cubic miles |
| > 14 | 100,000,000 cubic miles |

Only 1 creature or object may become evanescent. The creature or object in question must fit within the area listed above. Otherwise, the spell simply fails. Only whole creatures or objects may become evanescent. For instance, it is impossible for half of a broomstick to become evanescent. Either the whole broomstick will, or none of it will be affected.

Following is the duration for the spell's effect:

| Caster Level | Duration |
|---|---|
| 1 | 30 seconds |
| 2 | 1 minute |
| 3 | 30 minutes |
| 4 | 1 hour |
| 5 | 12 hours |
| 6-7 | 1 day |
| 8 | 1 week |
| 9-10 | 1 year |
| 11 | 1 decade |
| 12-13 | 1 century |
| 14 | 1 millennium |
| > 14 | Choice of the caster |

### *Evil Sleep I*

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** 50' per level of the caster
**Area:** 1 adult human male
**Duration:** 48 hours
**Reference:** PDM xiv. 716-24.
**Chant:** None
**Ingredients:** 1 ounce of mandrake root, 1 ounce of water and honey, 1 ounce of henbane, and 1 ounce of ivy.
**Ritual:** If you wish to make a man sleep for 2 days: acquire the ingredients above and grind them with a measure of wine. If you wish to do it cleverly, then you should put 4 portions to each 1 of them with a glass of wine; you should moisten them from morning to evening; you should clarify them; and you should make him drink it. It is very good.
**Description:** Casting this spell will cause an adult human male to sleep for 2 days. During these 48 hours, the target of the spell may be awakened if shaken and slapped violently, but will not awaken on his own.

## *Evil Sleep II*

**Level:** 4
**Magic Points:** 32
**Discipline:** Air
**Range:** 1 mile per level of the caster
**Area:** 1 victim
**Duration:** Special
**Reference:** PDM xiv. 675-94.
**Chant:** I call upon you who are in the empty air, you who are terrible, invisible, almighty, a god of gods, you who cause destruction and desolation, you who hate a stable household, you who were driven out and have roamed foreign lands, you who shatter everything and are undefeated. I call upon you; I command your prophetic powers because I call upon your authoritative name to which you cannot refuse to listen, IO ERBETH IO PAKERBETH IO BOLCHOSETH IO PATATHNAX IO SORO IO NEBOUTOSOUALETH AKTIOPHI ERESCHIGAL NEBOUTOSOALETH ABERAMENTHOOULERTHEXANAXETHRELUOTHENEMAREBA AEMINA. Come to me and go and strike him down, (speak the name of the man or woman to be affected) with chills and fever. That very character has wronged me and he (or she) has spilled the blood in his (or her) own house. For this reason I am doing this.
**Ingredients:** A donkey's head and blood, yellow ocher, and clay (and possibly palm fiber).
**Ritual:** Bring a donkey's head; you place it between your feet opposite the sun at dawn when it is about to rise, opposite it again in the evening when it is going to set; you anoint your right foot with yellow ocher, your left foot with clay, the soles of your feet also; you place your right hand in front and your left hand behind, the head being between them; you anoint 1 of your 2 hands with donkey's blood, and the 2 corners of your mouth; and you recite these writings before the sun at dawn in the evening for 4 days. He sleeps.

If you wish to make him die, then you should do it for 7 days. If you do its magic, then you should bind a thread of palm fiber to your hand, a piece of male palm fiber to your phallus and your head. It is very good.
**Description:** Casting this spell causes a victim either sleep for 4 days or die after 7 days of the ritual.

### *Evil Sleep III*

**Level:** 6
**Magic Points:** 48
**Discipline:** Fire
**Range:** 1 mile per level of the caster
**Area:** 1 victim
**Duration:** Permanent
**Reference:** PDM xiv. 739-40.
**Chant:** None
**Ingredients:** Camel's blood, blood of a dead man, and wine
**Ritual:** If you put camel's blood and the blood of a dead man into the wine and you make the man drink it, he dies.
**Description:** Casting this spell will kill an adult human male. This spell is ineffective against other species or races. LP are irrelevant.

### Faceless

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the features of the face of the target creature to be removed. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If the caster successfully touches the target creature, then the face of the target creature becomes smooth. The eyes, ears, and nose are reduced to dots, and the mouth is reduced to a slit. Hair does not exist anywhere on the visage of the target creature, who is now faceless. The Facial Charisma of the faceless character is now 4d10. All future Sound skill checks will suffer a penalty of - 21.

### False Alchemy

**Level:** 2
**Magic Points:** 16
**Discipline:** Air
**Range:** Touch
**Area:** 2 coins to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes metal coins, or their equivalent in weight, to appear to mutate into gold. In reality, however, the substance remains as it was; it is not actually transformed into gold. All who view or handle the results of False Alchemy must pass a Common Sense sub-ability check at TH 18 to realize that it is false.

### Fatal

**Level:** 10
**Magic Points:** 1,800
**Discipline:** Fire
**Range:** None
**Area:** Current world
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes all life to die instantly on the current world of the caster. The cause of death is inexplicable. Fatal is the most powerful spell ever mentioned and so far it has never been cast by a mortal.

## Fatal Fable

**Level:** 8
**Magic Points:** 64
**Discipline:** Fire
**Range:** Special
**Area:** Special
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the telling of a fable to deteriorate the LP of the lead character in the fable, wherever they are, provided they are still alive. A fable is a story of supernatural or marvelous events and is intended to enforce a useful truth or precept. Fables are usually fictitious. The minimum requirement for a fable is that it must take at least 3 minutes to tell it. During the telling of the fable, the lead character of the fable loses LP in proportion to the telling of it. If the target creature is reduced to 1 LP, then a Health sub-ability check at TH 26 must be passed to remain at 1 LP. If failed, then they may progress to 0 LP and die. If the fable is completed, then the lead character will have 0 LP, which normally constitutes death.

## *Favor and Victory Charm*

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** None
**Area:** 1 character
**Duration:** While worn
**Reference:** PGM VII. 186-90.
**Chant:** None
**Ingredients:** A blood-eating lizard
**Ritual:** Take the ingredient and grasp its right front foot and cut it off with a reed, allowing the lizard to return to its own hole alive. Fasten the foot of the creature to the fold of your garment and wear it.
**Description:** This charm grants + 2 to all attack rolls and skill checks related to combat while worn around the neck. Otherwise, the charm may bestow + 2 to situations in which the Aedile deems "favor" to be relevant.

### *Fetching Charm*

**Level:** 1
**Magic Points:** 8
**Discipline:** Air
**Range:** 1 mile
**Area:** 1 female
**Duration:** 2 days to an exponential power equal to the level of the caster
**Reference:** PGM IV. 1872-1927.
**Chant:** (1) IAO ASTO IOPHE (2) Barking dog, I adjure you, Kerberos, by those who have hanged themselves, by the dead, by those who have died violently: attract her to me, (speak the name of the female desired), whose mother is (speak the name of the female's mother). I adjure you, Kerberos, by the holy dead of the infernal gods. Attract to me her, (speak the name of the female desired), whose mother is (speak the name of the female's mother), ZOUCH ZOUKI TO PARY YPHEBARMO ENOR SEKEMI KRIOUDASEPHE TRIBEPSI: attract to me her, (speak the name of the female desired), whose mother is (speak the name of the female's mother), to me, (speak your own name), immediately, immediately; quickly, quickly.
**Ingredients:** 4 ounces of wax, 8 ounces of fruit, pitch, a censer, and frankincense.
**Ritual:** Pound the ingredients of fruit and wax fine, separately, and mix them with pitch and wax. Fashion a dog 8 fingers long with its mouth open. And you are to place in the mouth of the dog a bone from the head of a man who has died violently. And you are to place the dog on a tripod. And have the dog raising its right paw. And write on a strip of papyrus these names and what you wish: "IAO ASTO IOPHE," and you are to place the strip of papyrus on the tripod and on top of the strip you are to place the dog and say these names many times. And so, after you have spoken the second chant, the dog hisses or barks, and if it hisses, she is not coming (Aedile's decision). Therefore address the spell to it again, and if it barks, it is attracting her. Then open the door, and you will find her whom you wish at your doors. Let a censer stand beside the dog, and let frankincense be placed upon it as you speak the second chant. This spell is to be cast in a level, pure place.
**Description:** Casting this spell will cause a female named by the caster to fall in love with the caster and become compelled to seek out the caster immediately. She will do anything for the caster that she would normally do for the true love of her life.

### *Fetching Charm for an Unmanageable Woman*

**Level:** 2
**Magic Points:** 16
**Discipline:** Air
**Range:** This world
**Area:** 1 woman
**Duration:** 7 days
**Reference:** PGM VII. 593-619

**Chant:** I call upon you, the masters, great gods, who shine in the present hour, on this day, for the sake of her, the ungodly (speak the name of the unmanageable woman). For she has said 'IAO does not have ribs.' She, (speak her name), has said, 'ADONAI was cast out because of his violent anger.' She, (speak her name), has said, 'SABAOTH emitted 3 cries.' She, (speak her name), has said, 'PAGOURE is by nature a hermaphrodite.' She (speak her name), has said, 'MARMOROUTH was castrated.' She, (speak her name), has said, 'IAEO was not entrusted with the ark.' She, (speak her name), has said, MICHAEL is by nature a hermaphrodite.'

I am not the one who says such things, master, but she, the godless (speak her name). Therefore fetch her for me, her inflamed with passion, submissive. Let her not find sleep until she comes to me (repeat this paragraph 7 times).

**Ingredients:** A lamp (not painted red), 7 wicks, olive oil, and wormwood seeds

**Ritual:** Take a lamp, not painted red, with 7 wicks, and make a wick of the hawser of a wrecked ship. On the 1st wick write with ink, "IAO"; on the 2nd, "ADONAI"; on the 3rd, "SABAOTH"; on the 4th, "PAGOURE"; on the 5th, "MARMOROUTH"; on the 6th, "IAEO"; on the 7th, "MICHAEL."

Put olive oil in the lamp and place it in a window facing south. Also put wormwood seeds around the edge of the lamp, and recite the chant.

If the 1st lamp flickers, know that she has been seized by the demon. And if the 2nd, she has left the house; and if the 3rd, she is on the way; and if the 4th, she has arrived; and if the 5th, she is at the door; the 6th, at the doorlatch; the 7th, she has come into the house.

This spell can fetch characters from across the sea. For that, place the lamp in some water in the open air. Place a papyrus boat under the lamp, and recite the chant 6 times.

**Description:** Casting this spell will summon a demon to fetch an unmanageable woman and bring her to the caster. The woman will be unable to sleep until she meets with the caster. When she arrives, she will be submissive and inflamed by passion.

## Fierce Fire

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** 150'
**Area:** 5' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell necessitates a successful Hurl skill check by the caster. Fire appears in 1 palm of the caster and is hurled at a foe. If failed, then the spell goes off (01-25%) beyond the target, (26-50%) short of the target, (51-75%) left of the target, or (76-100%) to the right of the target by (1d10 + 10)'. The fire ignites instantly upon hitting the target or ground and causes 1d10 IP or LP damage to all in the area affected.

## Flight

**Level:** 4
**Magic Points:** 32
**Discipline:** Earth
**Range:** Touch
**Area:** Creature touched
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to bestow the ability of Flight on a creature who would otherwise be unable to fly. This spell is ineffective for creatures already capable of flying. The amount of weight that may be affected by Flight is determined by the level of the caster. Consult the table below:

| Caster Level | Weight in Pounds Affected |
|---|---|
| 1 | 10 |
| 2 | 20 |
| 3 | 50 |
| 4 | 100 |
| 5 | 200 |
| 6 | 500 |
| 7-8 | 1,000 |
| 9-10 | 2,000 |
| 11-14 | 10,000 |
| 15-17 | 20,000 |
| 18-19 | 50,000 |
| > 19 | 100,000 |

The creature touched may choose their own direction, and they may hover in place if desired. The maximum speed at which a creature of Flight is able to fly is determined as follows. Divide the Caster Level by the weight in pounds of the creature affected by Flight. Multiply this number by 1,000. This result is the number of feet that may be traveled per round.

For example, a 10th level caster casts Flight and touches a 180 lb. human. The human will be capable of flying 55' per round [(10/180) x 1000]. However, if the same caster cast Flight on a 2,000 lb. creature, the creature would be capable of flying only at 5' per round.

Since flight is 3-dimensional, speed may be calculated when elevation is considered by referring to the Sprint skill (see *Chap. 8: Skills*).

## Flyweight

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** Creature touched
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to gain the benefit of falling as slowly as a feather for the duration of the spell. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). Note that if the target falls for 2 rounds and decides to jump off a cliff, then they will still fall slowly until the end of the duration.

### *For a Sleeping Woman to Confess the Name of the Man she Loves*

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** Touch
**Area:** 1 woman
**Duration:** 1 round
**Reference:** PGM LXIII. 7-12.
**Chant:** None
**Ingredients:** A bird's tongue
**Ritual:** Place a bird's tongue under her lip or on her heart and put your question, and she calls the name 3 times.
**Description:** Casting this spell causes a sleeping woman to call out the name of the man she loves thrice.

### *For an Erection*

**Level:** 1
**Magic Points:** 8
**Discipline:** Air
**Range:** Touch
**Area:** 1 Manhood
**Duration:** 2d100 minutes
**Reference:** PDM lxi. 58-62 [PGM LXI. vi.x].
**Chant:** None
**Ingredients:** Woad plant, wine, pepper
**Ritual:** Boil woad plant in a pot and grind them up in wine with pepper; smear it on your genitals. If you wish it to relax again, provide with a decoction.
**Description:** Casting this spell causes a limp Manhood to become a blue-veined throbber. Though ejaculation will occur normally, there will not be a refractory period afterward; it will remain throbbing for the duration of the spell, unless a decoction is provided.

### *For Ascent of the Uterus*

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** 1 mile
**Area:** 1 female
**Duration:** 3 minutes to an exponential power equal to the level of the caster
**Reference:** PGM VII. 260-271.
**Chant:** None
**Ingredients:** A cord of 7 colors, a tablet
**Ritual:** Write the following on a tin tablet and weave a cord around one's neck of 7 colors, then wear the tablet as an amulet:

I conjure you, O Womb, by the one established over the Abyss, before heaven, earth, sea, light, or darkness came to be; you who created the angels, being foremost, AMICHAMCHOU and CHOUCHAO CHEROEI OUEIACHO ODOU PROSEIOGGES, and who sit over the cherubim, who bear your own throne, that you return again to your seat, and that you do not turn to 1 side into the right part of the ribs, or into the left part of the ribs, and that you do not gnaw into the heart like a dog, but remain indeed in your own intended and proper place, not chewing as long as I conjure by the one who, in the beginning, made the heaven and earth and all that is therein. Hallelujah! Amen!

**Description:** This spell causes a flexing of the anterior of the uterus, which in turn causes some female problems such as blockage in urination, and also causes a swelling of the pubic area; in some women, it will cause an inability to stand upright.

### *For Coughs*

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Touch
**Area:** 1 character
**Duration:** Permanent/Instantaneous
**Reference:** PGM VII. 203-5.
**Chant:** None
**Ingredients:** Parchment
**Ritual:** In black ink, write on the parchment: "THAPSATE STHRAITO."
**Description:** Casting this spell causes a character who is coughing to no longer need to cough. If a disease makes the character cough, then the disease is not cured, but it no longer causes the character to cough.

### *For Discharge of the Eyes*

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Touch
**Area:** 1 character
**Duration:** Permanent
**Reference:** PGM VII. 197-98.
**Chant:** None
**Ingredients:** Piece of papyrus
**Ritual:** Write this on a piece of papyrus and attach it as an amulet: ROURARBISAROURB-BARIASPHREN.
**Description:** Casting this spell causes all discharge of the eyes (tears, etc.) to no longer be necessary.

### *For Fever with Shivering Fits*

**Level:** 5
**Magic Points:** 40
**Discipline:** Water
**Range:** Touch
**Area:** 1 character
**Duration:** Permanent
**Reference:** PGM VII. 211-12.
**Chant:** SABAOTH
**Ingredients:** Oil
**Ritual:** Take oil in your hands and speak the chant 7 times, then spread the oil from the sacrum to the feet.
**Description:** Casting this spell cures all fevers and shivering fits, even those resulting from disease.

### *For Swollen Testicles*

**Level:** 2
**Magic Points:** 16
**Discipline:** Fire
**Range:** 1 mile
**Area:** 1 set of testicles
**Duration:** 3 minutes to an exponential power equal to the level of the caster
**Reference:** PGM VII. 209-10.
**Chant:** Kastor Thab Thab
**Ingredients:** A cord from a coin bag
**Ritual:** Take the ingredient and with each knot speak the chant.
**Description:** Casting this spell causes the testicles of a male envisioned by the caster to swell to the point of causing discomfort and even pain. For the 1st minute, it actually feels good and makes the male horny to have full testicles. Beyond the 1st minute, discomfort predominates and it becomes difficult to walk.

## Force Ballista

**Level:** 2
**Magic Points:** 16
**Discipline:** Fire
**Range:** 100'
**Area:** 10' radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell creates a Force Ballista that launches a spear-like projectile at the target, designated by the caster by sight. The projectile explodes upon impact and is useless thereafter. More importantly, the magical projectile seeks its target unerringly, exploding for 1d6 IP or LP of damage upon impact to all in the area, except for the main target, if it is directed to hit 1, who receives 2d8 LP of damage.

## Force Falsity

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** 200' and direct line of sight
**Area:** 1 creature
**Duration:** 2 seconds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature to be forced to lie with every statement made verbally. Even though the target creature may desire to speak the truth, a lie will be spoken instead.

## Force Fart

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** 50'
**Area:** 1 creature
**Duration:** 2 seconds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target seen by the caster to experience an accumulation of gas in their rectum, forcing them to fart. As the caster increases in level, the target will have to fart for a longer duration.

## Force Favor

**Level:** 2
**Magic Points:** 16
**Discipline:** Ether
**Range:** 50'
**Area:** 1 humanoid
**Duration:** Special
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a humanoid subject to feel as though they owe the caster some sort of favor. If hostile, then the humanoid will attempt to refrain from harming the caster. If friendly, then the humanoid will seem to go to great ends to help the caster. A sane humanoid will never consider harming themselves for the sake of the caster, favor or not. The favor is unknown until the caster specifies it, and the favor must consist of an action that may be executed in 1 round, such as attacking another.

## Force Fear

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** Touch
**Area:** 1 target creature
**Duration:** 2 rounds to an exponential power equal equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell converts a target creature into a coward for the duration of the spell. For the duration of the spell, the target creature will demonstrate extreme fear and cowardice. Target creatures who are converted to cowards will seem scared of everything. If possible, the target creature will flee.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If the target creature passes a Wisdom ability check at TH 20, then the spell is ineffective.

## Force Fearlessness

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** Touch
**Area:** 1 target creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell converts a target creature into a creature who exhibits fearlessness in all decisions for the duration of the spell. The target creature will demonstrate extreme rashness, fearlessness, or overconfidence. The target creature will seem fearless regarding everything, which usually makes them too bold and brave. Fearless creatures, for instance, will confidently enter combat with more foes than can be handled reasonably.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If the target creature passes a Wisdom ability check at TH 20, then the spell is ineffective.

## Force-Feed

**Level:** 2
**Magic Points:** 16
**Discipline:** Ether
**Range:** Touch
**Area:** 1 target creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature to be overwhelmed by hunger. The target creature must pass a Drive sub-ability check at TH 26 or eat as much as possible for the duration of the spell. For the duration of the spell, the target creature will be driven by hunger. While affected, a target creature will eat foods they would normally reject. For each round that the target creature is force-feeding themselves, the target creature will magically gain 1 pound of fat.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If the target creature passes a Wisdom ability check at TH 20, then the spell is ineffective.

## Force Inferiority Complex

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** Touch
**Area:** 1 target creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature to feel inferior to the caster. For the duration of the spell, the target creature will experience a 25% reduction in Drive sub-ability, and will resent the caster. If the primary temperament of the target creature is choleric, then there is a 25% chance that the target creature resorts to violence against the caster. The Aedile may modify this chance due to circumstances. If the secondary temperament of the target creature is choleric, then there is a 75% chance that the target creature, if sentient, will badmouth the caster.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If the target creature passes a Wisdom ability check at TH 20, then the spell is ineffective.

## Force Mass Fear

**Level:** 7
**Magic Points:** 56
**Discipline:** Ether
**Range:** 100 miles
**Area:** Nearest 10,000 humanoids
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell converts the nearest 10,000 humanoids to a point chosen within the range of the spell into cowards for the duration of the spell. The target creatures will demonstrate extreme fear and cowardice. Target creatures who are converted to cowards will seem scared of everything. If possible, then the target creatures will flee.

## Force Missile

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** Any visible target
**Area:** 1 target
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Upon casting this spell, a successful Aim skill check must be made by the caster in order to hit the target with the Force Missile; the Force Missile is a thin ray of force that emits instantaneously from an extended finger of the caster. If successful, the missile does 1d10 Life Points of damage per caster level to the target. The maximum amount of damage possible is 7d10 LP.

## Force Oblation

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** Touch
**Area:** 1 target creature
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature to randomly select 1 of their immediate possessions and sacrifice it in a ritual to the gods. If the target creature is religious, then the target creature may sacrifice the possession to their god. The target creature will ruin the possession beyond repair during the ritual. In the future, the target creature will have nothing to do with the sacrificed possession.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If the target creature passes a Wisdom ability check at TH 20, then the spell is ineffective.

## Force Rancor

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** Touch
**Area:** 1 target creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell enrages a target creature. The target creature will attempt to do nothing but physical harm to others nearby. For example, if cast on a wizard, then they would ignore casting and most likely attack with any weapon available. Affected creatures are often reported to have a sardonic grin during the fit of rancor. To be unaffected by the spell, the target creature must pass a Wisdom ability check at TH 17.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The type of creature affected increases with the caster's level as shown on the following table:

| Caster Level | LP Affected |
|---|---|
| 1 | 1d10 |
| 2 | 2d8 |
| 3 | 2d20 |
| 4 | 4d100 |
| > 4 | 4d1000 |

## Force Scream

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** 50'
**Area:** 1 creature
**Duration:** 2 seconds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target seen by the caster to feel compelled to scream as loudly as possible for the duration of the spell. As the caster increases in occupational level, the target will scream for a longer duration. To resist this mental domination, the target must pass a Drive sub-ability check at TH 16.

## Force Slumber

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** Touch
**Area:** 1 creature
**Duration:** 1d10 minutes
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to induce creatures to succumb to slumber. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

If touched successfully, then the spell is able to force 1d10 LP of a creature into a deep sleep. After the spell expires, the creature will awaken suddenly. This spell is usually powerful enough to put small animals and infants to sleep. A creature may not be partially forced into slumber. Either they fall asleep, or the spell has no noticeable effect.

### *Foreknowledge Charm I*

**Level:** 6
**Magic Points:** 48
**Discipline:** Ether
**Range:** Characters looked upon
**Area:** 1 character per glance
**Duration:** 1 minute per level of the caster
**Reference:** PGM III. 483-88.
**Chant:** ALA.AANG XICHA MICHA ANG E...EROTPITENPHET NPROME.
**Ingredients:** A golden-colored crown
**Ritual:** While wearing a gold-colored crown on the head, turn to the thief, kill him, cleave him, but do not behead him.
**Description:** This spell allows the caster to detect a thief while concentrating on the stolen object.

### *Foreknowledge Charm II*

**Level:** 9
**Magic Points:** 270
**Discipline:** Ether
**Range:** 1 observed character
**Area:** Caster
**Duration:** 1 day
**Reference:** PGM III. 263-75.
**Chant:** Make me know in advance the things in each character's mind, today, because I am TOM...IAO SABAOTH IAO THEA-EETH...M ADOUNAI BATHIAO...EA THOE IABRABA ARBATHRAS IAO BATHIAOOIA ZAGOURE BARBAT-HIAO AEI AAAAAAA EEEEE-EE...OE...SOESESISIETH...SABAOTH LAEO.
**Ingredients:** None
**Ritual:** Take your finger and place it under your tongue before you speak to anyone, and speak the chant.
**Description:** The purpose of this spell is to allow the caster to know all things in advance, as long as their finger is placed under their tongue. To see if the spell is working, immediately after casting say "Lord, if you wish me to know in advance, let the falcon descend onto the tree." If it does not happen, also speak this formula to the 4 winds while turning around toward the wind; the formula is spoken to each of the 4 winds as the caster faces them successively. The Aedile will declare whether or not the spell works.

If the spell functions properly, then the thoughts of whoever the caster looks upon are known to the caster as they occur.

### Frosty Touch

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** Creature touched
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If failed, then the spell is wasted. If passed, then the target suffers 1d10 LP of cold damage.

### Greater Bidding

**Level:** 4
**Magic Points:** 32
**Discipline:** Ether
**Range:** 50'
**Area:** 1 creature
**Duration:** 2 hours to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 1 target creature to become subservient to the bidding of the caster. The caster must be within 50' of the target creature and able to see their eyes without obstruction. The target creature may be able to avoid the effects of the spell if they pass a Drive sub-ability check at TH 24.

While under the influence of the caster, the target creature will not commit suicide, but may be more apt to harm themselves than usual. Generally, they will feel compelled to please the caster by doing the bidding of the caster without question. The target creature is dominated mentally by the caster.

When the spell expires, the target creature will remember the events that occurred during this spell. However, these memories will seem disoriented, as if from a dream.

Perhaps the most popular use of this spell is for sexual purposes. Horny male casters frequently use this spell to make attractive females do their sexual bidding.

## Greater Electrical Discharge

**Level:** 3
**Magic Points:** 24
**Discipline:** Fire
**Range:** 100'
**Area:** 1 target
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** A beam of electricity zaps forth from the finger of the caster and does 2d20 LP of damage to the target. A successful Aim skill check must be made regarding the caster's finger in order to hit the target (see *Chap. 8: Skills*). Otherwise the spell is wasted.

## Greater Healing

**Level:** 3
**Magic Points:** 24
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to heal another. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If successful, then the creature regains 2d20 Life Points if wounded. If missed, then the spell is wasted.

## Greater Holocaust

**Level:** 10
**Magic Points:** 1,800
**Discipline:** Fire
**Range:** 100 miles
**Area:** 10-mile blast radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes incomprehensible burning damage. The caster must choose a central point within the range. From this central point, a fiery blast will explode violently and implode again within 1 round. Anything within the area is subjected to (4d100 x 100) IP or LP. It is likely that only ashes will remain. Vegetation will not grow in this area for 1 millennium. The explosion will be heard and felt up to 100 miles away.

## Greater Hologram

**Level:** 3
**Magic Points:** 24
**Discipline:** Air
**Range:** 100' + 50' per level of the caster
**Area:** 10 cubic feet
**Duration:** Until the caster ceases concentration on the hologram
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to create a scentless illusion no larger than 10 cubic feet. The illusion may be mobile if so desired, though the object cannot move beyond the area of the spell. For instance, the illusion may be any sort of small animal, as long as the caster has seen it before.

An improvement over Lesser Hologram, Greater Hologram allows sound to accompany the visual illusion, though this hallucination cannot provide sensations of taste, touch, or smell. The only sound that may accompany the hallucination is a sound that the caster has physically heard before and remembers. Imagined sounds fail.

All creatures who view this hologram must make a successful Analytic Intelligence sub-ability check at TH 18 in order to recognize that this is not real. If they fail the check, then they will behave as if it were real. If the caster creates an illusion that suggests a threat to the life of a believing creature, then onlookers may also be subjected to making a successful Health sub-ability check or suffering appropriate penalties as deemed by the Aedile. For instance, a caster may choose to create a hologram of a knife hurling through the air at the head of a trollop. If the trollop believes, then the Aedile may make her roll against an appropriate TH for the situation and may also decide the appropriate penalties.

## Greater Mending

**Level:** 4
**Magic Points:** 32
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to mend severed tendons and limbs. Severed tendons and limbs often result from Graphic Gore (see *Chap. 10: Combat*). By touching the severed tendon or connecting the severed limb with its stump, mending occurs instantly. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Greater Perpetual Hologram

**Level:** 7
**Magic Points:** 56
**Discipline:** Air
**Range:** 1,000' + 500' per level of the caster
**Area:** 1,000 cubic feet
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to create an illusion no larger than 1,000 cubic feet. The illusion may be mobile if so desired, though the object cannot move beyond the area of the spell. For instance, the illusion may be any sort of small animal, as long as the caster has seen it before.

An improvement over Perpetual Hologram, Greater Perpetual Hologram allows taste and touch to accompany the visual illusion; the sensations of sight, smell, sound, taste, and touch may be included. The caster may use any sensation imagined.

All creatures who view this hologram must make a successful Analytic Intelligence sub-ability check at TH 27 in order to recognize that this is not real. If they fail the check, then they will behave as if it were real. If the caster creates an illusion that suggests a threat to the life of a believing creature, then onlookers may also be subjected to making a successful Health sub-ability check or suffering appropriate penalties as deemed by the Aedile. For instance, a caster may choose to create a hologram of a knife hurling through the air at the head of a trollop. If the trollop believes, then the Aedile may make her roll against an appropriate TH for the situation and may also decide the appropriate penalties.

### Greater Vulnerability to Acid

**Level:** 5
**Magic Points:** 40
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all acid attacks, natural or magical, for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Greater Vulnerability to Air

**Level:** 4
**Magic Points:** 32
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all air attacks, natural or magical, for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Greater Vulnerability to Armor

**Level:** 4
**Magic Points:** 32
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes an armored creature to become more vulnerable, losing 3 CA per level of the caster.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Greater Vulnerability to Bases

**Level:** 5
**Magic Points:** 40
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all base attacks, natural or magical, for the duration of the spell. By base, it is meant the opposite of acid.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Greater Vulnerability to Cold

**Level:** 4
**Magic Points:** 32
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all cold attacks, natural or magical, for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Greater Vulnerability to Discipline

**Level:** 4
**Magic Points:** 32
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target to automatically take 300% IP or LP of damage from any magical attacks of a specified discipline for the duration of the spell. The specific magical discipline must be named prior to casting.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Greater Vulnerability to Earth

**Level:** 4
**Magic Points:** 32
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all earthen attacks, natural or magical, for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Greater Vulnerability to Electricity

**Level:** 4
**Magic Points:** 32
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all electrical attacks, natural or magical, for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Greater Vulnerability to Ethicality

**Level:** 7
**Magic Points:** 56
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target to automatically take 300% LP of damage from any and all attacks made by ethical creatures for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Greater Vulnerability to Fire

**Level:** 4
**Magic Points:** 32
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target to automatically take 300% LP of damage from any and all fire attacks, natural or magical, for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Greater Vulnerability to Immorality

**Level:** 7
**Magic Points:** 56
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target to automatically take 300% LP of damage from any and all attacks made by immoral creatures for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Greater Vulnerability to Morality

**Level:** 7
**Magic Points:** 56
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target to automatically take 300% LP of damage from any and all attacks made by moral creatures for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Greater Vulnerability to Poison

**Level:** 6
**Magic Points:** 48
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all poison, natural or magical, for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Greater Vulnerability to Skill

**Level:** 6
**Magic Points:** 48
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target to automatically suffer a penalty to all skill checks. The penalty is - 3 per occupational level of the caster.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Greater Vulnerability to Sonics

**Level:** 5
**Magic Points:** 40
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all sonic attacks, natural or magical, for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Greater Vulnerability to Unethicality

**Level:** 7
**Magic Points:** 56
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target to automatically take 300% LP of damage from any and all attacks made by unethical creatures for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Greater Vulnerability to Weapon

**Level:** 4
**Magic Points:** 32
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all attacks that result from a specific type of weapon envisioned by the caster during casting.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

## Happy Cleaver

**Level:** 3
**Magic Points:** 24
**Discipline:** Earth
**Range:** 0
**Area:** Caster's line of sight
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes matter in the surrounding area to mutate into a demented, intelligent, and laughing cleaver. The Aedile randomly determines which matter. This animated cleaver revels in bloodlust, and will turn against the caster if the cleaver does not attack within 1 minute. If no other creatures who may bleed are within the area, then the cleaver attacks the caster. Whenever the cleaver attacks, it laughs hysterically with an evil tone. Upon each successful cleave, the Happy Cleaver makes a slurping sound as if enjoying the blood that flows freely from the gaping wound.

The cleaver attacks 6 times per round, doing 1d10 LP of damage, but it has no Delivery Penalty. With an Intelligence of 30, it is unable to speak, but laughs coherently. The cleaver has a mind of its own and does not need the caster to wield it. The cleaver magically propels itself through the air. Wizards have never been able to understand why, but Happy Cleavers prefer to hack female dancers to pieces.

## Have Her Cadaver

**Level:** 3
**Magic Points:** 24
**Discipline:** Air
**Range:** Touch
**Area:** 1 humanoid female
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 1 humanoid female cadaver to appear to be alive and unconscious. This appearance is illusory, and each character who senses (sees, smells, tastes, and/or touches) the female cadaver must roll 3d10, and the results must be 20 or higher to disbelieve the illusion. For the spell to function, the cadaver must have all of its bones, although flesh is unnecessary. This spell does not function on a humanoid larger than 7' in height. While the spell functions, the dead female will appear exactly as she did during the most fertile moment of her life; she will have hair, flesh that is not discolored and is warm to the touch, etc. In fact, if her chest is observed, it will appear to rise and fall as though she breathes. If her nose is examined, then it will feel as though she inhales and exhales. Finally, if her vagina is penetrated, then it will feel warm and wet. In every respect, the female cadaver will appear to be healthy and alive. If in life the female was unattractive, then the illusion of her will be equally unattractive.

This spell is unpopular and shunned by most, but when it is cast the most common reason for casting is copulation. When the spell duration expires, the illusion will disappear instantly.

## Headless

**Level:** 1
**Magic Points:** 8
**Discipline:** Air
**Range:** Touch
**Area:** 1 head
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a head of a living or undead character or creature to appear to be missing. The missing head is illusory. Each character who sees the creature with a missing head must roll 3d10, and the results must be 17 or higher to disbelieve the illusion. If the head is touched, though it appears to be missing, then it will be felt and the illusion will no longer have an effect on the character who touched the head that seemed to be missing.

When a character sees a headless creature, and believes the hallucination, refer back to the previous roll and consult the table below:

| Roll | Result |
|---|---|
| 3-9 | Unable to move for 1d100 rounds. |
| 11-12 | Tries to sprint away for 2d10 rounds, but falls down every 1d10 rounds due to panic. |
| 13-14 | Sprints away if possible for 1d10 rounds. |
| 15-17 | Unaffected |

## *Heal Dislocation or Fracture*

**Level:** 2
**Magic Points:** 16
**Discipline:** Water
**Range:** Touch
**Area:** 1 dislocated socket or fractured bone
**Duration:** Permanent
**Reference:** Arcana Mundi, p. 72
**Chant:** (first one) Moetas vaeta daries dardaries astataries dissunapiter
(second one) huat huat huat ista sistas sitardannabou dannaustra
**Ingredients:** Green reed of 4-5' in length
**Ritual:** Take the green reed, split it in the middle, and let 2 men hold it to their hips. Recite the first chant until the parts come together. When the 2 parts come together and touch each other, grip them with your hand, make a cut left and right, tie it onto the dislocation or the fracture, and it will heal. But, you must recite every day the second chant.
**Description:** Casting this spell permanently heals 1 dislocated socket or fractured bone. All damage suffered by the injury is restored.

## Healing

**Level:** 2
**Magic Points:** 16
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to heal another. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If successful, then the creature regains 2d8 Life Points if wounded. If missed, then the spell is wasted.

## Hearing Voices

**Level:** 4
**Magic Points:** 32
**Discipline:** Ether
**Range:** Touch
**Area:** Self
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to bestow an ability by touch (though usually the caster touches their own head) to detect supernatural voices. The surrounding air and ether are said to be populated with daimons, angels (eudaemons), and demons (cacodaemons). With the birth of every human, a eudaemon and cacodaemon are also created (see Neveria).

The chance that the caster or target of the spell hears a voice is 10% per caster level. If a voice is heard, which the Aedile must portray, then the voice usually does not state its identity, and the caster must attempt to determine the identity of the voice without aid from this spell. Most voices, when heard, occur as whispers in which the gender is difficult to impossible to distinguish.

If the spell is cast frequently, and if daimons continually attend to the caster or target such as in the case of a eudaemon or cacodaemon, then it is possible for the caster or target to build a relationship with the daimon, allowing them to better determine whether the voice heard upon the next casting is actually that daimon or another pretending to be that daimon.

Though some daimons are friendly and helpful, most resent the living and will misdirect or lead the caster or target into trouble. Moral casters or targets usually seek their eudaemon. Immoral casters or targets usually seek their cacodaemon.

## Heating

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** 50'
**Area:** 30 lbs. of wood or metal per level of the caster
**Duration:** 1 round per 2 levels of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell heats wood and metal enough to scorch and melt it, provided it is seen by the caster. Should a living or animated target be wearing or touching this wood or metal, they will suffer damage.

Metal will become scorched during the 2nd round of application, and will melt during the 5th round of Heating. Wood becomes scorched immediately, and catches aflame if subjected to Heating for more than 1 round, distributing an additional 1d6 LP of damage per round afterwards to those in contact. Wood will become cinders in 4 rounds.

Any living or animated target in contact with the affected metal or wood will suffer damage. The damage is proportionate to the percent of their body that is affected. For instance, if only 50% of a creature's body is in contact, then they will receive only 50% of the damage listed below.

The 1st round of contact, flesh dehydrates and melts away as it absorbs 3d6 Life Points of damage. The 2nd round of contact, muscles melt away, and an additional 3d6 LP of damage is distributed. The 3rd round, the portion of the sorry son-of-a-bitch's skeleton in contact is scorched for all eternity, and an additional 3d6 LP of damage is accrued. Finally, the 4th round of contact, the structure of any mortal creature is reduced to a burnt, powdery, smelly, soot-like substance. LP are irrelevant at this stage; no mortal is able to survive this fiery onslaught.

## Hover

**Level:** 3
**Magic Points:** 24
**Discipline:** Earth
**Range:** Touch
**Area:** Creature touched
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to bestow upon a creature the ability to Hover. This spell is ineffective on creatures already capable of flying. The amount of weight that may be affected by Hover is determined by the level of the caster. Consult the table below:

| Caster Level | Weight in Pounds Affected |
|---|---|
| 1 | 10 |
| 2 | 20 |
| 3 | 50 |
| 4 | 100 |
| 5 | 200 |
| 6 | 500 |
| 7-8 | 1,000 |
| 9-10 | 2,000 |
| 11-14 | 10,000 |
| 15-17 | 20,000 |
| 18-19 | 50,000 |
| > 19 | 100,000 |

Hover does not allow a creature to move about at will, which is the spell called Flight. Instead, Hover allows a creature to Hover above the ground. While in the air, a hovering creature may push off from an object. The speed gained is determined by the Aedile, and should be a function of the Strength sub-ability and the weight of the hovering creature.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

## Hurl Voice

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** 150'
**Area:** 1 originating object
**Duration:** Casting time
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to hurl a message of choice to seem as though it originates with 1 object, living or nonliving. The volume emanating from the object will equal the volume from the caster's mouth.

## Imbue Item

**Level:** 5
**Magic Points:** 40
**Discipline:** Ether
**Range:** Touch
**Area:** 1 item
**Duration:** Special
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the next spell cast to be stored or imbued into an item specified by the caster. Most magical items are created with this spell. The Aedile determines the effect. It may be necessary for conditions to be specified as well.

For example, a caster may imbue a sword with Bestow Lesser Harm. The next creature to touch the sword will receive the effects of that spell. So that the Bestow Lesser Harm spell does not harm the wielder as the next character who touches the sword, a crafty sorcerer may then wrap the handle with new leather. In this way, a character may wield the weapon, since they are only touching leather that was not affected by the spell.

Imbue Item is often used in conjunction with another spell called Immutability. Casting Immutability on an imbued item will make the effects of a spell permanent. For instance, after casting Immutability on the sword mentioned above with Bestow Lesser Harm, it may harm those upon contact whenever the wielder wills it.

Finally, a Wish spell may be cast so that conditions are imposed, such as allowing the wielder of the sword mentioned above to be able to touch the blade and handle, but anyone struck receives the effect of the spell.

If the item is metallic, then a chance of spell failure exists due to defigere (see *Chap. 11: Magic*). If spell failure results, then a Random Magical Effect occurs (see *Appendix 3: Random Magical Effects*).

## Immutability

**Level:** 6
**Magic Points:** 48
**Discipline:** Ether
**Range:** Touch
**Area:** Special
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a spell effect that is currently in effect to become permanent. Immutability will not make permanent effects or states that are not spell effects.

For example, a caster may cast Tenesmus on a victim, which makes them constipated for a limited duration. During the duration of the effects of the Tenesmus spell, any caster may cast Immutability on the victim. This would result in making the effect of the Tenesmus spell permanent. For the rest of the victim's life, they will suffer from severe constipation.

This spell is often used in conjunction with Imbue Item. If an item is imbued with a spell, then casting Immutability on the item will make permanent whatever spell effects or capabilities it has.

If the item is metallic, then a chance of spell failure exists due to defigere (see *Chap. 11: Magic*). If spell failure occurs, then a Random Magical Effect occurs (see *Appendix 3: Random Magical Effects*). Thereafter, the immutable effect will produce a random magical effect if spell failure occurred, or it will work consistently thereafter if spell failure did not occur.

## Immutable Wound

**Level:** 4
**Magic Points:** 32
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a touched target creature never to heal from the next wound that they receive. The next wound received by the target creature will be immutable. Hence, whatever LP the target creature loses is permanent. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

## Impotence

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** 1 male creature
**Duration:** See below
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature to become impotent. The degree of impotence is affected by the level of the caster. This spell does not affect females. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). Consult the table below:

| CasterLevel | Effect |
|---|---|
| 1-2 | Manhood limp for 1d10 minutes |
| 3-4 | Manhood limp for 1d20 hours |
| 5-6 | Manhood limp for 1d8 days |
| 7-8 | Manhood limp for 1d4 weeks |
| 9-10 | Manhood limp for 1d12 months |
| 11-12 | Manhood limp for 1d10 years |
| 13-14 | Manhood limp for 1d10 decades |
| > 14 | Manhood limp permanently |

### *Indispensable Invisibility*

**Level:** 5
**Magic Points:** 40
**Discipline:** Air
**Range:** Caster
**Area:** Caster's body
**Duration:** Until sunset
**Reference:** PGM I. 222-31.
**Chant:** Make me invisible, AEO OAE EIE EAO, in the presence of any man until sunset, IO IO O PHRIXRIZO EOA.
**Ingredients:** Fat or eye of a night owl, ball (pellet) of dung of a beetle, and oil of an unripe olive.
**Ritual:** Take the ingredients and grind them all together until smooth, and smear your whole body with it. Then, speak the chant.
**Description:** Casting this spell will make the caster invisible to all others until sunset. If the light of the sun is unavailable, then the spell fails to function.

### Inferno

**Level:** 8
**Magic Points:** 64
**Discipline:** Fire
**Range:** 10 miles
**Area:** 1,000' blast radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes incomprehensible burning damage. The caster must choose a central point within the range. From this central point, a fiery blast will explode violently and implode again within 1 round. Anything within the area is subjected to 4d100 IP or LP. Vegetation will not grow in this area for 1 decade. The explosion will be heard and felt up to 1 mile away.

### Internal Explosion

**Level:** 2
**Magic Points:** 16
**Discipline:** Fire
**Range:** Direct line of sight
**Area:** 1 creature's innards
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes an Internal Explosion to occur in a target seen by the caster during casting. The explosion causes 2d8 Life Points of damage to the innards of the selected creature. If the creature survives, then the Aedile may determine additional effects, such as intense farting.

## Internal Infestation

**Level:** 2
**Magic Points:** 16
**Discipline:** Air
**Range:** Touch
**Area:** 1 creature's innards
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons creatures to infest an area inside the target creature. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

Upon casting this spell, the caster must designate which internal area will be infested. Possibilities include: anus, mouth, stomach, vagina, or womb. Enough creatures will be summoned to fill the internal area. The species of creature summoned is determined randomly. Roll 1d100 and consult the table below:

| Roll | Insect |
|---|---|
| 01-10 | Ant |
| 11-20 | Bee |
| 21-30 | Cockroach |
| 31-40 | Firefly |
| 41-50 | Fly |
| 51-60 | Grasshopper |
| 61-70 | Mosquito |
| 71-80 | Spider, daddy long legs |
| 81-90 | Spider, wolf |
| 91-100 | Worm |

If an infestation occurs in the womb of a pregnant female, then the fetus dies instantly.

Bees will sting the target creature. 4 beestings will cause 1 LP of damage. After the Aedile estimates the number of bees, the Aedile must roll to determine what percent of the bees will sting the target creature during the 1st round. The remainder will sting the target creature the 2nd round.

## Intestinal Wreathe

**Level:** 3
**Magic Points:** 24
**Discipline:** Earth
**Range:** 500'
**Area:** 1 target creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster.
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a creature's intestines to emerge from their rectum and encircle the neck of their owner. The target's intestines will strangle them with a Strength equal to the caster (see Wrestling in *Chap. 8: Skills*). Even if the target overcomes their animated intestines, they are usually bewildered for the rest of their lives, and defecating is uncomfortable, at best. The caster must be able to see the target creature at all times and maintain concentration.

## Invincibility

**Level:** 10
**Magic Points:** 1,800
**Discipline:** Water
**Range:** Touch
**Area:** 1 target creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to become impervious to all attacks and harm, with 1 exception. The exception is determined by the Aedile. For some, it is a specific body part where they may be harmed normally. For others, there is only 1 form of attack, such as fire, to which they are not invincible. This spell grants invincibility with 1 exception determined by the Aedile. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

## Invincibility to Acid

**Level:** 8
**Magic Points:** 64
**Discipline:** Water
**Range:** Touch
**Area:** 1 target creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to become impervious to all acid attacks, both magical and non-magical. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

## Invincibility to Air

**Level:** 7
**Magic Points:** 56
**Discipline:** Water
**Range:** Touch
**Area:** 1 target creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to become impervious to all air attacks, both magical and non-magical. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Invincibility to Bases

**Level:** 8
**Magic Points:** 64
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to become impervious to all base attacks, both magical and non-magical. Here, base is meant as the opposite of acid. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Invincibility to Cold

**Level:** 7
**Magic Points:** 56
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to become impervious to all cold attacks, both magical and non-magical. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Invincibility to Earth

**Level:** 7
**Magic Points:** 56
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to become impervious to all earth attacks, both magical and non-magical. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Invincibility to Electricity

**Level:** 7
**Magic Points:** 56
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to become impervious to all electrical attacks, both magical and non-magical. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Invincibility to Fire

**Level:** 7
**Magic Points:** 56
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to become impervious to all fire attacks, both magical and non-magical. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Invincibility to Gaze

**Level:** 8
**Magic Points:** 64
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to become impervious to all gaze attacks, both magical and non-magical. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Invincibility to Poison

**Level:** 9
**Magic Points:** 270
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to become impervious to all poison attacks, both magical and non-magical. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Invincibility to Water

**Level:** 7
**Magic Points:** 56
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to become impervious to all water attacks, both magical and non-magical. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### *Invisibility*

**Level:** 3
**Magic Points:** 24
**Discipline:** Air
**Range:** Caster
**Area:** Caster's body
**Duration:** Caster's discretion.
**Reference:** PGM I. 247-62.
**Chant:** Rise up, infernal demon, IO ERBETH IO PHOBETH IO PAKERBETH IO APOMPS; Whatever I, (caster's name), order you to do, be obedient to me.
**Ingredients:** Eye of a corpse that has died a violent death, a rose plant, and oil of lily.
**Ritual:** Take the ingredients and rub them with oil of lily. As you rub them, speak the chant. If you wish to become invisible, rub just your face with the concoction, and you will be invisible for as long as you wish. And if you wish to be visible again, move from west to east and say this name, and you will be obvious and visible to all.
**Description:** Casting this spell allows the caster to become invisible for as long as desired. The clothes and possessions of the caster do not become invisible, only their body. The power of this spell is granted by a cacodaemon, and hence, moral casters shun its use.

### Ionic Attack

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** Touch
**Area:** Creature touched
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell transfers damaging ionic energy from the caster to a target. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The target loses 1d10 LP of electrical damage. If the Brawling check is failed, then the spell is wasted. The ancient word ion means something that goes. In this spell, it is damaging energy that goes to the target.

## Lesser Bidding

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** 25'
**Area:** 1 creature
**Duration:** 1 hour per level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 1 target creature to become subservient to the caster's bidding. The caster must be within 25' of the target creature and able to see their eyes without obstruction. The target creature may be able to avoid the effects of the spell if they pass a Drive sub-ability check at TH 21.

While under the influence of the caster, the target creature will not commit suicide, but may be more apt to harm themselves than usual. Generally, they will feel compelled to please the caster by doing their bidding without question. The target creature of this spell is dominated mentally by the caster.

When the spell expires, the target creature will remember the events that occurred during this spell. However, these memories will seem disoriented, as if from a dream.

Perhaps the most popular use of this spell is for sexual purposes. Horny male casters frequently use this spell to make attractive females do their sexual bidding.

## Lesser Electrical Discharge

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** 50'
**Area:** 1 target
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a small beam of electricity to zap forth from the finger of the caster and do 1d10 LP of damage to the target creature. A successful Aim skill check must be made regarding the caster's finger in order to hit the target (see *Chap. 8: Skills*). Otherwise the spell is wasted.

## Lesser Healing

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to heal another. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If successful, then the creature regains 1d10 LP if wounded. If missed, then the spell is wasted.

## Lesser Holocaust

**Level:** 9
**Magic Points:** 270
**Discipline:** Fire
**Range:** 50 miles
**Area:** 1 mile blast radius
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes incomprehensible burning damage. The caster must choose a central point within the range. From this central point, a fiery blast will explode violently and implode again within 1 round. Anything within the area is subjected to (4d100 x 10) IP or LP. It is likely that only ashes will remain. Vegetation will not grow in this area for 1 century. The explosion will be heard and felt up to 10 miles away.

## Lesser Hologram

**Level:** 1
**Magic Points:** 8
**Discipline:** Air
**Range:** 50' + 10' per level of the caster
**Area:** 1 cubic foot
**Duration:** Until the caster ceases concentration on the hologram
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to create a silent and scentless illusion no larger than 1 cubic foot. The illusion may be mobile if so desired, though the object cannot move beyond the area of the spell. For instance, the illusion may be any sort of small animal, as long as the caster has seen it before.

All creatures who view this hologram must make a successful Analytic Intelligence sub-ability check at TH 17 in order to recognize that this is not real. If they fail the check, then they will behave as if it were real. In certain situations that may be created by the caster and could possibly threaten the life of a believer, onlookers may also be subjected to making a successful Health sub-ability check or suffering appropriate penalties as deemed by the Aedile. For instance, a caster may choose to create a hologram of a knife hurling through the air at the head of a trollop. If the trollop believes, then the Aedile may make her roll against an appropriate TH for the situation and may also decide the appropriate penalties.

### Lesser Mending

**Level:** 2
**Magic Points:** 16
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature touched
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to mend broken bones. Broken bones often result from Graphic Gore (see *Chap. 10: Combat*). Tendons and dismembered limbs may not be mended, except with the spell called Greater Mending.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Acid

**Level:** 2
**Magic Points:** 16
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% IP or LP of damage from any and all acid attacks, natural or magical, for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Air

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% IP or LP of damage from any and all air attacks, natural or magical, for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Armor

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** 1 target creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes an armored target creature to become more vulnerable, losing 5 CA per level of the caster.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Bases

**Level:** 2
**Magic Points:** 16
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% IP or LP of damage from any and all base attacks, natural or magical, for the duration of the spell. By base, it is meant the opposite of acid.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Cholerics

**Level:** 2
**Magic Points:** 16
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% LP of damage from any and all attacks made by creatures with a predominantly choleric temperament for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Cold

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% IP or LP of damage from any and all cold attacks, natural or magical, for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Discipline

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% IP or LP of damage from any magical attacks of a specified discipline for the duration of the spell. The specific magical discipline must be named prior to casting.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Earth

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% IP or LP of damage from any and all earth attacks, natural or magical, for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Electricity

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% IP or LP of damage from any and all electrical attacks, natural or magical, for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Ethicality

**Level:** 3
**Magic Points:** 24
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% LP of damage from any and all attacks made by ethical creatures for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Fire

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% LP of damage from any and all fire attacks, natural or magical, for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Immorality

**Level:** 3
**Magic Points:** 24
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% LP of damage from any and all attacks made by immoral creatures for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Melancholics

**Level:** 2
**Magic Points:** 16
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% LP of damage from any and all attacks made by creatures with a predominantly melancholic temperament for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Morality

**Level:** 3
**Magic Points:** 24
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% LP of damage from any and all attacks made by moral creatures for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Phlegmatics

**Level:** 2
**Magic Points:** 16
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% LP of damage from any and all attacks made by creatures with a predominantly phlegmatic temperament for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Poison

**Level:** 3
**Magic Points:** 24
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% IP or LP of damage from any and all poison, natural or magical, for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Skill

**Level:** 3
**Magic Points:** 24
**Discipline:** Earth
**Range:** Touch
**Area:** 1 target creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically suffer a penalty to all skill checks. The penalty is - 2 per level of the caster.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Sanguines

**Level:** 2
**Magic Points:** 16
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% LP of damage from any and all attacks made by creatures with a predominantly sanguine temperament for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Sonics

**Level:** 2
**Magic Points:** 16
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% IP or LP of damage from any and all sonic attacks, natural or magical, for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Unethicality

**Level:** 3
**Magic Points:** 24
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% LP of damage from any and all attacks made by unethical creatures for the duration of the spell.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Lesser Vulnerability to Weapon

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature or object
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to automatically take 150% IP or LP of damage from any and all attacks that result from a specific type of weapon envisioned by the caster during casting.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

### Living Monstrosity

**Level:** 2
**Magic Points:** 16
**Discipline:** Fire
**Range:** Touch
**Area:** 1 unborn fetus
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes an unborn fetus to become diseased or deformed. The belly of the pregnant female must be touched successfully. If the pregnant female resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The Aedile decides the exact nature of the birth defect. Whatever it is, it will be a curse to the child, not a blessing.

### *Love Spell I*

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** Manhood Insertion
**Area:** 1 woman
**Duration:** 3 hours to an exponential power equal to the level of the caster
**Reference:** PDM xiv. 1047-48.
**Chant:** None
**Ingredients:** Foam of a stallion's mouth
**Ritual:** To make a woman love copulating with her: Anoint your Manhood with the ingredient and lie with the woman.
**Description:** Casting this spell will cause any woman who is slept with to fall in love with the caster upon sleeping with him.

### *Love Spell II*

**Level:** 2
**Magic Points:** 16
**Discipline:** Ether
**Range:** Manhood Insertion
**Area:** 1 woman
**Duration:** 3 days to an exponential power equal to the level of the caster
**Reference:** PDM xiv. 930-32.
**Chant:** None
**Ingredients:** Fruit of acacia and honey
**Ritual:** To cause a woman to love a man: fruit of acacia; grind with honey; anoint his Manhood with it; and lie with the woman!
**Description:** Casting this spell allows the caster to make any woman love him who sleeps with him.

### *Love Spell III*

**Level:** 3
**Magic Points:** 24
**Discipline:** Fire
**Range:** Unlimited
**Area:** 1 beautiful woman
**Duration:** 2 weeks to an exponential power equal to the level of the caster
**Reference:** PGM IV. 1265-74.
**Chant:** NEPHERIERI
**Ingredients:** Frankincense
**Ritual:** If you wish to win a woman who is beautiful, be pure for 3 days, make an offering of frankincense, and speak the chant over it. You approach the woman and say it 7 times in your soul as you gaze at her, and in this way it will succeed. But do this for 7 days.
**Description:** Casting this spell will cause the beautiful woman to fall in love with the caster. To qualify as beautiful, the woman must have Facial Charisma and Bodily Attractiveness sub-ability scores each in excess of 130.

### *Love Spell IV*

**Level:** 4
**Magic Points:** 32
**Discipline:** Ether
**Range:** 1'
**Area:** 1 passionately kissed partner
**Duration:** 2 weeks to an exponential power equal to the level of the caster
**Reference:** PGM VII. 661-63.
**Chant:** ANOK THARENEPIBATHA CHEOUCHCHA ANOA ANOK CHARIEMOCHTH LAILAM.
**Ingredients:** None
**Ritual:** In conversation while kissing passionately, speak the chant.
**Description:** Casting this spell causes 1 passionately kissed partner to fall in love with the caster. The caster may physically abuse the partner if so desired, and their love for the caster will not waiver.

### *Love Spell V*

**Level:** 5
**Magic Points:** 40
**Discipline:** Ether
**Range:** Lip to lip
**Area:** The character passionately kissed
**Duration:** 1 year per level if the caster
**Reference:** PGM VII. 405-6.
**Chant:** I am THAZI N EPIBATHA CHEOUCH CHA I am CHARIEMOUTH LAILAM.
**Ingredients:** None
**Ritual:** For love, speak the chant while kissing passionately.
**Description:** Casting this spell causes the character kissed to fall in love with the caster. They will be so attracted to the caster that at any moment they are not touching the caster, they will masturbate. It is impossible for the subject to find others attractive.

### *Love Spell of Attraction I*

**Level:** 2
**Magic Points:** 16
**Discipline:** Ether
**Range:** Unlimited
**Area:** 1 woman
**Duration:** Until she goes home and has sex with the caster.
**Reference:** PGM IV. 94-153.
**Chant:** When she drinks, when she eats, when she has intercourse with someone else, I will bewitch her heart, I will bewitch the heart of her, I will bewitch her breath, I will bewitch her 365 members, I will bewitch her inner part...wherever I desire, until she comes to me and I know what is in her heart, what she does, and of what she thinks, quickly, quickly; immediately, immediately.
**Ingredients:** Forge a double iron nail with a head, a thin base, and a strong point.
**Ritual:** Dip the double iron nail in blood and speak the chant.
**Description:** After casting this spell, every flaming, every cooking, every heating, every steaming, and every sweating that you will cause in this flaming stove, you will cause in the heart, in the liver, in the area of the navel, and in the belly of a specific female you want to attract, until you bring her home and she puts what is in her hand into your hand, what is in her belly onto your belly, what is in her female parts onto your male parts, quickly, quickly; immediately, immediately.

If a large amount of saliva forms in your mouth as you speak, understand that she is distressed, wants to talk to you, and is lovesick; if you yawn frequently, she wants to come to you. But if you sneeze 2 times or more, then she is in good health, unafflicted by the love charm, and is returning to where she lives. If you have a headache and are crying, then she is distressed, lovesick, or even dying.

### *Love Spell of Attraction II*

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** 1 mile
**Area:** 1 woman
**Duration:** 3 days to an exponential power equal to the level of the caster
**Reference:** PGM IV. 2943-66.
**Chant:** None
**Ingredients:** A bat, unbaked dough or unmelted wax, a new drinking vessel, a papyrus strip
**Ritual:** Take the eyes of a bat and release it alive, and take a piece of unbaked dough or unmelted wax and mold a little dog; and put the right eye of the bat into the right eye of the little dog, implanting also in the same way the left one in the left. And take a needle, thread it with the magical material and stick it through the eyes of the little dog, so that the magical material is visible. And put the dog into a new drinking vessel, attach a papyrus strip to it. Deposit it at a crossroad after you have marked the spot so that, should you wish to recover it, you can find it.

Written on the papyrus strip: "I adjure you 3 times PHORPHORBA BAIBO PHORBORBA, that she, (speak the name of the female desired), lose the fire in her eye or even lie awake with nothing on her mind except me, (speak your own name), alone. I adjure you by Kore, PHORBEA BRIMO NEREATO DAMON BRIMON SEDNA DARDAR, All-seeing one, OPE, make her, (speak the name of the desired female), lie awake for me through all eternity."
**Description:** Casting this spell causes a woman to do nothing but think affectionately of the caster. She is unable to concentrate on anything else.

### *Love Spell of Attraction III*

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** 1 mile
**Area:** 1 character
**Duration:** 1 hour per level of the caster
**Reference:** PGM XXXVI. 69-101.
**Chant:** None
**Ingredients:** A pure papyrus, blood of an ass, and magical material (see below), vinegar gum
**Ritual:** Take a pure papyrus and with blood of an ass write the following names, and put in the magical material (such as her hair, clothing, or other possession) from the woman you desire. Smear the strip of papyrus with moistened vinegar gum and glue it to the dry vaulted vapor room of a bath, and you will marvel. But watch yourself so that you are not struck.

The writing is this: Come, he who sits on top of the gate, IO ERBETH IO PAKERBETH IO BALCHOSETH IO APOMPS IO SESENRO IO BIMAT IAKOUMBIAI ABERRAMENTHO OULER THEXANAX ETHRELUOOTH MEMAREBA TOU SETH, as you are in flames and on fire, so also the soul, the heart of her, (write the name of the desired character), whom (write the name of the desired character's mother) bore, until she comes loving me, (write your own name), and glues her female pudendum to my male one, immediately, immediately; quickly, quickly.

**Description:** Casting this spell attracts men to women, women to men, and makes virgins rush out of their homes. This spell causes lust more than love.

### *Love Spell of Attraction IV*

**Level:** 4
**Magic Points:** 32
**Discipline:** Ether
**Range:** 1 mile
**Area:** 1 female
**Duration:** 1 day
**Reference:** PGM XXXVI. 361-71.
**Chant:** SISISOTH, attract to me her, (speak her name) on this very day, in this very hour, because I adjure you by the name CHYCHACHAMER MEROUTH CHMEMINOUTH THIONTHOUTH PHIOPHAO BELECHAS AAA EEE EEE L' S' S' S' N' N'. Attract her, (speak her name), to (speak your own name).
**Ingredients:** The skin of an ass, a silurus (a particular kind of common fish), and a dead dog.
**Ritual:** Take the skin of an ass and write the following in the blood from the womb of a silurus (a particular kind of common fish) after mixing in the juice of the plant sarapis. After speaking the chant, place it in the mouth of a dead dog, and it will attract her in the same hour.
**Description:** This spell works on the same day it is cast. For 1 day, this female will love the caster so much, there is nothing she will not do for the caster.

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APUDNE·TE·VEL·ME

Your place or mine?

### *Love Spell of Attraction through Touch*

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** Touch
**Area:** 1 female
**Duration:** 1 day per level of the caster
**Reference:** PGM VII. 973-80.
**Chant:** THOBARRABAU MICHAEL MICHAEL OSIRIS PHOR PHORBA ABRIEL SESEGGENBARPHARAGGES IAO SABAOTH ADONAIE LAILAM, compel her, (speak the name of the desired female), whom (speak the name of the female's mother) bore, to follow me should I touch her.
**Ingredients:** A scarab, a vetch plant, and a glass cup
**Ritual:** Take a scarab and boil it in a good unguent, and take the beetle and grind it together with the plant vetch, and place them in a glass cup and speak the chant twice.
**Description:** After casting this spell, the caster must touch the desired female for the spell to take effect. The female will love the caster for the duration of the spell.

### *Madness*

**Level:** 3
**Magic Points:** 24
**Discipline:** Fire
**Range:** 1 mile
**Area:** 1 character's mind
**Duration:** Permanent
**Reference:** PDM xiv. 1182-87.
**Chant:** None
**Ingredients:** Hair of victim and dead man, a hawk
**Ritual:** To make mad any man or woman: You should take the hair of the character whom you wish together with the hair of a dead man; you should tie them to each other; you should tie them to the body of the hawk; and you should release it alive. If you wish to do it for some days, you should put the hawk in a place, feeding it in your house.
**Description:** This spell will cause any man or woman to acquire a Random Mental Illness. Consult the table in *Chapter 5: Mind*.

### Magical Warning

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** None
**Area:** A cone that matches the visual range of the eye of a dog.
**Duration:** 2 hours per level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell creates a plucked eye and severed vocal chord of a dog. The optic nerve of the eye connects to the vocal chords. Whenever the eye sights movement, the vocal chords are activated, and barking results. This functions as a warning for the caster. The plucked eye will see only in the direction in which it is placed, staring intently without moving.

## Martyrization

**Level:** 8
**Magic Points:** 64
**Discipline:** Ether
**Range:** Touch
**Area:** 1 target creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature, upon death, to become a martyr. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). A sizable percentage of the nearest population who is aware of the death of the target creature will martyrize them. Circumstances vary, but if the target creature dies a public death in a city, then about 100,000 characters will martyrize them after death. The exact effect is determined by the Aedile, but it is common for cults to form for a martyr.

## Mass Bidding

**Level:** 5
**Magic Points:** 40
**Discipline:** Ether
**Range:** 100'
**Area:** 100 creatures
**Duration:** 2 hours to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 100 target creatures closest to a point designated by the caster to become subservient to the bidding of the caster. The target creatures may be able to avoid the effects of the spell if they pass a Drive sub-ability check at TH 26.

While under the influence of the caster, the target creatures will not commit suicide, but may be more apt to harm themselves than usual. Generally, they will feel compelled to please the caster by doing the caster's bidding without question. The target creatures of this spell are dominated mentally by the caster.

When the spell expires, the target creatures will remember the events that occurred during this spell. However, these memories will seem disoriented, as if from a dream.

Perhaps the most popular use of this spell is to raise a military force or create a mob.

## Mass Complete Healing

**Level:** 8
**Magic Points:** 64
**Discipline:** Water
**Range:** Touch
**Area:** 1d1000 characters
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to heal 1d1000 characters. The characters must be touched successfully. If a character resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If successful, each character regains their full potential LP if wounded, regardless of the number. If missed, then the spell is wasted.

## Mass Evanescence

**Level:** 4
**Magic Points:** 32
**Discipline:** Air
**Range:** All must touch each other simultaneously
**Area:** 10' x 10' x 10'
**Duration:** Special
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes all creatures or objects touched by the caster in the area to become evanescent, invisible. The target creatures or object must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

Evanescence is an illusion that functions by inducing all onlooking sentient characters to need to pass Intuition sub-ability checks at TH (18 + 1 per caster level). Failure means they do not see the evanescent creature or object.

While evanescent, a creature may be invisible to others, but will still make sound normally. Evanescent creatures may attack others and remain evanescent.

Only whole creatures or objects may become evanescent. For instance, it is impossible for half of a broomstick to become evanescent. Either the whole broomstick will, or none of it will be affected.

Following is the duration for the effect of the spell:

| Caster Level | Duration |
|---|---|
| 1 | 30 seconds |
| 2 | 1 minute |
| 3 | 30 minutes |
| 4 | 1 hour |
| 5 | 12 hours |
| 6-7 | 1 day |
| 8 | 1 week |
| 9-10 | 1 year |
| 11 | 1 decade |
| 12-13 | 1 century |
| 14 | 1 millennium |
| > 14 | Choice of the caster |

## Mass Greater Bidding

**Level:** 6
**Magic Points:** 48
**Discipline:** Ether
**Range:** 200'
**Area:** 1,000 creatures
**Duration:** 3 hours to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 1,000 target creatures closest to a point designated by the caster to become subservient to the bidding of the caster. The target creatures may be able to avoid the effects of the spell if they pass a Drive sub-ability check at TH 30.

While under the influence of the caster, the target creatures will not commit suicide, but may be more apt than usual to harm themselves. Generally, they will feel compelled to please the caster by doing the caster's bidding without question. The target creatures of this spell are dominated mentally by the caster.

When the spell expires, the target creatures will remember the events that occurred during this spell. However, these memories will seem disoriented, as if from a dream.

Perhaps the most popular uses of this spell are to raise a military force, create a mob, or become king.

## Mass Greater Healing

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 1d1000 creatures
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to heal 1d1000 characters. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If successful, then each character regains 2d20 Life Points if wounded. If missed, then the spell is wasted.

## Mass Lesser Healing

**Level:** 4
**Magic Points:** 32
**Discipline:** Water
**Range:** Touch
**Area:** 1d10 creatures
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to heal 1d10 characters. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If successful, then each character regains 1d10 LP if wounded. If missed, then the spell is wasted.

## Mass Healing

**Level:** 5
**Magic Points:** 40
**Discipline:** Water
**Range:** Touch
**Area:** 1d100 creatures
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to heal 1d100 characters. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If successful, then each character regains 2d8 Life Points if wounded. If missed, then the spell is wasted.

## Mass Protection from Acid

**Level:** 5
**Magic Points:** 40
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from non-magical acid by diminishing damage. Magical acid is unaffected by this spell. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All acid-based attacks on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least that can be experienced by the target creatures.

## Mass Protection from Air

**Level:** 4
**Magic Points:** 32
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from air attacks by diminishing damage. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All air-based attacks on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

### Mass Protection from Bases

**Level:** 5
**Magic Points:** 40
**Discipline:** Water
**Range:** Touch
**Area:** 2 creature to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from non-magical bases by diminishing damage. Bases, here, are meant as the opposite of acids. Magical bases are unaffected by this spell. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All base-based attacks on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

### Mass Protection from Cholerics

**Level:** 5
**Magic Points:** 40
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from attacks made by creatures with a predominantly choleric temperament by diminishing damage. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All attacks by choleric creatures on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

## Mass Protection from Cold

**Level:** 4
**Magic Points:** 32
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from non-magical cold by diminishing damage. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All cold-based attacks on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

## Mass Protection from Discipline

**Level:** 4
**Magic Points:** 32
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from all spells of a magical discipline. The discipline, such as air or earth, must be specified during casting. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

Any time during the duration of the spell in which the target creatures must make a skill check, a bonus of (2 x caster level) is applied. Further, damage resulting to the target creatures from a spell or magical effect of the specified discipline is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

### Mass Protection from Earth

**Level:** 4
**Magic Points:** 32
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from earth-based attacks by diminishing damage. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All earth-based attacks on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

### Mass Protection from Electricity

**Level:** 4
**Magic Points:** 32
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from non-magical electricity by diminishing damage. Magical electricity is unaffected by this spell. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All electricity-based attacks on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

## Mass Protection from Ethicality

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from attacks made by ethical creatures by diminishing damage. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All attacks by ethical creatures on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

## Mass Protection from Fire

**Level:** 4
**Magic Points:** 32
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from non-magical fire by diminishing damage. Magical fire is unaffected by this spell. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All fire-based attacks on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

### Mass Protection from Gaze

**Level:** 5
**Magic Points:** 40
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from non-magical gaze by diminishing damage and increasing skill checks. Magical gaze is unaffected by this spell. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

Any time during the duration of the spell in which the target creatures must make a skill check, a bonus of (5 x caster level) is applied. All gaze-based attacks on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

### Mass Protection from Immorality

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from attacks made by immoral creatures by diminishing damage. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All attacks by immoral creatures on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

### Mass Protection from Melancholics

**Level:** 5
**Magic Points:** 40
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from attacks made by creatures with a predominantly melancholic temperament by diminishing damage. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All attacks by melancholic creatures on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

### Mass Protection from Morality

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from attacks made by moral creatures by diminishing damage. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All attacks by moral creatures on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

### Mass Protection from Phlegmatics

**Level:** 5
**Magic Points:** 40
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from attacks made by creatures with a predominantly phlegmatic temperament by diminishing damage. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All attacks by phlegmatic creatures on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

### Mass Protection from Physical Harm

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from all physical harm by diminishing damage. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

Damage is reduced for all physical attacks on the target creatures for the duration of the spell. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

## Mass Protection from Poison

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from non-magical poison by diminishing damage. Magical poison is unaffected by this spell. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All poison-based attacks on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

## Mass Protection from Sanguines

**Level:** 5
**Magic Points:** 40
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from attacks made by creatures with a predominantly sanguine temperament by diminishing damage. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All attacks by sanguine creatures on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

### Mass Protection from Sonics

**Level:** 5
**Magic Points:** 40
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from non-magical sonics by diminishing damage. Magical sonics are unaffected by this spell. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All sonic-based attacks on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

### Mass Protection from Unethicality

**Level:** 6
**Magic Points:** 48
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects touched creatures from attacks made by unethical creatures by diminishing damage. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All attacks by unethical creatures on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

## Mass Protection from Water

**Level:** 4
**Magic Points:** 32
**Discipline:** Water
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects creatures from water-based attacks by diminishing damage. The target creatures must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All water-based attacks on the target creatures have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creatures can experience.

## Mass Teleportation

**Level:** 9
**Magic Points:** 270
**Discipline:** Earth
**Range:** Touch
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes multiple creatures to be moved instantly or transported to a location envisioned by the caster. The caster must have personally been in the exact location where the target creatures are to be transported. The spell functions by converting the bodies of the target creatures into pure energy, which then seek the appropriate location at the speed of light, instantly transforming back into the target creatures at the specified destination. All target creatures will appear in the same proportion regarding distance to each other, and all must appear at the same destination; the caster may not specify multiple destinations. 1 of the target creatures must become a main target creature who will appear at the exact location, while the others will appear in correct proportion around the main target creature.

An improvement over the spell Teleportation, a caster may teleport creatures regardless of their size.

In order for the target creatures to be transported successfully to the correct location, the caster must pass a Reflection sub-ability check. The caster must consult the Aedile to determine the TH of the Reflection check. Below are some suggestions:

| TH | Reason |
|---|---|
| < 8 | Caster has not been at the exact destination for at least 1 hour. |
| 8-12 | Caster has not been at the exact destination for at least 1 day. |
| 13-17 | Caster has not been at the exact destination for at least 1 month. |
| 18-22 | Caster has not been at the exact destination for at least 1 year. |
| 23-27 | Caster has not been at the exact destination for at least 5 years. |
| 28-32 | Caster has not been at the exact destination for at least 25 years. |
| 33-37 | Caster has not been at the exact destination for at least 50 years. |
| > 37 | Caster has not been at the exact destination for at least 100 years. |

However, the significance of the destination is equally important to Reflection. If a major life event happened at the location (such as marriage or divorce, death of a friend, close call with death, etc.), then the Aedile may lower the TH by no more than 17.

If the caster fails their Reflection sub-ability check, then the target creatures are not transported to the destination. Instead, roll 3d10 and consult the table below:

| Roll | Result |
|---|---|
| < 14 | The target creatures are totally unaffected by the spell. |
| 14-16 | The target creatures are converted into pure energy, and the caster does not know where their energy is. |
| 17-20 | The target creatures are transported (1d100)% of the distance in a random direction. |
| > 20 | The target creatures are transported (1d100)% of the distance in the correct direction. |

## Mass Vulnerability to Acid

**Level:** 8
**Magic Points:** 64
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all acid attacks, natural or magical, for the duration of the spell. The caster must be able to see the targets and specify them during casting.

## Mass Vulnerability to Air

**Level:** 7
**Magic Points:** 56
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all air attacks, natural or magical, for the duration of the spell. The caster must be able to see the targets and specify them during casting.

### Mass Vulnerability to Armor

**Level:** 7
**Magic Points:** 56
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes armored creatures to become more vulnerable, losing 3 CA per level of the caster. The caster must be able to see the targets and specify them during casting. CA may not be reduced below 1.

### Mass Vulnerability to Bases

**Level:** 8
**Magic Points:** 64
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all base attacks, natural or magical, for the duration of the spell. By base, it is meant the opposite of acid. The caster must be able to see the targets and specify them during casting.

### Mass Vulnerability to Cholerics

**Level:** 8
**Magic Points:** 64
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by creatures with a predominantly choleric temperament for the duration of the spell. The caster must be able to see the targets and specify them during casting.

### Mass Vulnerability to Cold

**Level:** 7
**Magic Points:** 56
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all cold attacks, natural or magical, for the duration of the spell. The caster must be able to see the targets and specify them during casting.

### Mass Vulnerability to Discipline

**Level:** 7
**Magic Points:** 56
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% IP or LP of damage from any magical attacks of a specified discipline for the duration of the spell. The specific magical discipline must be named prior to casting. Also, the caster must be able to see the targets and specify them during casting.

### Mass Vulnerability to Earth

**Level:** 7
**Magic Points:** 56
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell necessitates the targets to automatically take 300% IP or LP of damage from any and all earthen attacks, natural or magical, for the duration of the spell. The caster must be able to see the targets and specify them during casting.

### Mass Vulnerability to Electricity

**Level:** 7
**Magic Points:** 56
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all electrical attacks, natural or magical, for the duration of the spell. The caster must be able to see the targets and specify them during casting.

### Mass Vulnerability to Ethicality

**Level:** 9
**Magic Points:** 270
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by ethical creatures for the duration of the spell. The caster must be able to see the targets and specify them during casting.

### Mass Vulnerability to Fire

**Level:** 7
**Magic Points:** 56
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% LP of damage from any and all fire attacks, natural or magical, for the duration of the spell. The caster must be able to see the targets and specify them during casting.

### Mass Vulnerability to Immorality

**Level:** 9
**Magic Points:** 270
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by immoral creatures for the duration of the spell. The caster must be able to see the targets and specify them during casting.

### Mass Vulnerability to Melancholics

**Level:** 8
**Magic Points:** 64
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by creatures with a predominantly melancholic temperament for the duration of the spell. The caster must be able to see the targets and specify them during casting.

### Mass Vulnerability to Morality

**Level:** 9
**Magic Points:** 270
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by moral creatures for the duration of the spell. The caster must be able to see the targets and specify them during casting.

### Mass Vulnerability to Phlegmatics

**Level:** 8
**Magic Points:** 64
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by creatures with a predominantly phlegmatic temperament for the duration of the spell. The caster must be able to see the targets and specify them during casting.

### Mass Vulnerability to Sanguines

**Level:** 8
**Magic Points:** 64
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by creatures with a predominantly sanguine temperament for the duration of the spell. The caster must be able to see the targets and specify them during casting.

### Mass Vulnerability to Poison

**Level:** 9
**Magic Points:** 270
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all poison, natural or magical, for the duration of the spell. The caster must be able to see the targets and specify them during casting.

### Mass Vulnerability to Skill

**Level:** 9
**Magic Points:** 270
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures to an exponential power equal to the level of the caster
**Duration:** 2 minutes to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes multiple targets to automatically suffer penalties to all skill checks. The penalty is - 2 per level of the caster. The caster must see the targets upon casting the spell to bestow Mass Vulnerability to Skill.

### Mass Vulnerability to Sonics

**Level:** 8
**Magic Points:** 64
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all sonic attacks, natural or magical, for the duration of the spell. The caster must be able to see the targets and specify them during casting.

### Mass Vulnerability to Unethicality

**Level:** 9
**Magic Points:** 270
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by unethical creatures for the duration of the spell. The caster must be able to see the targets and specify them during casting.

### Mass Vulnerability to Weapon

**Level:** 7
**Magic Points:** 56
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 2 creatures or objects to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all attacks that result from a specific type of weapon envisioned by the caster during casting. The caster must see the targets and specify them during casting.

### Meltdown

**Level:** 4
**Magic Points:** 32
**Discipline:** Fire
**Range:** 1,000'
**Area:** 1 creature or object
**Duration:** 1 round per level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell creates a magical fire capable of melting 1 target creature or object, unless immune to magical fire. Meltdown causes 1d100 IP or LP of damage per round. The target creature or object must be known to the caster and within range.

## Miasma

**Level:** 5
**Magic Points:** 40
**Discipline:** Fire
**Range:** 1 mile
**Area:** Special
**Duration:** Special
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the air of an area to become vaporous and harmful if inhaled. Both the size of the area and amount of LP in damage depend on the level of the caster. Consult the following table:

| Caster Level | Area | Damage |
|---|---|---|
| 1-10 | 50 foot cube | 1d4/round |
| 11-14 | 100 foot cube | 1d8/round |
| 15-17 | 500 foot cube | 2d20/round |
| 18-19 | 1,000 foot cube | 1d100/round |
| > 19 | 10,000 foot cube | 4d100/round |

Damage occurs for each round of inhalation. Creatures that breathe the Miasma will cough severely for 2d20 minutes after exiting the vapors, their eyes will become bloodshot, and snot will flow freely from their nostrils.

The duration of the Miasma depends upon the ventilation of the area. If indoors, then it could linger for years. If outdoors, then it dissipates usually in 3d10 minutes.

## Minor Transmogrification

**Level:** 2
**Magic Points:** 16
**Discipline:** Earth
**Range:** None
**Area:** Caster
**Duration:** 10 minutes per level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to assume the physical form of any creature within 2' of the caster's height or length. The caster still retains the same physical properties of their normal self, they just appear differently. This is not an illusion. Other characters may touch and verify the transmogrified form. Features such as abilities, skills, LP, and CA do not change. For instance, an elven caster may transmogrify into a wolf. The elf-wolf will be able to bite or Sprint as a wolf, but will suffer LC penalties for not being skilled at biting or sprinting. Indeed, learning to walk with 4 legs may be difficult, especially if others must be convinced.

## Multiplication of Loaves and Fish

**Level:** 4
**Magic Points:** 32
**Discipline:** Water
**Range:** Touch
**Area:** A quantity of loaves and fish
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes any loaves of bread and fish before the caster to multiply in number, not size, by 500 times. Hence, 1 loaf of bread would become 500 loaves of bread. Only bread and fish may be multiplied. The bread and fish must each be lighter than 5 pounds.

### Myotomy

**Level:** 4
**Magic Points:** 32
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the permanent division of a muscle. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If the caster successfully touches the target creature, then the muscle is divided that was touched. This muscle will never heal. The Aedile determines the effects of this Myotomy. Consult either Graphic Gore or the table entitled Useless/Missing Body Part Penalties in *Chapter 10: Combat* to determine an appropriate effect for a hacked muscle.

### Near Death Experience

**Level:** 2
**Magic Points:** 16
**Discipline:** Air
**Range:** Touch
**Area:** 1 Creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature to have a Near Death Experience. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If the caster successfully touches the target creature, then the target creature becomes unconscious and falls to the ground for the duration of the spell. While unconscious, the target creature will see a tunnel of white light and an unclear figure on the other end who is beckoning with open arms for the target creature to come to them. When the spell ends, the target creature regains consciousness. As a result of a Near Death Experience, the PP of the target creature are 40% likely to decrease by 1d20. Otherwise, the PP of the target creature increase by 1d20. After the experience, the target creature will babble for 1d100 days about experiencing a white light to any character who will listen.

## Nous

**Level:** 9
**Magic Points:** 270
**Discipline:** Ether
**Range:** Touch
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell grants extreme insight to the touched target creature. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If the caster is successful, then the target creature receives an additional 2d100 points in their sub-ability of Intuition for the duration of the spell; Intuition may not be increased above 300 with this spell. Further, the target creature will receive a bonus of 3d10 when making a skill check for a skill that deals with insight in any manner deemed appropriate by the Aedile. Nous grants the highest degree of immediate insight and Intuition.

## Odium Theologicum

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** Touch
**Area:** Creatures touched
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a hateful argument about religion to occur between all target creatures touched by the caster during the spell's duration. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). Each touched target creature will yell, grind their teeth, and argue a religious position for the duration of the spell as long as any character disagrees with their religious position.

## Omniscience

**Level:** 10
**Magic Points:** 1,800
**Discipline:** Ether
**Range:** Touch
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell grants all knowledge of everything to the touched target creature. The target creature will know about everything in the past, present, and future. However, the target creature must pass an Intelligence ability check at TH 30 or acquire 1d20 Random Mental Illnesses (see *Chap. 5: Mind*). After the spell ends, all the knowledge of the target creature returns to normal and none of the knowledge gained during Omniscience will be remembered.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

## Ondontoloxia

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell rearranges the teeth of the touched target creature so that they are irregular. When a character with Ondontoloxia smiles, their Facial Charisma is lowered by (1d100)%. Teeth may occur in groups instead of a neat row, and protrude at awkward angles.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

## One for All

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** By casting this spell, the caster exploits 1 character or creature for the benefit of a group. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

Upon a successful touch by the caster, the target character or creature must pass a Drive sub-ability check at TH 17 or lose either Ethical, Moral, Temperament, or sub-ability points, 1d20 for each level of the caster. The type of points must be specified by the caster during casting. The character or creature does not simply lose points. Instead, the points are absorbed by the caster and all others within a number of feet of the caster equal to the level of the caster. The points are distributed randomly, but evenly. If the target character or creature is reduced to zero points, then death occurs. When the effects of the spell expire, the caster and the group lose the absorbed points and the exploited victim recovers the points, if still alive.

## Oophagous

**Level:** 2
**Magic Points:** 16
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the digestive system of the touched target creature to be changed permanently; from now on, the target creature must eat eggs to survive. Food other than eggs will be regurgitated.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

## *Oracle*

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** This world
**Area:** 1 character
**Duration:** Instantaneous
**Reference:** PGM LXII. 47-51.
**Chant:** None
**Ingredients:** A die and a bowl
**Ritual:** Make the inquirer throw a die in a bowl. Let them fill this with water. Add to the cast of the die 612, which is the numerical value of a god, and subtract from the sum 353, which is the numerical value of another. If then the number remaining is found to be divisible by 2, then he lives; if not, then death has them.
**Description:** Casting this spell allows the caster to discern whether a character currently unseen is alive or has died.

## Ordained by God

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** Touch
**Area:** 1 creature
**Duration:** See below
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the touched target creature to interpret the next event as though it was ordained by their god. The interpretation is determined by the Aedile. This spell is ineffective on agnostics or atheists.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

## Oroanal

**Level:** 4
**Magic Points:** 32
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 1 orifice of the touched target creature to function as both an anus and a mouth. For example, in nature a starfish is Oroanal – it eats and defecates through the same orifice. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

If the caster successfully touches the target creature, then either the (01-50%) anus or the (51-100%) mouth becomes an Oroanal orifice. If the anus becomes an Oroanal orifice, then the mouth will become sealed shut; defecation will occur as usual, but food must be shoved into the anus where it will be digested. If the mouth becomes an Oroanal orifice, then the anus will become sealed shut; eating will occur as usual, but defecation emerges from the mouth.

### Pain Berry

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** Touch
**Area:** Up to 12 berries per level of the caster
**Duration:** 1 day
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell creates bad berries. Each Pain Berry ingested produces immediate and intense burning. If swallowed, then these magical berries produce intestinal burning. Eating only a few berries may be lethal to a small child. Each berry eaten causes 2 LP of damage. The effect of these magical berries is identical to the poisonous berries of the daphne plant, which may be found in *Chapter 17: Natural Substances*.

### Palfrey

**Level:** 4
**Magic Points:** 32
**Discipline:** Air
**Range:** 1 mile
**Area:** 1 riding horse
**Duration:** 3 minutes to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons a palfrey, a dainty riding horse, from the surrounding mile. There is nothing remarkable about the horse. The mount will faithfully serve the caster as though it has known and trusted the caster for a lifetime.

### Perpetual Bleeding

**Level:** 6
**Magic Points:** 48
**Discipline:** Fire
**Range:** Touch
**Area:** 1 target creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell requires the target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). Once the target creature is successfully touched, they are not harmed...yet. The next time the target creature suffers damage that makes them bleed, then they will discover that the wound will bleed eternally. Women are the only exception to this rule, since they bleed naturally. Hence, this spell may give a woman eternal menstruation, though this is not considered suffering damage.

The rate of bleeding is determined by the level of the caster. Consult the table below:

| Caster Level | Rate of Bleeding |
|---|---|
| 1-4 | 1 LP/day |
| 5-8 | 1 LP/hour |
| 9-11 | 1 LP/minute |
| 12-15 | 1 LP/round |
| 16-17 | 1 LP/second |
| 18-19 | 10 LP/second |
| > 19 | 100 LP/second |

No matter what is done, it will bleed forever. Even if magical healing is applied, the wound will not heal. Therefore, centuries later, the corpse of a human will still be bleeding.

---

FUTUE·TE·ET·IPSUM·CABALLUM

Fuck you, and the horse you rode in on!

## Perpetual Burn

**Level:** 5
**Magic Points:** 40
**Discipline:** Earth
**Range:** Touch
**Area:** Special
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell creates a magical fire that burns for eternity. The flame cannot be extinguished. The size of the fire depends on the level of the caster. See below:

| Caster Level | Size of Fire |
|---|---|
| 1-4 | Candle |
| 5-8 | Torch |
| 9-11 | Campfire |
| 12-15 | Bonfire |
| 16-17 | Housefire |
| 18-19 | Burning Village |
| > 19 | Volcano |

## Perpetual Healing

**Level:** 10
**Magic Points:** 1,800
**Discipline:** Water
**Range:** Self
**Area:** 1 creature touched
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Once this spell is cast for the first time, it is unnecessary to cast it again. Casting this spell eternally allows the caster to heal any creature by touch without limitation. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If successful, then the creature regains their full potential of LP if wounded, regardless of the number. Any creature that physically contacts the caster, provided the caster wills the effect to happen, is healed instantly.

## Perpetual Hologram

**Level:** 5
**Magic Points:** 40
**Discipline:** Air
**Range:** 500' + 100' per level of the caster
**Area:** 100 cubic feet
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to create an illusion no larger than 100 cubic feet. The illusion may be mobile if so desired, though the object cannot move beyond the area of the spell. For instance, the illusion may be any sort of small animal, as long as the caster has seen it before.

An improvement over Greater Hologram, Perpetual Hologram remains in effect permanently, once cast. This spell allows sound and smell to accompany the visual illusion, though it cannot provide sensations of taste or touch. The only sound and smell that may accompany the illusion is a sound or smell that the caster has physically heard or smelt before and remembers. Imagined sounds and smells fail.

All creatures that view this hologram must make a successful Analytic Intelligence sub-ability check at TH 25 in order to recognize that this is not real. If they fail the check, then they will behave as if it were real. If the caster creates an illusion that suggests a threat to the life of a believing creature, then onlookers may also be subjected to making a successful Health sub-ability check or suffering appropriate penalties as deemed by the Aedile. For instance, a caster may choose to create a hologram of a knife hurling through the air at the head of a trollop. If the trollop believes, then the Aedile may make her roll against an appropriate TH for the situation and may also decide the appropriate penalties.

## Perpetual Orgasm

**Level:** 5
**Magic Points:** 40
**Discipline:** Earth
**Range:** Touch
**Area:** 1 target creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell requires the target creature to be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If successful, then the target creature will orgasm without end and for eternity.

As good as an unending orgasm sounds, a creature is incapable of remaining alive while experiencing a Perpetual Orgasm. For the first 1-2 minutes, the effects of this spell will seem like the greatest blessing to the target creature. Thereafter, survival depends on the sub-ability of Health. Every minute after the initial 1-2 minutes necessitates a Health sub-ability check. The check must be passed to remain alive. Initially, the check is TH 14. However, the TH increases by 2 per minute. The target creature will die of a heart attack. However, even after death, their corpse continues to orgasm. To an observer, it will seem as though the corpse convulses from the hips.

Casters often chuckle, thinking that if you have to die, what a way to go.

## Perpetual Slumber

**Level:** 4
**Magic Points:** 32
**Discipline:** Ether
**Range:** Touch
**Area:** 1 target creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell requires the target creature to be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). Upon touching a target creature, the creature is forced into eternal sleep. No matter what is done to the sleeping target creature, they will not awaken.

## Pestilential Host

**Level:** 5
**Magic Points:** 40
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** 1 month per level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the target creature to become a Pestilential Host. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

The Pestilential Host will spread magically-induced fever and plague wherever they go. Roll 1d100 to determine the radius in feet that the Pestilential Host is contagious. Any creature passing within this radius of the Pestilential Host has a chance of acquiring a fever or plague. The chance does not reoccur every time the creature enters the radius. The chance to acquire a fever or plague occurs only once. The chance to acquire a fever or plague is TH (3d10). Therefore, every creature that enters the radius specified above of the Pestilential Host for the first time must make a Health sub-ability check. If a creature passes this check, then they are immune to the effects of the fever or plague.

If a creature becomes afflicted with a fever or plague, then a roll will determine the results. Roll 1d100 and consult the table below:

| Roll | Result |
|---|---|
| 01 | Fatal instantly |
| 02-05 | Fever for 1d10 days, fatal |
| 06-25 | Fever for 2d20 days, fatal |
| 26-65 | Fever for 4d100 days, fatal |
| 66-85 | Fever for 4d100 days, recovery |
| 86-95 | Fever for 2d20 days, recovery |
| 96-100 | Fever for 1d10 days, recovery |

While afflicted with a fever or plague, a creature will be confined to bedrest. They will be unable to fight or work. Symptoms will include a high and unending fever, excessive sweating, a lack of energy, and they will be borderline unconscious.

When the spell expires, the Pestilential Host will no longer be contagious to others. However, the pestilence will continue to affect others for its full course as determined on the table above.

## Pestilential Penis

**Level:** 4
**Magic Points:** 32
**Discipline:** Fire
**Range:** Direct line of sight
**Area:** 1 male creature
**Duration:** 6 months per level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the Manhood of the creature seen during casting to seem to have no affliction during daily life, but if it impregnates a woman, then it causes the child to have birth defects such as deformity or disease. The exact nature of the birth defect is determined by the Aedile.

If, however, a character with a Pestilential Penis impregnates a character with a pestilential pudendum (see the Pestilential Pudenda spell below), then the result will be determined by 1d100: 01-50 = healthy, normal child, 51-100 = born dead.

## Pestilential Pudenda

**Level:** 5
**Magic Points:** 40
**Discipline:** Fire
**Range:** 1 mile
**Area:** 100,000 cubic feet
**Duration:** 6 months per level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes all pudenda, which are vaginas, within the area of the spell to give birth only to deformed or diseased children. The Aedile determines the birth defect. In all other respects, such as in daily life, each affected pudendum seems not to have an affliction.

If, however, a character with a Pestilential Penis impregnates a character with a pestilential pudendum, then the result will be determined by 1d100: 01-50 = healthy, normal child, 51-100 = born dead.

## Phlogistic Augmentation

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** 50'
**Area:** 10' diameter
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell enhances the voraciousness of a chosen fire. The affected fire will blind all within the area who look at it. Otherwise, it increases the damage done by the fire to the next higher die, such as from a d12 to d20. This spell affects only natural, not magical, fires.

## Pillar of Smoke

**Level:** 10
**Magic Points:** 1,800
**Discipline:** Air
**Range:** 500'
**Area:** A cylinder 5d20' in diameter and 4d100' in height
**Duration:** 1 round per level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons a pillar of dark smoke as though a volcano erupted underneath. The boundaries of the pillar are defined clearly. Itself, the pillar is quiet. However, a low and booming voice from within will address the caster. The voice from within is a god, and most likely an elder god, though no caster has ever learned its true name. The god refuses to identify itself. Yet, it has been renowned for wielding godly might in the past at the behest of the caster. The Aedile determines the reactions of the god to being summoned. If asked its name, then the god replies "I am who I am," so that the caster will not know its true name and have any power over it. Further, this god will refuse to emerge from the dark smoke and not allow any character to see it.

### Pillars of Lightning

**Level:** 6
**Magic Points:** 48
**Discipline:** Air
**Range:** 10 miles per level of the caster
**Area:** 10 cubic miles per level of the caster
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons energy from the skies, harnessing enough to create 1 gigantic source of electrical power miles above the ground. At the instant this source forms, the energy bursts forth toward the ground with thunder louder than encountered in natural thunderstorms. The energy separates into a number of lightning bolts equal to the level of the caster and strikes random points on the ground below. This effect creates a momentous maze of lightning in the sky and is extremely bright, though it will not blind an onlooker. Each bolt strikes the ground doing 10d10 IP or LP of electrical damage.

### Pillars of Salt

**Level:** 5
**Magic Points:** 40
**Discipline:** Fire
**Range:** Direct line of sight
**Area:** Special
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a bolt of white lightning to project from the caster's open palm toward a target creature or object. The target must be within a direct line of sight. In order to strike the target with the bolt, the caster must pass an Aim skill check (see *Chap. 8: Skills*). If the target is missed, then the bolt will continue in its direction until an object is struck. In either case, the bolt will carry a potential damage of 4d1000 IP or LP. Upon contacting a creature or object, the bolt will distribute as much of this damage as the target can take. Oftentimes, the target will be reduced to 0 IP or LP. If the target is a creature, then a deposit of salt will be the only remains. The bolt of white lightning will continue, though the energy will travel until all energy is absorbed. Interestingly, the bolt always seeks the nearest living target. If 2 are equally close, then the bolt will strike the target with the most LP. When this spell is cast, casters usually use it to annihilate humanoids and leave numerous Pillars of Salt in its wake.

If the bolt of white lightning strikes metal, then the metal will not take damage but become hot and refract the bolt in a random direction determined by the Aedile. If the bolt of white lightning strikes stone, then the stone will not take damage, though it may become scorched. It will become hot and refract the bolt in a random direction determined by the Aedile.

If the bolt strikes a character wearing metal armor, then the bolt will strike the character where its flesh is exposed, even if it must go through the eye-slits of a visor, it WILL get the target creature.

## Pleasure Berry

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Touch
**Area:** Up to 12 berries per level of the caster
**Duration:** 1 day
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell creates berries, which heal or allow a creature to recover 2 LP when ingested. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). Each Pleasure Berry tastes fresh and sweet. When swallowed, these berries soothe the stomach. The berries disappear after the spell duration. Some legends entail a male child who walks through a town with a basket of berries, giving them to others. This child called himself 'pleasure boy'.

## Possession

**Level:** 4
**Magic Points:** 32
**Discipline:** Ether
**Range:** 1 mile
**Area:** 1 creature
**Duration:** Special
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows a nearby spirit to possess a living body. The target creature and spirit must compete for the highest Drive sub-ability check. The winner controls the body of the target creature. If the spirit wins, then it enters the body of the target creature and continues to supress the owner.

The owner may fight with the possessing spirit continually, if desired, but suffers - 17 to ability and skill checks while possessed. However, if the owner is submissive and only fights for control once per week, then an ability or skill check may be made with only a penalty of - 3. An owner may eject a possessing spirit only if a Drive check of the owner exceeds the Drive check of the possessing spirit by at least 10.

Creatures other than the owner are unable to eject the possessing spirit except by magical means.

## *Prayer of Deliverance*

**Level:** 9
**Magic Points:** 270
**Discipline:** Air
**Range:** Self
**Area:** Caster
**Duration:** 1 hour
**Reference:** PGM I. 195-222.
**Chant:** I call upon you, lord. Hear me, holy god who rest among the holy ones, at whose side the Glorious Ones stand continually. I call upon you, forefather, and I beseech you, eternal one, eternal ruler of the sun's rays, eternal ruler of the celestial orb, standing in the 7-part region, CHAO CHAO CHA OUPH CHTHETHONIMEETHE-CHRINIA MEROUMI ALDA ZAO BLATHAMMACHOTH PHRIXA EKETHAMASTRA PHATIRI TAOCH IALTHEMEACHE; you who hold fast to the root, who possess the powerful name that has been consecrated by all angels. Hear me, you who have established the mighty archangels, and beside whom stand untold myriads of angels. I call upon you, lord of the universe, in an hour of need; hear me, for my soul is distressed, and I am perplexed and in want of everything. Wherefore, come to me, you who are lord over all angels; shield me against excess of all magical power of aerial demon and fate. Rescue me in an hour of need.
**Ingredients:** None
**Ritual:** Speak the chant above as a prayer to one's moral god.
**Description:** This is the prayer of deliverance for a powerful moral god. If the caster is moral, then the god will grant the caster immortality for the duration of the spell as a means of rescue. Further, an angel is 50% likely to appear and aid the caster for the duration of the spell.

### Predilection

**Level:** 2
**Magic Points:** 16
**Discipline:** Ether
**Range:** 50'
**Area:** 20' diameter
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the next character who looks the caster in the eye to desire to perform the next task stated verbally by the caster in a language understood by both the caster and target creature. The task cannot entail danger or harm. However, the target creature will not only perform the task, but will truly enjoy performing it. The target creature is immune to the effects of the spell and the spell is wasted if the target creature rolls 1d100 and the result is higher than their Sanguine score.

### Preservation

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** 1 dead creature
**Duration:** 2 days to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell preserves a corpse from decay for the duration of the spell. The target creature must be touched successfully. If cast immediately after the creature's death, then signs of death will not develop, such as livor mortis, rigor mortis, or putrefaction. For more information on the decay of a cadaver, see Character Death in *Chap. 10: Combat*.

### Preserve Forest

**Level:** 4
**Magic Points:** 32
**Discipline:** Earth
**Range:** Touch
**Area:** 5 square feet to an exponential power equal to the level of the caster
**Duration:** 3 days to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell preserves trees by making them indestructible. This spell may be cast only by multiple druids; it is a circle spell. To complete the casting of this spell, the druids must touch a tree in the center of their circle. This touched tree becomes the center of the area of protected trees. Protected trees may not be harmed by physical or magical means. However, the touched tree, which is the center of the area, may be affected normally by physical and magical means. If the touched tree is destroyed, then the spell fails to continue to function.

## Prognathism

**Level:** 2
**Magic Points:** 16
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature's skull
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the skull of the target creature to become prognathous, meaning that the lower half of the face protrudes beyond the upper half. A prognathous skull is indicative of primitivity. This spell functions only on humanoids. The lower half of the face will extend forward 1d4 inches. The chewing power will increase by 150%, and all sub-abilities of the target creature's Intelligence will decrease to 85%. In the future, the target creature will use more slang when speaking.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

## Protection from Acid

**Level:** 2
**Magic Points:** 16
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from non-magical acid by diminishing damage. Magical acid is unaffected by this spell. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All acid-based attacks on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

### Protection from Air

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from air attacks by diminishing damage. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All air-based attacks on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

### Protection from Bases

**Level:** 2
**Magic Points:** 16
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from non-magical bases by diminishing damage. Bases, here, are meant as the opposite of acids. Magical bases are unaffected by this spell. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All base-based attacks on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

### Protection from Cholerics

**Level:** 2
**Magic Points:** 16
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from attacks made by creatures with a predominantly choleric temperament by diminishing damage. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All attacks by choleric creatures on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

### Protection from Cold

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from non-magical cold by diminishing damage. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All cold-based attacks on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

## Protection from Discipline

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from all spells of a magical discipline. The discipline, such as air or earth, must be specified during casting. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

Any time during the duration of the spell in which the target creature must make a skill check, a bonus of (2 x caster level) is applied. Further, damage resulting to the target creature from a spell or magical effect of the specified discipline is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

## Protection from Earth

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from earth-based attacks by diminishing damage. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All earth-based attacks on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

### Protection from Electricity

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from non-magical electricity by diminishing damage. Magical electricity is unaffected by this spell. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All electricity-based attacks on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

### Protection from Ethicality

**Level:** 3
**Magic Points:** 24
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from attacks made by ethical creatures by diminishing damage. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All attacks by ethical creatures on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

### Protection from Fire

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from non-magical fire by diminishing damage. Magical fire is unaffected by this spell. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All fire-based attacks on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

### Protection from Gaze

**Level:** 2
**Magic Points:** 16
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from non-magical gaze by diminishing damage and increasing skill checks. Magical gaze is unaffected by this spell. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

Any time during the duration of the spell in which the target creature must make a skill check, a bonus of (5 x caster level) is applied. All gaze-based attacks on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

### Protection from Immorality

**Level:** 3
**Magic Points:** 24
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from attacks made by immoral creatures by diminishing damage. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All attacks by immoral creatures on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

### Protection from Melancholics

**Level:** 2
**Magic Points:** 16
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from attacks made by creatures with a predominantly melancholic temperament by diminishing damage. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All attacks by melancholic creatures on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

### Protection from Morality

**Level:** 3
**Magic Points:** 24
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from attacks made by moral creatures by diminishing damage. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All attacks by moral creatures on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

### Protection from Phlegmatics

**Level:** 2
**Magic Points:** 16
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from attacks made by creatures with a predominantly phlegmatic temperament by diminishing damage. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All attacks by phlegmatic creatures on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

## Protection from Physical Harm

**Level:** 3
**Magic Points:** 24
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from all physical harm by diminishing damage. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

Damage is reduced for all physical attacks on the target creature for the duration of the spell. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

## Protection from Poison

**Level:** 3
**Magic Points:** 24
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from non-magical poison by diminishing damage. Magical poison is unaffected by this spell. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All poison-based attacks on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

### Protection from Sanguines

**Level:** 2
**Magic Points:** 16
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from attacks made by creatures with a predominantly sanguine temperament by diminishing damage. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All attacks by sanguine creatures on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

### Protection from Sonics

**Level:** 2
**Magic Points:** 16
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from non-magical sonics by diminishing damage. Magical sonics are unaffected by this spell. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All sonic-based attacks on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

### Protection from Unethicality

**Level:** 3
**Magic Points:** 24
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from attacks made by unethical creatures by diminishing damage. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All attacks by unethical creatures on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

### Protection from Water

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell protects a target creature from water-based attacks by diminishing damage. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

All water-based attacks on the target creature have reduced damage. Damage is reduced by (5 x caster level)%. 1 LP of damage is the least the target creature can experience.

## Puddle of Crud

**Level:** 1
**Magic Points:** 8
**Discipline:** Air
**Range:** 50'
**Area:** 20' diameter
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell summons crud from elsewhere in the world, depositing it in the form of a puddle in an area designated by the caster. All who contact the Puddle of Crud are effectively slowed in the area to 50% of their Sprint Speed, unless a Balance skill check is passed at TH 21. Those who successfully pass their check will be unhindered.

## *Pudenda Key Spell*

**Level:** 6
**Magic Points:** 48
**Discipline:** Ether
**Range:** This earth
**Area:** 1 woman
**Duration:** Permanent
**Reference:** PGM XXXVI. 283-94.
**Chant:** I say to you, womb of (speak the name of the female), open and receive the seed of (speak your own name) and the uncontrollable seed of the IARPHE ARPHE. Let her, (speak her name), love me for all her time and let her remain chaste for me. And do you, womb, remember me for all the time of my life, because I am AKARNACHTHAS.
**Ingredients:** An egg of a crow, juice of the plant crow's-foot, and gall of a river electric eel
**Ritual:** Take an egg of a crow and the juice of the plant crow's-foot and gall of a river electric eel, and grind them with honey and speak the chant whenever you grind and whenever you smear it on your genitals. Speak the chant while grinding and whenever you rub your genitals, and in this way have intercourse with the woman you wish, and she will love you alone and by no one else will she ever be laid just by you alone.
**Description:** Casting this spell and having intercourse with a woman guarantees that the woman will deeply love the caster, regardless of the caster's actions. The woman will never have sex with another. Wise casters select a pubescent girl whom they believe will become beautiful and remain pure, cast the spell on her, seduce her, take her virginity, and enjoy the rest of their life with a woman who has had none other.

## Putrid Portrait

**Level:** 1
**Magic Points:** 8
**Discipline:** Air
**Range:** 50'
**Area:** 5' x 7' (2-dimensional)
**Duration:** 1 round per level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell creates paint that will magically form a hideously artistic and disfigured portrait of the target creature, selected by the caster's thoughts. The target must pass a Drive sub-ability check at TH 14. If failed, then the target creature will flee for 1d10 rounds per level of the caster, which must be determined each time the spell is cast. If passed, then the target is unaffected and the spell is wasted.

## Raise Prowess

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** 3 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell enhances the following sub-abilities of the target by 5 points for every odd-numbered occupational level of the caster: Physical Fitness, Strength, Hand-Eye Coordination, Agility, Reaction Speed, Drive, and Common Sense.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

## Random Dismemberment

**Level:** 4
**Magic Points:** 32
**Discipline:** Earth
**Range:** Caster
**Area:** Determined randomly, see below
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a randomly selected victim within the area to become dismembered, and therefore die unless capable of regenerating. Since the caster is also within the area (the caster is the center of the area), the caster may also be dismembered randomly. Regardless of a creature's LP, it will die. Magical forces tear each limb from its socket, including the removal of the head. The body parts will be scattered nearby and the incident will be inexplicable to bystanders.

The area is determined randomly as follows. First, roll 1d4. The unit of measurement is either (1) inches, (2) feet, (3) yards, or (4) miles. Next, multiply 1 unit of this measurement by 1d1000. This is the area of the spell's effect.

## Random Impaling

**Level:** 3
**Magic Points:** 24
**Discipline:** Air
**Range:** Caster
**Area:** Determined randomly, see below
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a randomly selected victim within the area to become impaled with a randomly selected sharp or pole-like object capable of impaling. The victim suffers 2d20 LP of damage. The impaling object is real, preferably rusted, and summoned from the surrounding area. Since the caster is also within the area (the caster is the center of the area), the caster may also be impaled randomly. Magical forces propel a random object into the torso (if possible) of the victim. The random act of violence will be inexplicable to bystanders.

The area is determined randomly as follows. First, roll 1d4. The unit of measurement is either (1) inches, (2) feet, (3) yards, or (4) miles. Next, multiply 1 unit of this measurement by 1d1000. This is the area of the spell's effect.

## Random Mangling

**Level:** 2
**Magic Points:** 16
**Discipline:** Fire
**Range:** Caster
**Area:** Determined randomly, see below
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a randomly selected victim within the area to become mangled, suffering 2d8 LP of damage. Since the caster is also within the area (the caster is the center of the area), the caster may also be randomly mangled. Magical forces assault the victim with enough force to "beat up" an average human. The act of magical violence will be inexplicable to bystanders.

The area is randomly determined as follows. First, roll 1d4. The unit of measurement is either (1) inches, (2) feet, (3) yards, or (4) miles. Next, multiply 1 unit of this measurement by 1d1000. This is the area of the spell's effect.

## Re-animation

**Level:** 2
**Magic Points:** 16
**Discipline:** Water
**Range:** Touch
**Area:** 1 target creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a target creature to be re-animated. The effect of Re-animation differs significantly with *Resurrection of a Dead Body* or Revivification. Re-animation does not return the soul of the deceased to its body. Since re-animating a corpse violates a creature's body after death, many consider casting this spell to be an immoral act; moral casters avoid casting this spell.

The Re-animation of a corpse takes 2d8 rounds. During this time, parts of the corpse wiggle and twitch, such as fingers and toes, as it gains the ability to move. At the end of this time, the re-animated corpse will be as capable as it ever will be.

When a corpse is re-animated, it is not the same as prior to death. Wounds are not healed, but the re-animated creature does not feel pain from them either. In fact, re-animated corpses have twice the LP that they had when originally alive. Re-animated corpses walk with a disjointed gait. Sub-abilities are modified as follows:

- 30% decrease in Physical Fitness
- 10% increase in Strength
- 20-80% (2d4 x 10) decrease in Bodily Attractiveness and Facial Charisma depending on duration of death
- Health becomes 300 (they are unable to become sick or intoxicated)
- 80% decrease in Kinetic Charisma
- 100% decrease in Rhetorical Charisma (the re-animated are no longer able to speak)
- 25% decrease in Hand-Eye Coordination
- 50% decrease in Agility and Reaction Speed
- 100% decrease in Enunciation, Language
- 75% decrease in Math, Analytic, and Spatial
- 100% increase in Drive
- 100% decrease in Intuition, Common Sense, and Reflection

Essentially, the spell repairs and inspires just enough of the basic brain functions, such as aggression, to be able to restore what seems to be life to a corpse. Re-animated corpses are considered not to be living or dead, but undead.

The number of potential LP a creature had before Re-animation determines whether or not the caster can re-animate it. Consult the table below:

| Caster Level | Original LP Potential |
|---|---|
| 1-3 | 10 |
| 4-5 | 20 |
| 6-7 | 40 |
| 8-9 | 80 |
| 10-11 | 160 |
| 12-13 | 320 |
| 14-15 | 640 |
| 16-17 | 1.280 |
| 18-19 | 2,560 |
| 20-21 | 5,120 |
| 22-23 | 10,240 |
| > 23 | 20,480 |

Therefore, a 3rd level caster should be able to re-animate a cat. Re-animated corpses do not have desire to copulate.

Finally, there is a chance that the caster who re-animates a corpse influences it. In addition to Chance to Influence, there is a Degree of Influence. Degree of Influence represents the chance, per command, that the re-animated corpse will obey the command. These chances depend on the level of the caster. Consult the table below:

| Caster Level | Chance of I. | Degree of I. |
|---|---|---|
| 1-3 | 10% | 1d100% |
| 4-5 | 20% | 1d100% |
| 6-7 | 30% | 20 + 4d20% |
| 8-9 | 40% | 20 + 4d20% |
| 10-11 | 50% | 40 + 3d20% |
| 12-13 | 60% | 40 + 3d20% |
| 14-15 | 70% | 60 + 2d20% |
| 16-17 | 80% | 60 + 2d20% |
| 18-19 | 90% | 60 + 2d20% |
| 20-21 | 95% | 80 + 1d20% |
| 22-23 | 97% | 80 + 1d20% |
| 24+ | 99% | 80 + 1d20% |

Hence, at 7th level a caster has a 30% chance of having any influence at all over the re-animated corpse. If successful, then the caster has a 24-100% chance per command to influence the actions of the re-animated corpse.

Next, the Aedile rolls 1d100 for the re-animated corpse. The Aedile must roll above the percent for Degree of Influence for the re-animated corpse to disobey the command of the caster. If possible, the re-animated corpse will mash the brains of the caster.

### *Recipe for Blindness*

**Level:** 3
**Magic Points:** 24
**Discipline:** Fire
**Range:** Ingestion
**Area:** 1 victim
**Duration:** Permanent
**Reference:** PDM xiv. 376-94.
**Chant:** None
**Ingredients:** A shrew mouse
**Ritual:** Drown the ingredient in some water and make a victim drink it, and they will go blind in both eyes.
**Description:** Casting this spell causes a character who drinks the result of the ritual to go blind permanently in both eyes.

### *Recipe for Blistering Death*

**Level:** 4
**Magic Points:** 32
**Discipline:** Fire
**Range:** Ingestion
**Area:** 1 victim
**Duration:** As long as the caster maintains concentration
**Reference:** PDM xiv. 376-94.
**Chant:** None
**Ingredients:** A shrew mouse
**Ritual:** If you grind the ingredient with any piece of food and you make a victim eat it, then they will suffer a blistering death; they will swell up and die.
**Description:** Casting this spell will cause a victim to bloat, swell up, and blister all over their body, suffering 1 LP per round until death or the spell expires.

### *Recipe for Death*

**Level:** 4
**Magic Points:** 32
**Discipline:** Fire
**Range:** Ingestion
**Area:** 1 victim
**Duration:** Permanent
**Reference:** PDM xiv. 376-94.
**Chant:** None
**Ingredients:** Gall of a shrew mouse, wine
**Ritual:** If you put the gall of a shrew mouse into a measure of wine and a character drinks it, then the character dies at once.
**Description:** Casting this spell causes the imbiber to die immediately, regardless of LP.

### *Recipe for Making a Woman Mad After a Man*

**Level:** 2
**Magic Points:** 16
**Discipline:** Ether
**Range:** Ingestion
**Area:** 1 woman
**Duration:** 2 hours per level of the caster
**Reference:** PDM xiv. 376-94.
**Chant:** None
**Ingredients:** A shrew mouse, the caster's blood, and a cup of wine
**Ritual:** To make a woman mad after a man, you should take the body of the shrew mouse when it is dry; you should pound it; you should take a little of it together with a little blood from your second finger and the little finger of your left hand; you should mix it with it; you should put it in a cup of wine; you should give it to the woman so that she drinks it. Then she rages after you.
**Description:** Casting this spell causes a woman to rage madly after the caster or another man of the caster's choosing. This spell does not produce love so much as lust, passion not purity.

### *Recipe for Skin Disease*

**Level:** 2
**Magic Points:** 16
**Discipline:** Fire
**Range:** 1 mile
**Area:** 1 victim
**Duration:** Permanent
**Reference:** PDM xiv. 376-94.
**Chant:** None
**Ingredients:** 2 lizards and oil
**Ritual:** If you wish to produce a skin disease on a character so that it does not heal: A hantous lizard and a haflela lizard; you should cook them with oil and you should wash the character with them.
**Description:** Casting this spell causes a permanent skin disease to appear on a character on whom the caster rubs the ingredients. The magical skin disease will cover 1d100% of the victim's body, and is either (roll 1d6) evenly distributed (1-3), or concentrated on 1 limb (4-6) or body area. Though the disease looks horrid (blotchy, purplish discoloration) and contagious, it is harmless and cannot be transmitted to others.

## Regeneration

**Level:** 5
**Magic Points:** 40
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature touched
**Duration:** 2 minutes to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to bestow the ability to regenerate. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The rate of Regeneration depends on the level of the caster:

| Caster Level | Original LP Potential |
|---|---|
| 1-3 | 1 LP/week |
| 4-6 | 1 LP/day |
| 7-9 | 1 LP/hour |
| 10-12 | 1 LP/minute |
| 13-15 | 1 LP/round |
| 16-17 | 2 LP/round |
| 18-19 | 4 LP/round |
| > 19 | 10 LP/round |

While the spell is in effect, wounds will continue to regenerate, even after a creature falls below 0 LP. In this case, keep track of the negative damage and apply the rate of Regeneration to their LP. Eventually, regenerating creatures will gain more than 0 LP and seem to come back to life. If a limb is dismembered, then the torso will grow a replacement limb in time.

Wounds that occur due to acid, decapitation, or fire will not regenerate. For this reason, some cultures decapitate all foes on the battlefield.

## Rend Asunder

**Level:** 6
**Magic Points:** 48
**Discipline:** Fire
**Range:** 2,000' to an exponential power equal to the level of the caster
**Area:** 4d1000 x 10 LP within 100,000,000 cubic feet
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a total of 4d1000 x 10 IP of objects and LP of creatures to be torn to pieces, separated and thrust in an outward motion to the perimeter of the spell area by a magical force. This force explodes the amount of matter, determined above, from the center of the designated area outward. Damage is distributed from the designated center outward until either the perimeter is reached or no damage remains to distribute.

## *Request for a Dream Oracle*

**Level:** 3
**Magic Points:** 24
**Discipline:** Air
**Range:** Self
**Area:** 1 dream
**Duration:** 1 dream cycle
**Reference:** PGM VII. 250-54.
**Chant:** NAIENCHRE NAIENCHRE, mother of fire and water, you are the one who rises before, ARCHENTECHTHA; reveal to me concerning the (state the issue) matter. If yes, show me a plant and water, but if no, fire and iron; immediately, immediately; quickly, quickly.
**Ingredients:** A lamp
**Ritual:** The chant must be spoken before a lamp before going to sleep.
**Description:** During the next dream of the caster, the symbol for a 'yes' or a 'no' may become vivid.

### *Restraining Rite for Anything*

**Level:** 9
**Magic Points:** 270
**Discipline:** Air
**Range:** This world
**Area:** Special
**Duration:** Special
**Reference:** PGM VII. 429-58.
**Chant:** Read the text written below (under *Ritual*)
**Ingredients:** Lead plate from a cold-water channel, bitter armoatics (see below)
**Ritual:** Engrave in a plate made of lead from a cold water channel what you want to happen, and when you have consecrated it with bitter aromatics such as myrrh, bdellium, styrax, and aloes and thyme, with river mud, late in the evening or in the middle of the night, where there is a stream or the drain of a bath, having tied a cord to the plate throw it into the stream – or into the sea – and let it be carried along. Use the cord so that, when you wish, you can undo the spell. Then should you wish to break the spell, untie the plate. Speak the chant 7 times and you will see something wonderful. Then go away without turning back or giving an answer to anyone, and when you have washed and immersed yourself, go up to your own room and rest, and use only vegetable food.

Write the spell with a headless bronze needle. The text to be written is: "I conjure you by your holy names OUCHIOCH OUSENARATH, O U S E R R A N N O U P H T H I OSORNOUPHE, OUSERSETEMENTH AMARA MACHI CHOMASO EMMAI SERBONI EMER, ARATOPHI ERACHAX ESEOIOTH ARBIOTHI AMEN CHNOUM MONMONT OUZATHI PER OUNNEPHER EN OOO, I give over to you and I deposit with you this matter."

**Description:** This restraining spell works on anything, even chariots. It also causes enmity and sickness, cuts down, destroys, and overturns, for whatever is desired. The spell, when chanted, conjures cacodaemons and makes them enter objects or characters. The player must describe the desired effect to the Aedile, who will explain what actually occurs.

### *Restraining Spell*

**Level:** 7
**Magic Points:** 56
**Discipline:** Earth
**Range:** This earth
**Area:** Characters named
**Duration:** Caster's discretion
**Reference:** PGM VII. 417-22.
**Chant:** None
**Ingredients:** A tin lamella and a bronze stylus
**Ritual:** Write on a tin lamella with a bronze stylus before sunrise the names "CHREMILLON MOULOCH KAMPY CHRE OPHTHO MASKELLI EREKISIPHTHE IABEZEBYTH." Then throw it into the river or into the sea before sunrise. Also, write on it "Mighty gods, restrain (write the name or names of those you desire to restrain)."
**Description:** Casting this spell restrains one or more characters named by the caster from movement of any kind, utterly paralyzing them, though they are able to breathe.

### *Resurrection of a Dead Body*

**Level:** 4
**Magic Points:** 32
**Discipline:** Air
**Range:** Carcass in sight
**Area:** 1 carcass
**Duration:** Permanent
**Reference:** PGM XIII. 1-343.
**Chant:** I conjure you, spirit coming in air, enter, inspire, empower, resurrect by the power of the eternal god, this body; and let it walk about in this place, for I am he who acts with the power of Thayth, the holy god.
**Ingredients:** None
**Ritual:** Speak the chant.
**Description:** Casting this spell will summon the nearest spirit (hopefully the right one) back into the carcass. Any character who is resurrected has undergone a Near-Death Experience (see *Chap. 4: Disposition*). Following are the odds that the correct spirit enters:

| Length of Time Dead | Chance |
|---|---|
| Immediate | 100% |
| 1 round | 99% |
| 1 minute | 95% |
| 1 hour | 90% |
| 1 day | 75% |
| 1 week | 50% |
| 1 month | 25% |
| 1 year | 10% |
| 1 decade | 5% |
| 1 century | 2% |
| 1 millennium | 1% |

## Reverse Magic

**Level:** 4
**Magic Points:** 32
**Discipline:** Ether
**Range:** Centered on the caster
**Area:** 2' radius to an exponential power equal to the level of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes all spells within the area of the spell that are cast during the duration of the spell to be altered. The subject and object of the spell will be reversed, as well as all effects, if possible. The Aedile must determine the effect of each spell. Disciplines tend to be reversed as well. Air spells summon only illusions or things that are not real. Fire spells restore living matter. Water spells deteriorate living matter. Concerning the reversal of disciplines, when applicable, consult Disciplines by Opposition *Chapter 11: Magic*.

## Revivification

**Level:** 7
**Magic Points:** 56
**Discipline:** Water
**Range:** Touch
**Area:** 1 creature
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell revives a creature who has died within a number of days equal to the level of the caster. The target creature must desire to return to life. Otherwise, they will remain dead. If a creature is revived, then they return with their full potential Life Points. However, a caster may only revive creatures with certain limits of LP depending on the level of the caster. Any character who is revived has undergone a Near-Death Experience (see *Chap. 4: Disposition*).

| Caster Level | LP Revived |
|---|---|
| 1-4 | 5 |
| 5-7 | 10 |
| 8-10 | 20 |
| 11-14 | 50 |
| 15-19 | 100 |
| > 19 | Unlimited |

### *Rite for Acquiring an Assistant Demon*

**Level:** 7
**Magic Points:** 56
**Discipline:** Air
**Range:** All Planes of the Cosmos
**Area:** 1 Cacodaemon
**Duration:** Special
**Reference:** PGM I. 1-42.
**Chant:** A EE EEE IIII OOOOO YYYYYY OOOOOOO, come to me, Good Demon, HARPON KNOUPHI BRINTANTEN SIPHRI BRISKYLMA AROUAZAR BAMESEN KRIPHI NIPOUMICH-MOUMAOPH. Come to me, you who lie in the north, who cause the currents to roll down and mingle with the sea, transforming them with life as it does man's seed in sexual intercourse, you who have established the world on an indestructible foundation, who are young in the morning and old in the evening, who journey through the subterranean sphere and rise, breathing fire, you who have parted the seas in the first month, who ejaculate seeds into the sacred tree continually.
**Ingredients:** 2 fingernails, all hairs, a falcon, milk of a black cow, honey, cloth, papyrus, ink, wine, a shrine made of juniper wood, and non-animal foods.
**Ritual:** Take 2 of your own fingernails and all the hairs from your head, and take a falcon and drown it in the milk of a black cow after mixing honey with the milk. Once the falcon is drowned, thoroughly wrap the falcon with an undyed piece of cloth and place beside it your fingernails along with your hairs. Next, take a piece of papyrus and inscribe in ink the following: A EE EEE IIII OOOOO YYYYYY OOOOOOO. Set it in the same manner along with the hairs and fingernails. Then, plaster it with old wine. Take the milk with the honey and drink it before the rising of the sun. Take the wrapped falcon and set it up as a statue in a shrine made of juniper wood. After having crowned the shrine, make an offering of non-animal foods and have on hand some old wine. Before you recline, speak the chant to the bird itself. Conceal the entire ritual, and for 7 days refrain from having intercourse with a woman.
**Description:** This rite requires complete purity. Casting this spell causes a cacodaemon to be summoned into the circle of 9' in diameter. While bound within the circle, the caster must negotiate the task with which the demon must assist the caster. Cacodaemons are immortal, and so most have lived what seems an eternity compared to mere mortals. Therefore, most cacodaemons are cunning and experienced. The caster must semantically offer a firm deal. The cacodaemon will abide exactly by the terms given, but deviate in every other possible way. Once the caster is satisfied with the terms, the caster must break the circle. If the pact was worded poorly, then the cacodaemon is most likely to instantly attack the caster. Otherwise, the cacodaemon will assist the caster. While role-playing the cacodaemon, the Aedile is encouraged to be as difficult and tricky as possible.

### *Rite for Driving out Demons*

**Level:** 7
**Magic Points:** 56
**Discipline:** Earth
**Range:** 7'
**Area:** 1 character
**Duration:** Permanent/Instantaneous
**Reference:** PGM IV. 1227-64.
**Chant:** I conjure you, demon, whoever you are. Come out, demon, whoever you are, and stay away from him, (speak the name of the possessed character), now, now; immediately, immediately. Come out, demon, since I bind you with unbreakable adamantine fetters, and I deliver you into the black chaos in perdition.
**Ingredients:** 7 olive branches
**Ritual:** Place 7 olive branches before the character possessed by cacodaemons. Tie the 2 ends of 6 of them together, but for the remaining 1 use it like a whip as you utter the chant. Now, stand before them and speak the chant.
**Description:** Casting this spell exorcises cacodaemons and other spirits who are immoral and immortal from a possessed character. The chance that the cacodaemon or cacodaemons are driven depends on the LP of each cacodaemon. This spell may be cast only once per caster on a particular character; further castings are ineffective.

| LP of Demon | Chance |
|---|---|
| < 51 | 99% |
| 51-100 | 90% |
| 101-200 | 75% |
| 201-500 | 50% |
| 501-1,000 | 25% |
| > 1,000 | 10% |

If the spell fails, then some cacodaemons respond angrily, demonstrating with defiance that they still control the possessed character. Others are more cunning and pretend to be exorcised, waiting until the caster leaves, then returning.

### *Rite to Produce an Epiphany of Kore*

**Level:** 7
**Magic Points:** 56
**Discipline:** Air
**Range:** Special
**Area:** Special
**Duration:** 8 hours at night
**Reference:** PGM XII. 1-13.
**Chant:** THERMOCH CHTHABOI ACHAPH MARMILYCHA BERTHIOCH CHAREL ... BAIOCH ... THACH DERPHO PHIRBSAT SOTHORAI PHAUXAI IOA MEILICH IABAI EIA KARSE REUTHRA ENROUCH ZERPHRECH PSERPHERCHO THNERBECH CHARCHERBER YEICH PHCHYAR PA ... CHA MILCHITHER CHLELOR PHACHILER MAZ MACHAIRIOCH.
**Ingredients:** A black robe and sword
**Ritual:** Unfold a black robe and carry it; also take a sword. Then speak the chant. After you speak the chant, a maiden from the underworld will come carrying torches. Say: "PHERTHELILOCH PEIY," and her firebrands will be extinguished, and she will stand there in distress and complain. Then say, "Do (such-and-such) and I will light your torches." If she sends a dream you are to light them and she will fly away. If you send her to kill a character, then give her the sword and she will give you the torches and return with the sword covered with blood. Tell her that the torches belong to her; they will catch fire and she will take flight.

While doing this, say: "MOZERPHER TACHCHAPS." Attach a phylactery to your right and left hand at night and wear it.

**Description:** Casting this spell causes a maiden of the underworld to appear to the caster in a dream the following night; the caster must dream at night. She may be commanded to carry out orders, even to kill a character. She will obey and, unless the Aedile declares otherwise, return by the end of the night after completing the deed. As far as killing a character, she will kill them in their sleep.

## Rivers Run Red

**Level:** 6
**Magic Points:** 48
**Discipline:** Earth
**Range:** See below
**Area:** See below
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes water to transmogrify to blood. Nearby Rivers Run Red with blood. Some scholars and casters prefer to call this spell "Transmogrify Water to Blood," but this reference is incorrect; there are many instances of water that will not transmogrify to blood, such as the water in the body of a character. The range of this spell is that it affects merely rivers and streams closest to the caster at the time of casting. The affected area is determined by the level of the caster. Consult the table below:

| Caster Level | Area Affected |
|---|---|
| 1-5 | 1 stream |
| 6-8 | 2 streams or 1 river |
| 9-11 | 2 rivers |
| 12-14 | 5 rivers |
| 15-18 | 10 rivers |
| > 18 | 20 rivers |

## Rot

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** Touch
**Area:** 1 creature
**Duration:** 1d6 rounds
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the skin of the target creature to weaken, effectively doubling the threat of Graphic Gore by stabbing and hacking weapons, increasing the severity of such a blow by 5. For the duration of the spell, the skin of the target creature will feel extremely supple.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

## Sanitize Food/Beverage

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Touch
**Area:** 1 cubic foot of food or beverage per caster level
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to purify food or beverage through touch so that it may be ingested without harm, risk of natural disease, or natural poison.

## Seal Item

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** Item touched
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows a caster to lock any closeable and nonliving item, preventing others from opening or accessing it. It will open only for the caster unless countered by more powerful magic. The size of the item that may be sealed depends on the level of the caster. The caster may seal an item that is 2 cubic inches to an exponential power equal to the level of the caster.

For example, if a caster passes an unusually large door of 30' in height, the caster does not have to calculate the dimensions of the entire door, but only the lock on the door and/or the bolt behind it.

## Seal Orifice

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 1 square inch per level of the caster
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes an orifice of a target creature seen by the caster to seal itself. The caster must point at the target creature with their finger, which necessitates a successful Aim skill check (see *Chap. 8: Skills*). Upon casting, the caster must declare which orifice is selected. Popular options include the anus, ear, mouth, nostril, or vagina.

An orifice will not seal partially. It either seals completely or not at all. The size of the orifice that may be sealed depends on the level of the caster. An orifice may be reopened, though cutting through the flesh that seals it may be painful. A quarter-inch of sealant flesh per caster level must be penetrated to reopen the orifice. Below are listed common results depending on the orifice sealed.

**Anus:** On average, humans defecate once per day. If the anus is sealed, then the creature will be unable to defecate. Constipation will be uncomfortable after 1 day of a sealed anus. The next 1d4 days will seem unbearable and the creature will be unable to concentrate on any stimulus or perform any action. After this duration, the creature will die.

**Ear:** All Sound skill checks are reduced by 50%.

**Mouth:** The target will starve to death in (1d6 + 2) days.

**Nostril:** With 1 nostril sealed, Physical Fitness will be reduced by 40% and Strength by 25%. However, if both nostrils are sealed, then the victim may breathe through their mouth, and suffer a 60% reduction in Physical Fitness, and Strength by 50%.

**Vagina:** The female creature will be not only unable to have intercourse, but every month she is likely to become backed up with menstrual blood. Each week after the first blocked menstruation, she must pass a Health sub-ability check at TH 18 or die.

## Soulstealer's Black Bolt

**Level:** 10
**Magic Points:** 1,800
**Discipline:** Fire
**Range:** Line of sight
**Area:** 1 soul
**Duration:** Instantaneous/Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a black bolt to project forth from the caster's palm and unerringly strike a victim of whom the caster is thinking at the moment. The black bolt crackles loudly during the instant that it is unleashed at the victim. Upon striking the victim, the black bolt deteriorates the victim's life force by draining them of 2d20 occupational levels, or only [(2d20)/2] if the victim is an atheist or agnostic. If the victim has levels in several occupations, then the highest levels are drained first, regardless of the occupation. Otherwise, the most recent levels are drained first. AP must be redetermined by the Aedile to fit the victim's new level. All adjustments gained due to those levels are now lost (such as LP, MP, SP, etc.).

If the victim is reduced to 0 occupational levels, then the victim dies. If the victim dies, then their soul will leave the body of the victim, which is reduced to cinders, and assimilates with the caster. If this ever becomes known publicly, then the caster will be referred to as a "Collector of Souls."

If the caster accumulates 1,000 souls, it has been rumored that the caster may acquire immortality at the Aedile's discretion. The outcome depends on what the Aedile deems most appropriate, but it has been rumored that others have become demons in the employ of powers of the lower planes.

Moral casters may acquire only a soul from a victim with a disposition that is immoral or neutral. If a moral caster collects a moral soul, then the acquired soul will not count toward the 1,000 stated above and the caster must randomly acquire a mental illness (see *Chap. 5: Mind*).

Neutral casters may acquire only a soul from a victim with a disposition that is moral or immoral. If a neutral caster collects a neutral soul, then the acquired soul will not count toward the 1,000 stated above and the caster must randomly acquire a mental illness (see *Chap. 5: Mind*).

Immoral casters may acquire any soul without penalty.

### *Spell for Causing Talk while Asleep*

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** Touch
**Area:** 1 female
**Duration:** 2 minutes per level of the caster
**Reference:** PGM VII. 411-16.
**Chant:** None
**Ingredients:** A heart, ink, and hieratic papyrus
**Ritual:** Take a heart and place it in ink. Write on a strip of hieratic papyrus and place it upon her pudendum and ask your questions. She will confess everything to you. Write: "DARYGKO IAU IAU."
**Description:** Casting this spell causes a female to answer truthfully any question asked.

### *Spell for Questioning Corpses*

**Level:** 3
**Magic Points:** 24
**Discipline:** Air
**Range:** Touch
**Area:** 1 corpse
**Duration:** 2 minutes per level of the caster
**Reference:** PGM IV. 2140-44.
**Chant:** None.
**Ingredients:** red ochre, burnt ink, juice of fresh wormwood, evergreen, and flax.
**Ritual:** Make an ink from the ingredients, and also take an additional flax leaf and write "AZEL BALEMACHO" on the leaf. Put it in the mouth of the corpse.
**Description:** This spell enables a caster to ask questions of a corpse by summoning the spirit of the deceased. One complication is that a different spirit may answer instead, or no spirit may answer at all. The Aedile must roll 3d10:

| Roll | Result |
|---|---|
| < 14 | No answer |
| 14-17 | Malevolent, lying spirit |
| 18 | Random but honest spirit |
| > 18 | Correct spirit replies |

### *Spell for Removal of Poison*

**Level:** 2
**Magic Points:** 16
**Discipline:** Water
**Range:** Ingestion
**Area:** 1 character
**Duration:** Permanent/Instantaneous
**Reference:** PDM xiv. 563-74.
**Chant:** Hail, hail, IABLY! The 3 gods drank and after them I myself drank in order that you will not let me get drunk, you will not let me list, you will not make me fall, you will not make me be thrown down, you will not make me be troubled of heart, you will not make my mouth curse. May I be healed of all poison, pus, and venom. They shall be removed from my heart. When I drink you, may I vomit them up in her name of SARBITHA, the daughter of the Agathodaimon, for I am SABRA BRIATHA BRISARA. HER is my name. I am SHARON coming from receiving greetings. IAHO, the child, is my name, being my real name.
**Ingredients:** A cup of wine and rue
**Ritual:** Speak the chant to a cup of wine. Add fresh rue; add it to it; speak to it 7 times, and make the character drink it at dawn before he has eaten.
**Description:** This spell is to be said in order to extract the venom from the heart of a character who has been made already to drink a potion or poison.

### *Spell for Restraining Anger*

**Level:** 2
**Magic Points:** 16
**Discipline:** Ether
**Range:** 50'
**Area:** 1 character
**Duration:** 1 day per level of the caster
**Reference:** PGM XII. 179-81.
**Chant:** I am restraining the anger of all, especially of him, (speak the name of the angry character), which is CHNEOM.
**Ingredients:** Ink and linen
**Ritual:** If you want a character to cease being angry with you, write with ink on linen this name of anger: "CHNEOM." Hold it in your left hand and speak the chant.
**Description:** Casting this spell causes a character who is named and angry with the caster to restrain their anger.

### *Spell to Catch a Thief*

**Level:** 3
**Magic Points:** 24
**Discipline:** Ether
**Range:** 1 mile
**Area:** 1 eye
**Duration:** 5 minutes
**Reference:** PGM V. 70-95.
**Chant:** I conjure you by the holy names; hand over the thief who made off with it, CHALCHAK CHALKOUM CHIAM CHARCHROUM ZBAR BERI ZBARKOM CHRE KARIOB PHARIBOU, and by the shudderful names: A EE EEE IIII OOOOO YYYYYY OOOOOOO, hand over the thief who stole it. As long as I strike the eye with this hammer, let the eye of the thief be struck, and let it well up until it betrays him."
**Ingredients:** A plant, bugloss, and gallows wood.
**Ritual:** Take a plant and bugloss, strain them, burn what you strain out, mix them well with juice, and write "CHOO" with it on a wall. Take gallows wood and carve a hammer. With the hammer strike the eye while speaking the chant.
**Description:** Casting this spell allows the caster to hit their own eye with a hammer, but instead of their own eye swelling, the eye of the thief swells. After the spell expires, the damage done will still be evident on the thief. If the item in question was not stolen, then the eye of the caster will swell once hammered.

### *Spell to Subject and Silence*

**Level:** 6
**Magic Points:** 48
**Discipline:** Ether
**Range:** This earth
**Area:** 1 character
**Duration:** Permanent
**Reference:** PGM IX. 1-14.
**Chant:** I'll give you rest from wrath and soothe your raging. Come, lord BAINCHOOOCH, with your father ANIBAINCHOOOCH, with your mother CHECHPHIO, with your 2 bodyguards CHENGEBIOCHTHO MYSAGOTH ECHE OO MYSAGOTH ACHPHIPHIO IAIA OCH SEBAU PHRE IO REXICHTHON YOEO AEAEEIOYO CHYCHBACHYCH BAUACHYCH BAKAXICHYCH BAZABACHYCH MENEBACHYCH BADEDOPHO BAINCHOOOCH. Bring into subjection, put silence, and enslave every race of characters, both men and women, with their fits of wrath, and those who are under the earth beneath the feet of him, (speak the name of the character you wish to silence), for you have been put beneath my feet, like my robe, the heart of SABAOTH.
**Ingredients:** A lamella (a thin, metal plate)
**Ritual:** On the back of a lamella, inscribe: "EULAMO SISIRBBAIERSESI PHERMOU CHNOUOR ABRASAX. Bring into subjection, enslave, and put to silence the soul, the wrath of him, (write the name of the character you wish to silence), because I adjure you by the awful Necessity MASKELLI MASKELLO PHMOUKE-NTABAOTH OREOBAZAGRA REXI-CHTHON HIPPOCHTHON PYRIPE-GANYX LEPETAN EPETAN PHNOUNOBOE."
On the front of the lamella, write the character's name. Write IAOMORMOROTOKONBAI at the top of the metal leaf (lamella). Speak the chant.
**Description:** Casting this spell causes any character to become silent, submissive, and a servant with respect to the caster.

### *Spell to Cause a Woman to Hate a Man*

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** 1 mile
**Area:** 1 woman
**Duration:** 1 month per level of the caster
**Reference:** PDM xxi. 108-18 [PGM XII. 466-68).
**Chant:** May (speak the name of the woman), born of (speak the name of the woman's mother), hate (speak the name of the man), born of (speak the name of the man's mother)!

Here are the true names: IAKYMBIAI IAO IOERBETH IOBOLGHOSETH BASELE OM GITATHNAGS APSOPS O.EL.T, separate (speak the name of the woman), born of (speak the name of the woman's mother), from (speak the name of the man), born of (speak the name of the man's mother); hurry, hurry; be quick, be quick!

(Speak the last paragraph 7 times.)

**Ingredients:** Dung and hair from both characters
**Ritual:** In order to cause a woman to hate a man you must bring both dung and hair that is dead and both from the woman and that man she is to hate, and you mix them with fresh blooms, and you put it in a new papyrus after writing on the papyrus first with ink and speak the chant. Bind the papyrus and put it in a body of water.
**Description:** Casting this spell will cause the specified woman to hate the specified man.

### Spermatozoa Rejuvenation

**Level:** 1
**Magic Points:** 8
**Discipline:** Water
**Range:** Touch
**Area:** 2 testicles
**Duration:** Until the next ejaculation
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the full rejuvenation of a pair of testicles, if fondled gently by the caster. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

When balls are this full, the overabundance of sperm increases the Drive sub-ability of the target by 2d10, Choleric Temperament by 1d100, and they may also experience restlessness as well as perpetual sexual thoughts. If and when vaginal penetration occurs within 1 day, the use of the ramrod necessitates a roll of 1d100. The mounter is 95% likely to impregnate the female, regardless of species. Due to the misuse of this spell, many new races or species may be bred.

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DEPREHENDI·MODO·
PUPULUM·PUELLAE·
TRUSANTEM

I caught, just now, a boy thrusting away at his girl!

### Spermicidal Sphere

**Level:** 1
**Magic Points:** 8
**Discipline:** Fire
**Range:** 15'
**Area:** 10' radius
**Duration:** 1 hour
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to choose the location of the sphere. Everything within this sphere at the time of casting will instantaneously lose any and all reproductive fluids for 1 hour. Affected males lose (2d10)% of their Drive sub-ability points for the duration of the spell and unless under duress, feel compelled to sleep.

### *Strength*

**Level:** 2
**Magic Points:** 16
**Discipline:** Earth
**Range:** None
**Area:** Caster's muscles
**Duration:** 1d100 minutes
**Reference:** PGM LXIX. 1-3.
**Chant:** PHNOUNEBEE, PHNOUNEBEE, give me your strength, IO ABRASAX, give me your strength, for I am ABRASAX.
**Ingredients:** None
**Ritual:** Speak the chant 7 times while holding your 2 thumbs.
**Description:** Casting this spell enhances the Strength sub-ability of the caster by (1d100)%.

### Stronger than Before

**Level:** 2
**Magic Points:** 16
**Discipline:** Earth
**Range:** Touch
**Area:** Special
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the socket of a limb or object to recover from being dismembered or separated. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

Recovery consists of the growth of 2 limbs or objects where 1 was removed. For example, if a limb is hacked off, then 2 grow in its place. If a tree branch is removed, then 2 grow in its place.

To determine if the limb or object will be replaced, the Aedile must estimate the IP or LP of the original and then double the estimate. Usually, BPP are considered when a limb has been removed. This result is the number of IP or LP (or BPP) that the caster must be able to affect.

The duration of growth depends on the level of the caster. Let 'L' equal the level. The caster will cause ($L^2$) IP or LP (or BPP) of the 2 replacements to grow per round.

## Symbol of Ethicality

**Level:** 2
**Magic Points:** 16
**Discipline:** Fire
**Range:** Touch
**Area:** Special
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a magical symbol to appear. The symbol may be inscribed onto any solid and immobile material. If it is inscribed onto metal, then consult the Defigere and Spell Failure tables in *Chapter 11: Magic*. Itself, the symbol has no color, but is merely an inscription. Since the symbol must be immobile, it permanently loses all magical power once moved from the location in which it was created. Therefore, a symbol will rarely be inscribed onto a door, because once the door is opened and the symbol has moved, the symbol is permanently ineffective. Otherwise, the symbol is permanent until destroyed physically. Physical destruction depends on the material in which it was inscribed. Examples below describe how much damage is necessary to render the symbol ineffective:

| Material | IP Damage Necessary |
|---|---|
| Sand | 1 |
| Earth | 2 |
| Wood | 5 |
| Stone | 30 |

The diameter of the symbol relates to its power and the level of the caster when it was created. The caster may choose the diameter, though it may not be smaller than 1 inch or larger than that listed in the following table:

| Caster Level | Diameter | Damage |
|---|---|---|
| 1 | 1 inch | 1d4 |
| 2 | 2 inches | 1d6 |
| 3 | 3 inches | 1d8 |
| 4 | 6 inches | 1d10 |
| 5 | 12 inches | 1d12 |
| 6 | 18 inches | 1d20 |
| 7 | 2 feet | 2d20 |
| 8 | 3 feet | 1d100 |
| 9 | 5 feet | 2d100 |
| 10 | 10 feet | 4d100 |
| 11 | 15 feet | 1d1000 |
| 12 | 20 feet | 2d1000 |
| 13-14 | 30 feet | 4d1000 |
| > 14 | 100 feet | 4d1000 x 10 |

Most casters prefer the largest diameter that they can create, because the damage depends on the diameter of the symbol, not the caster level.

All creatures who have a predominantly unethical or neutral disposition suffer LP of damage upon entering, or remaining within, an area of proximity to the symbol. The area of proximity in which they suffer damage is 10 times the diameter of the symbol. For example, if an unethical creature comes within 10' of a Symbol of Ethicality cast by a 5th level caster who made a 12" symbol, then they will suffer 1d12 LP of damage.

The area of a symbol may overlap with the area of other symbols. For this reason, if a character notices, say, a door frame that has dozens of small symbols inscribed onto it, then it is wise to approach with caution, if it must be approached at all.

## Symbol of Immorality

**Level:** 2
**Magic Points:** 16
**Discipline:** Fire
**Range:** Touch
**Area:** Special
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a magical symbol to appear. The symbol may be inscribed onto any solid and immobile material. If it is inscribed onto metal, then consult the Defigere and Spell Failure tables in *Chapter 11: Magic*. Itself, the symbol has no color, but is merely an inscription. Since the symbol must be immobile, it permanently loses all magical power once moved from the location in which it was created. Therefore, a symbol will rarely be inscribed onto a door, because once the door is opened and the symbol has moved, the symbol is permanently ineffective. Otherwise, the symbol is permanent until destroyed physically. Physical destruction depends on the material in which it was inscribed. Examples below describe how much damage is necessary to render the symbol ineffective:

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| Stone | 30 |

The diameter of the symbol relates to its power and the level of the caster when it was created. The caster may choose the diameter, though it may not be smaller than 1 inch or larger than that listed in the following table:

| Caster Level | Diameter | Damage |
|---|---|---|
| 1 | 1 inch | 1d4 |
| 2 | 2 inches | 1d6 |
| 3 | 3 inches | 1d8 |
| 4 | 6 inches | 1d10 |
| 5 | 12 inches | 1d12 |
| 6 | 18 inches | 1d20 |
| 7 | 2 feet | 2d20 |
| 8 | 3 feet | 1d100 |
| 9 | 5 feet | 2d100 |
| 10 | 10 feet | 4d100 |
| 11 | 15 feet | 1d1000 |
| 12 | 20 feet | 2d1000 |
| 13-14 | 30 feet | 4d1000 |
| > 14 | 100 feet | 4d1000 x 10 |

Most casters prefer the largest diameter that they can create, because the damage depends on the diameter of the symbol, not the caster level.

All creatures who have a predominantly moral or neutral disposition suffer LP of damage upon entering, or remaining within, an area of proximity to the symbol. The area of proximity in which they suffer damage is 10 times the diameter of the symbol. For example, if a moral creature comes within 10' of a Symbol of Immorality cast by a 5th level caster who made a 12" symbol, then they will suffer 1d12 LP of damage.

The area of a symbol may overlap with the area of other symbols. For this reason, if a character notices, say, a door frame that has dozens of small symbols inscribed onto it, then it is wise to approach with caution, if it must be approached at all.

## Symbol of Morality

**Level:** 2
**Magic Points:** 16
**Discipline:** Fire
**Range:** Touch
**Area:** Special
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a magical symbol to appear. The symbol may be inscribed onto any solid and immobile material. If it is inscribed onto metal, then consult the Defigere and Spell Failure tables in *Chapter 11: Magic*. Itself, the symbol has no color, but is merely an inscription. Since the symbol must be immobile, it permanently loses all magical power once moved from the location in which it was created. Therefore, a symbol will rarely be inscribed onto a door, because once the door is opened and the symbol has moved, the symbol is permanently ineffective. Otherwise, the symbol is permanent until destroyed physically. Physical destruction depends on the material in which it was inscribed. Examples below describe how much damage is necessary to render the symbol ineffective:

| Material | IP Damage Necessary |
|---|---|
| Sand | 1 |
| Earth | 2 |
| Wood | 5 |
| Stone | 30 |

The diameter of the symbol relates to its power and the level of the caster when it was created. The caster may choose the diameter, though it may not be smaller than 1 inch or larger than that listed in the following table:

| Caster Level | Diameter | Damage |
|---|---|---|
| 1 | 1 inch | 1d4 |
| 2 | 2 inches | 1d6 |
| 3 | 3 inches | 1d8 |
| 4 | 6 inches | 1d10 |
| 5 | 12 inches | 1d12 |
| 6 | 18 inches | 1d20 |
| 7 | 2 feet | 2d20 |
| 8 | 3 feet | 1d100 |
| 9 | 5 feet | 2d100 |
| 10 | 10 feet | 4d100 |
| 11 | 15 feet | 1d1000 |
| 12 | 20 feet | 2d1000 |
| 13-14 | 30 feet | 4d1000 |
| > 14 | 100 feet | 4d1000 x 10 |

Most casters prefer the largest diameter that they can create, because the damage depends on the diameter of the symbol, not the caster level.

All creatures who have a predominantly immoral or neutral disposition suffer LP of damage upon entering, or remaining within, an area of proximity to the symbol. The area of proximity in which they suffer damage is 10 times the diameter of the symbol. For example, if an immoral creature comes within 10' of a Symbol of Morality cast by a 5th level caster who made a 12" symbol, then they will suffer 1d12 LP of damage.

The area of a symbol may overlap with the area of other symbols. For this reason, if a character notices, say, a door frame that has dozens of small symbols inscribed onto it, then it is wise to approach with caution, if it must be approached at all.

## Symbol of Unethicality

**Level:** 2
**Magic Points:** 16
**Discipline:** Fire
**Range:** Touch
**Area:** Special
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a magical symbol to appear. The symbol may be inscribed onto any solid and immobile material. If it is inscribed onto metal, then consult the Defigere and Spell Failure tables in *Chapter 11: Magic*. Itself, the symbol has no color, but is merely an inscription. Since the symbol must be immobile, it permanently loses all magical power once moved from the location in which it was created. Therefore, a symbol will rarely be inscribed onto a door, because once the door is opened and the symbol has moved, the symbol is permanently ineffective. Otherwise, the symbol is permanent until destroyed physically. Physical destruction depends on the material in which it was inscribed. Examples below describe how much damage is necessary to render the symbol ineffective:

| Material | IP Damage Necessary |
|---|---|
| Sand | 1 |
| Earth | 2 |
| Wood | 5 |
| Stone | 30 |

The diameter of the symbol relates to its power and the level of the caster when it was created. The caster may choose the diameter, though it may not be smaller than 1 inch or larger than that listed in the following table:

| Caster Level | Diameter | Damage |
|---|---|---|
| 1 | 1 inch | 1d4 |
| 2 | 2 inches | 1d6 |
| 3 | 3 inches | 1d8 |
| 4 | 6 inches | 1d10 |
| 5 | 12 inches | 1d12 |
| 6 | 18 inches | 1d20 |
| 7 | 2 feet | 2d20 |
| 8 | 3 feet | 1d100 |
| 9 | 5 feet | 2d100 |
| 10 | 10 feet | 4d100 |
| 11 | 15 feet | 1d1000 |
| 12 | 20 feet | 2d1000 |
| 13-14 | 30 feet | 4d1000 |
| > 14 | 100 feet | 4d1000 x 10 |

Most casters prefer the largest diameter that they can create, because the damage depends on the diameter of the symbol, not the caster level.

All creatures who have a predominantly ethical or neutral disposition suffer LP of damage upon entering, or remaining within, an area of proximity to the symbol. The area of proximity in which they suffer damage is 10 times the diameter of the symbol. For example, if an ethical creature comes within 10' of a Symbol of Unethicality cast by a 5th level caster who made a 12" symbol, then they will suffer 1d12 LP of damage.

The area of a symbol may overlap with the area of other symbols. For this reason, if a character notices, say, a door frame that has dozens of small symbols inscribed onto it, then it is wise to approach with caution, if it must be approached at all.

## Teleportation

**Level:** 8
**Magic Points:** 64
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature
**Duration:** Instantaneous
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a creature to be moved instantly or transported to a location envisioned by the caster. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The caster must have personally been in the exact location where the target creature is to be transported. The spell functions by converting the body of the target into pure energy, which then seeks the appropriate location at the speed of light, transforming instantly back into the target creature at the specified destination.

The amount of matter that a caster may teleport depends on their occupational level. Consult the table below:

| Caster Level | IP or LP |
|---|---|
| 1-4 | 10 |
| 5-8 | 20 |
| 9-12 | 50 |
| 13-16 | 100 |
| 17-20 | 1,000 |
| > 20 | 10,000 |

In order for the target creature to be transported successfully to the correct location, the caster must pass a Reflection sub-ability check. The caster must consult the Aedile to determine the TH of the Reflection check. Below are some suggestions:

| TH | Reason |
|---|---|
| < 8 | Caster has not been at the exact destination for at least 1 hour. |
| 8-12 | Caster has not been at the exact destination for at least 1 day. |
| 13-17 | Caster has not been at the exact destination for at least 1 month. |
| 18-22 | Caster has not been at the exact destination for at least 1 year. |
| 23-27 | Caster has not been at the exact destination for at least 5 years. |
| 28-32 | Caster has not been at the exact destination for at least 25 years. |
| 33-37 | Caster has not been at the exact destination for at least 50 years. |
| > 37 | Caster has not been at the exact destination for at least 100 years. |

However, the significance of the destination is equally important to the Reflection check. If a major life event happened at the location (such as marriage or divorce, death of a friend, close call with death, etc.), then the Aedile may lower the TH by no more than 15.

If the caster fails their Reflection check, then the target creature is not transported to the destination. Instead, roll 3d10 and consult the table below:

| Roll | Result |
|---|---|
| < 14 | The target creatures are totally unaffected by the spell. |
| 14-17 | The target creatures are converted into pure energy, and the caster does not know where their energy is. |
| 18 | The target creatures are transported (1d100)% of the distance in a random direction. |
| > 18 | The target creatures are transported (1d100)% of the distance in the correct direction. |

### Tenesmus

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** 50'
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a creature seen by the caster during casting to experience a painful and distressing but ineffectual urge to either (01-50%) defecate or (51-100%) urinate. This constipated feeling produces a state of excitation and restlessness. For the target creature to be able to concentrate on other activities or stimuli, such as combat, a successful Drive sub-ability check at TH 18 must be passed each round. Failure indicates that the creature is squatting or doing anything reasonable to fulfill their urge.

The size of the target creature depends on the level of the caster:

| Caster Level | Creature Size |
|---|---|
| 1 | cat |
| 2 | dog |
| 3 | human |
| 4 | troll |
| > 4 | ogre |

### *Test of Pregnancy*

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** Touch
**Area:** 1 woman
**Duration:** Instantaneous
**Reference:** PDM xiv. 956-60.
**Chant:** None
**Ingredients:** A plant
**Ritual:** The way to know it of a woman whether she will be pregnant: You should make the woman urinate on this plant, above, again, at night. When morning comes, if you find the plant scorched, then she will not conceive. If you find it green, then she will conceive.
**Description:** Casting this spell will determine whether or not a woman is pregnant.

### *To Keep Bugs Out of the House*

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** 50'
**Area:** 1 dwelling
**Duration:** 2 days to an exponential power equal to the level of the caster
**Reference:** PGM VII. 149-54.
**Chant:** None
**Ingredients:** Goat bile and water
**Ritual:** Mix the ingredients together and sprinkle them about the house.
**Description:** This spell keeps bugs out of the house. An alternate form of this spell is specifically for fleas: grind wet rosebay and salt water together and spread it about the house.

### *To Win at Dice*

**Level:** 1
**Magic Points:** 8
**Discipline:** Ether
**Range:** Dice in caster's hand
**Area:** A number of dice equal to the caster's level
**Duration:** 1 toss
**Reference:** PGM VII. 423-28.
**Chant:** "THERTHENITHOR DYAGOTHERE THERTHENITHOR SYAPOTHEREUO KODOCHOR make me a winner at dice, O prevailing Adriel." Then, into your hand say repeatedly before each throw: "Let not even 1 of these playing with me be equal, and I am going to throw what I want."
**Ingredients:** None
**Ritual:** Speak the chant.
**Description:** Casting this spell alters the roll of dice in favor of the desire of the caster. Unfortunately, many have heard of this, and upon hearing the caster chant, they may become furious. The result of the dice is exactly what the caster wants.

### Trance

**Level:** 2
**Magic Points:** 16
**Discipline:** Ether
**Range:** 50'
**Area:** 1 creature per 2 levels of the caster
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a number of creatures to need to pass a Drive sub-ability check at TH 18. If a creature fails their check, then they are forced to enter a Trance for the duration of the spell. While in a Trance, creatures are receptive to questions, but lack physical motivation and remain at their present location. Creatures with an Intelligence less than 100 will answer questions honestly and without restraint, while those who are more intelligent will refuse to answer questions they do not want to answer.

### Transference

**Level:** 4
**Magic Points:** 32
**Discipline:** Ether
**Range:** Touch
**Area:** 1 creature
**Duration:** See below
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a magical effect to be transferred from 1 character or object to another. For this spell to take effect, the caster must simultaneously touch the origin and destination of the magical effect. The origin and destination must be touched successfully. If the origin or destination is a target creature, and resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The magical effect will continue to function as long as determined previously.

### Transmogrification

**Level:** 10
**Magic Points:** 1,800
**Discipline:** Earth
**Range:** Direct line of sight
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to be able to transform any single creature or object into any other, and must imagine the new form during casting. The target creature or object must be touched successfully. If a target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If the target creature passes a Health sub-ability check at TH 30, then they are unaffected by the spell. This spell does not have size limitations. Therefore, a caster could transmogrify a toad into a mountain.

### Transmogrify Dirt and Mud

**Level:** 4
**Magic Points:** 32
**Discipline:** Earth
**Range:** Touch
**Area:** 1,000 cubic feet
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes either dirt to be transformed into mud, or mud into dirt. Upon casting, the caster must specify whether dirt will be transformed into mud or vice versa. The mud or dirt must be touched successfully.

### Transmogrify Flesh to Stone

**Level:** 5
**Magic Points:** 40
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a living creature to change form from flesh to stone, from life to death. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If the target creature passes a Health sub-ability check at TH 24, then they are unaffected by the spell. Stone may not be transmogrified into flesh.

### Transmogrify Life

**Level:** 7
**Magic Points:** 56
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a living creature to change form into another living creature, as selected by the caster. The caster may transform any living creature into the physical appearance and size of any other, and must imagine the new form during casting. A living creature may not be transformed into an object. For instance, the caster may transform a human into a toad, or cat into a dragon, but not a human into a barrel. For a creature to be transformed by this spell, they must begin and end no larger than 100,000,000 cubic feet, which is less than 500 feet cubed.

The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). If the target creature passes a Health sub-ability check at TH 24, then they are unaffected by the spell.

The target creature will take on all physical characteristics of the new form. However, magical effects and innate abilities do not accompany the change. For instance, the body of a cat may be transmogrified into a dragon, but the creature will be unable to use a breath weapon. However, after the transformation the cat has the LP of a dragon.

### Transmogrify Metal and Wood

**Level:** 4
**Magic Points:** 32
**Discipline:** Earth
**Range:** Touch
**Area:** 1,000 cubic feet
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes either metal to be transformed into wood, or wood into metal. Upon casting, the caster must specify whether metal will be transformed into wood or vice versa. Wood may not be transformed into precious metals such as bronze, copper, silver, or gold.

## Transmogrify Object

**Level:** 6
**Magic Points:** 48
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a nonliving object to change form into another nonliving object, as selected by the caster. The caster may transform any nonliving object into the physical appearance, substance, and size of any other. A nonliving object may not be transformed into a living creature. For instance, the caster may transform a shoe into a boulder. For an object to be transformed by this spell, it must begin and end no larger than 100,000,000 cubic feet, which is less than 500 feet cubed.

For the spell to take effect, the target object must be touched by the caster. The target object cannot be transformed into an object with magical properties. If this is attempted, then magical properties will not function. The object will have the IP of the new object.

## True Name

**Level:** 6
**Magic Points:** 48
**Discipline:** Air
**Range:** None
**Area:** None
**Duration:** Special
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell conjures a daimon, usually a cacodaemon, while the caster stands within a 9' circle. The caster must form a pact with the daimon. The cacodaemon will want compensation in proportion to the importance of the character whose true name is desired by the caster, or at least the importance to the caster. The Aedile must determine the demands of the daimon.

Learning the true name of a creature gives the caster considerable power. The true name of a creature is often an ingredient or part of a chant in a spell, and knowledge of such a name usually grants casters the ability to cast spells that specifically affect that creature.

Other spells that use a true name include Burning Bush, Call Lesser Being, Pillar of Smoke, and *Spell to Cause a Woman to Hate a Man*.

## Truncheon

**Level:** 4
**Magic Points:** 32
**Discipline:** Fire
**Range:** 1,000'
**Area:** 100' radius
**Duration:** 2 rounds per level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell creates a magical maul (which is 20 lbs., 5' in length, made of granite) that appears and immediately seeks out any vertebrates. Upon finding a vertebrate, living or dead, within the area of the spell, this unholy Truncheon attempts to bludgeon until it is powder. The Truncheon attacks only once per round, which is first in every round. The weapon does not receive bonuses or penalties while attacking. If it hits, however, then the Truncheon delivers 4d100 LP of damage. Graphic Gore is possible. The Truncheon will never attack the caster. If there is no vertebrate within the area, then the Truncheon will pound the ground.

This spell is a more potent version of Divine Maul.

## *Unattractive*

**Level:** 2
**Magic Points:** 16
**Discipline:** Earth
**Range:** 50'
**Area:** 1 character
**Duration:** 1d100 minutes multiplied times the level of the caster
**Reference:** PGM XIII. 1-343.
**Chant:** I sever (speak their name) from (speak their name).
**Ingredients:** Dog's excrement
**Ritual:** If you want someone to be unattractive, either a woman to a man and a man to a woman: Take a dog's excrement and put it in the post-hole of their door, speaking the chant.
**Description:** Casting this spell will cause the subject of the spell to lose (1d100)% of Bodily Attractiveness and (1d100) % of Facial Charisma.

## Vanish

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** 50'
**Area:** 1 object per 2 levels of the caster that does not exceed 1d10 IP
**Duration:** 1d6 rounds per level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell will cause an object of no more than 1d10 IP that is designated and touched by the caster to vanish, removing it from this plane of existence for a short duration. The object is temporarily stored in otherworldly ether. An object that exceeds 1d10 IP as determined above will not vanish even in part. The object reappears in exactly the same location in the universe, though not necessarily relative to other nearby things. For example, if a caster caused a character's ring to Vanish, and the victim moved from the initial location, then the ring would reappear not on their finger, but where it was exactly when it vanished. Since planets are in motion, this is almost never likely to be where anticipated.

Inventive casters have been known to take a link out of a chain (such as in a drawbridge), a support spike out of a bridge, a rudder from a ship, and a shoe from a character walking over broken glass.

## Varicose Veins

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** 1 creature
**Duration:** Permanent
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell will cause a target creature to acquire Varicose Veins. Varicose Veins are numerous small veins near the surface of the skin. The target creature must be touched successfully on a limb. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). Whatever limb is touched by the caster will acquire Varicose Veins. For each limb with Varicose Veins, Bodily Attractiveness decreases by (1d10)%.

## Walk on Water

**Level:** 3
**Magic Points:** 24
**Discipline:** Earth
**Range:** Touch
**Area:** The water underneath 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell allows the caster to bestow the ability to Walk on Water. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The spell functions by hardening the water underneath the feet of the target creature. This spell supports no more than 200 lbs.

### Waves Be Still

**Level:** 10
**Magic Points:** 1,800
**Discipline:** Earth
**Range:** None
**Area:** 10 square miles of waves
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the waves that surround the caster to be calm and idle.

### Wet Dream

**Level:** 2
**Magic Points:** 16
**Discipline:** Ether
**Range:** Touch
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a sleeping target creature to have a Wet Dream. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*).

A Wet Dream is a dream of sexual desire. For the duration of the spell, the target creature will have an intense sexual dream that is immensely satisfying. For each round that the target creature has a magical Wet Dream, their Manhood or vagina will seep 1 fluid ounce of pre-cum or vaginal wetness, respectively. For each round of a magical Wet Dream, the target creature has a cumulative 1% chance of ejaculating or having an orgasm. When the spell ends, the target creature will awaken and notice wetness.

### Wish

**Level:** 10
**Magic Points:** 1,800
**Discipline:** Ether
**Range:** Special
**Area:** Special
**Duration:** Special
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes a wish of the caster to become reality. The wish must be verbalized. The Aedile is encouraged to be semantically discriminating regarding how the wish is stated. To be clear, the Aedile should ask that the wish is written, only so that the Aedile may pause and examine it. Any ambiguous terms may be exploited. Anything unstated may be exploited.

For example, if a caster casts Wish and declares "I wish for a lot of gold," there are numerous problems with this simple statement. Exactly how much is a "lot"? Is a "lot" a quantity or a straw used to draw and decide something? Could "lot" be interpreted as a share, portion, or allotment? If so, what does this mean? More importantly, the caster wished "for" something, which in no way implies ownership or that it should appear before the caster.

Perhaps more important than what is stated is what is unstated. In the simple Wish of "I wish for a lot of gold," there is no mention of time. A substantial amount of gold may appear just before the end of the caster's lifetime.

Due to the ease with which the Wish spell may be abused, the Aedile is cautioned to use their best judgment and be quite literal regarding the interpretation of the wish. If multiple interpretations of a word exist, then randomly select 1. If multiple meanings of a phrase exist, then write them down and randomly select 1. Anytime an ambiguity arises, handle it randomly. A Wish is a serious matter and extremely powerful. As the Aedile, do not feel rushed or pressured to deliver the outcome in a timely fashion. Take your time and consider the Wish.

### Wishbone

**Level:** 7
**Magic Points:** 56
**Discipline:** Air
**Range:** 50'
**Area:** Special
**Duration:** 1 minute
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes 2 cacodaemons to appear outside the circle used for convocation. The caster stands within the circle. Protected inside the circle on the ground, the caster points at a target creature outside the convocation circle. Each of the cacodaemons immediately grabs a leg of the target creature and they hold the creature upside down and off the ground. The target creature may be no larger than 10' in height or 1 ton in weight, nor have a Strength greater than 750. If so, then the cacodaemons are unable to perform their ritual.

Once the cacodaemons have the target creature in position, they pause and wait for the caster to make a wish. By custom, the caster does not verbalize the wish, but merely thinks it. After thinking the wish, the caster customarily nods to the cacodaemons. Upon seeing the caster nod, the cacodaemons finalize the wish by pulling in opposite directions on the target creature's legs, effectively ripping each leg from its hip socket. The victim dies upon completion of the spell.

While the caster may wish for whatever their heart desires, only simple wishes are effective. The Aedile is the final arbiter of the effects. The limitations of this spell are as follows:

If riches are wished for, then no more than 100 gp will result, usually falling from the sky before the caster.

No character may be brought back from the dead. Similarly, no character, besides the sacrificial wishbone, will die as a result of this spell.

A maximum of 100 LP may be distributed as healing or damage.

The caster may wish for the casting of a spell that is familiar to them and no higher than spell level 3.

## Wooden Carapace

**Level:** 1
**Magic Points:** 8
**Discipline:** Earth
**Range:** Touch
**Area:** Creature touched
**Duration:** 1d6 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell bestows protection on 1 target creature that is touched by the caster. The target creature must be touched successfully. If the target creature resists being touched, then the caster must make a Brawling skill check (see *Chap. 8: Skills*). The effect of the spell is a hardening of the outer body and grants a bonus of 5 CA for the duration of the spell.

## Worst Nightmare

**Level:** 4
**Magic Points:** 32
**Discipline:** Air
**Range:** Direct line of sight
**Area:** 1 creature
**Duration:** 2 rounds to an exponential power equal to the level of the caster
**Chant:** See *Chapter 11: Magic*
**Ingredients:** See *Chapter 11: Magic*
**Ritual:** See *Chapter 11: Magic*
**Description:** Casting this spell causes the Worst Nightmare of the target creature to seem to appear before them. The target creature must be seen by the caster during casting. The target creature must pass a Common Sense sub-ability check at TH 24 to disbelieve the hallucination. Only the target creature experiences the hallucination; other creatures in the area do not see the Worst Nightmare of the target creature.

The exact nature of the Worst Nightmare is determined by the Aedile, or a player may determine the Worst Nightmare of their character. Suggestions include a dragon or a previous lover.

Once it has appeared, whatever it may be, the Worst Nightmare will attack the target creature. The Worst Nightmare will attack in every respect as though it were real. Damage in LP will be felt as though real. If LP are reduced to 0, then the target creature dies.

# Chapter 13: Magical Items



Although magical items are rare, characters may encounter such items. This chapter is a compilation of magical items and explanations of their magical effects. Magical items may be created by casting Imbue Item, Immutability, or Wish (see *Chapter 12: Spells*). If a god creates a magical item, then it is considered to be created by a Wish spell. Most magical items are created by casting both Imbue Item and Immutability, and are termed Ordinary. Magical items created with a Wish spell are rare and termed Extraordinary.

## Spell Level and Magical Items

Since Immutability is a 6th level spell, the average sorcerer who can cast this spell is at least at the 10th occupational level, though it is possible for a sorcerer to be able to cast 6th level spells at the 5th occupational level. Because fewer sorcerers exist as occupational level increases, the standard for spell effects imbued into a magical item is as if cast by a 10th level sorcerer. The Aedile may adjust the power of these effects by rolling 2d10 to determine the occupational level of the sorcerer who created the magical item and disregarding results lower than 5.

Following is a list of the major categories of magical items. To randomly select a magical item, roll 1d1000 and consult the table on the next page:

| Magical Items | | | |
|---|---|---|---|
| **Roll** | **Result** | **Roll** | **Result** |
| 001-020* | Alchemical, Elixirs | 518-521 | Household Items, Mirrors |
| 021-050 | Alchemical, Oils | 522-523 | Household Items, Seeds |
| 051-070 | Alchemical, Ointments | 524 | Household Items, Spinning Wheels |
| 071-080* | Alchemical, Philters | 525-531 | Household Items, Stones |
| 081-150 | Alchemical, Potions | 532 | Household Items, Tables |
| 151-160* | Alchemical, Salves | 533 | Household Items, Urns |
| 161-180 | Apparel, Boots | 534-535 | Household Items, Wells |
| 181-190 | Apparel, Bracers | 536-540 | Jewelry, Amulets |
| 191 | Apparel, Brassieres | 541-542 | Jewelry, Anklets |
| 192-220 | Apparel, Cloaks | 543-545 | Jewelry, Bracelets |
| 221-222 | Apparel, Dresses | 546-550 | Jewelry, Brooches |
| 223-240 | Apparel, Girdles | 551-554 | Jewelry, Charms |
| 241-250 | Apparel, Gloves | 555 | Jewelry, Crowns |
| 251-270 | Apparel, Robes | 556-557 | Jewelry, Earrings |
| 271 | Armor, Barding | 558-560 | Jewelry, Lockets |
| 272-290 | Armor, Helmets | 561-570 | Jewelry, Medallions |
| 291-310 | Armor, Light | 571-580 | Jewelry, Necklaces |
| 311-330 | Armor, Medium | 581-590 | Jewelry, Pendants |
| 331-360 | Armor, Heavy | 591-600 | Jewelry, Religious Symbols |
| 361-390 | Armor, Shields | 601-630 | Jewelry, Rings |
| 391 | Canes | 631-640 | Jewelry, Talismans |
| 392-405 | Household Items, Bags | 641-650 | Miscellaneous |
| 406-415 | Household Items, Beads | 651-660 | Musical Instruments |
| 416-417 | Household Items, Braziers | 661-670 | Powders |
| 418-425 | Household Items, Brooms | 671-700 | Rods |
| 426-430 | Household Items, Candles | 701-715 | Scripture, Books |
| 431-444 | Household Items, Cauldrons | 716-720 | Scripture, Codexes |
| 445-453 | Household Items, Censers | 721-730 | Scripture, Grimoires |
| 454-461 | Household Items, Chalices | 731-735 | Scripture, Librams |
| 462 | Household Items, Chess Sets | 736-745 | Scripture, Scrolls |
| 463-469 | Household Items, Chests | 746-755 | Scripture, Tablets |
| 470-471 | Household Items, Coins | 756-760 | Scripture, Tomes |
| 472-474 | Household Items, Dice | 761-788 | Staves |
| 475-485 | Household Items, Figurines | 789 | Torture Devices |
| 486-490 | Household Items, Flagons | 790-800 | Wands |
| 491-495 | Household Items, Goblets | 801-900 | Weapons, Melee |
| 496-500 | Household Items, Hourglasses | 901-930 | Weapons, Miscellaneous |
| 501-505 | Household Items, Incense | 931-998 | Weapons, Missile |
| 506-510 | Household Items, Jars | 999* | Weapons, Sentient |
| 511-517 | Household Items, Maps | 1000 | Weapons, Siege Engines |

* All magical items of this category are Extraordinary magical items. Do not roll on the table below, but proceed directly to the appropriate category of magical items.

Next, roll 1d1000 to determine whether the magical item is Ordinary or Extraordinary, and how many magical effects. Finally, proceed to the appropriate category of magical items.

| Roll | Result |
|---|---|
| 3-26 | Ordinary Magical Item with 1 effect |
| 27 | Ordinary Magical Item with 2 effects |
| 28 | Ordinary Magical Item with 3 effects |
| 29 | Ordinary Magical Item with 4 effects |
| 30 | Extraordinary Magical Item |

## Ordinary Magical Effects

The frequency of an effect on the following table is affected by its popularity, spell level, and whether it is ceremonial or chaos magic. Magical effects are more frequent from spells that are popular, low in spell level, and chaos magic.

To determine an effect, roll 1d1000 and consult the following table (reroll duplicates):

| Roll | Ordinary Magical Effects |
|---|---|
| 001 | Ablation: Whosoever touches this item is able to reach in and take out the organs of another character with a successful Brawling skill check while in contact. |
| 002 | Acclimation: Whosoever touches this item acclimates to their environment while in contact. |
| 003-010 | Acidic Touch: Whosoever touches this item takes 1d10 LP acidic damage per round while in contact. |
| 011 | Alchemy: All metal coins that touch this item turn to gold. |
| 012-020 | Anti-venom: Whosoever touches this item is inoculated against natural venom while in contact. |
| 021-025 | Arachnid Feet: Whosoever touches this item experiences a change in their hands and feet, such that they can climb walls like a spider while in contact. |
| 026-030 | Ascertain Properties: Whosoever touches this item hears a voice in their head when touching another item that has magical properties while in contact. |
| 031-032 | Augment Charisma: Whosoever touches this item gains 1d6 points in 1 sub-ability of Charisma while in contact. |
| 033-034 | Augment Debauchery: Whosoever touches this item gains 1d6 Debauchery while in contact. |
| 035-036 | Augment Dexterity: Whosoever touches this item gains 1d6 points in 1 sub-ability of Dexterity while in contact. |
| 037-038 | Augment Intelligence: Whosoever touches this item gains 1d6 points in 1 sub-ability of Intelligence while in contact. |
| 039-040 | Augment Magic: Whosoever touches this item gains 1d6 MP while in contact. |
| 041-042 | Augment Physique: Whosoever touches this item gains 1d6 points in 1 sub-ability of Physique while in contact. |
| 043-044 | Augment Piety: Whosoever touches this item gains 1d6 PP while in contact. |
| 045-046 | Augment Vision: Whosoever touches this item gains 1d6 Vision while in contact. |
| 047-048 | Augment Wisdom: Whosoever touches this item gains 1d6 points in 1 sub-ability of Wisdom while in contact. |
| 049-051 | Banish Allergy: Whosoever touches this item loses 1 allergy while in contact. |
| 052 | Banish Disease: Whosoever touches this item loses 1 disease while in contact. |
| 053-055 | Banish Intoxication: Whosoever touches this item becomes sober. |
| 056 | Banish Paralysis: Whosoever touches this item is cured of paralysis. |
| 057 | Banish Poison: Whosoever touches this item is cured of poison. |
| 058-060 | Bestow Aching Back: Whosoever touches this item has an aching back while in contact. |
| 061 | Bestow Aeon: Whosoever touches this item ages several million years and probably dies. |
| 062-064 | Bestow Allergy: Whosoever touches this item acquires a random allergy while in contact. |
| 065-066 | Bestow Asphyxiation: Whosoever touches this item must pass a Health sub-ability check at TH 23 or choke to death in accordance with the choking maneuver in Wrestling. |
| 067-070 | Bestow Aura: Whosoever touches this item glows with an aura while in contact. The Aedile determines the color and brightness. |
| 071-072 | Bestow Blindness: Whosoever touches this item becomes permanently blind if they fail a Health sub-ability check at TH 21. |
| 073-076 | Bestow Blistering Boils: Whosoever touches this item acquires blistering boils as per the spell. |
| 077 | Bestow Century: Whosoever touches this item ages 100 years and probably dies. |
| 078-79 | Bestow Deafness: Whosoever touches this item becomes permanently deaf if they fail a Health sub-ability check at TH 21. |
| 080 | Bestow Decade: Whosoever touches this item ages 10 years. |
| 081-083 | Bestow Disease: Whosoever touches this item acquires a random disease. |
| 084-086 | Bestow Earache: Whosoever touches this item acquires an earache and suffers -3d10 to all Sound skill checks while in contact. |
| 087-090 | Bestow Greater Harm: Whosoever touches this item suffers 2d20 LP of damage. |
| 091-110 | Bestow Harm: Whosoever touches this item suffers 2d8 LP of damage. |
| 111 | Bestow Headache: Whosoever touches this item acquires a headache while in contact. |

| Roll | Ordinary Magical Effects (Continued) |
|---|---|
| 112 | Bestow Ingrown Nail: Whosoever touches this item acquires an ingrown nail while in contact. |
| 113-115 | Bestow Intoxication: Whosoever touches this item feels as though they drank 1d6 glasses of mead. |
| 116-117 | Bestow Leprosy: Whosoever touches this item acquires Leprosy if they fail a Health sub-ability check at TH 26, as per the spell. |
| 118-150 | Bestow Lesser Harm: Whosoever touches this item suffers 1d10 LP of damage. |
| 151-153 | Bestow Loss of Appetite: Whosoever touches this item will not eat for 1d10 days. See the spell description for more details. |
| 154 | Bestow Millennium: Whosoever touches this item ages 1,000 years. |
| 155-156 | Bestow Muteness: Whosoever touches this item becomes permanently mute if they fail a Health sub-ability check at TH 21. |
| 157-162 | Bestow Numbness: Whosoever touches this item becomes numb in the body part that touched the item for 1d100 rounds. |
| 163-170 | Bestow Paralysis: Whosoever touches this item becomes paralyzed. See the spell description. |
| 171 | Bestow Sniffles: Whosoever touches this item gets the sniffles while in contact. |
| 172 | Bestow Toothache: Whosoever touches this item acquires a toothache while in contact. |
| 173-174 | Bestow Tooth-Rot: Whosoever touches this item experiences 1d10 teeth rotting and falling out in 1d10 rounds. |
| 175-176 | Bestow Ulcer: Whosoever touches this item gets an ulcer while in contact. |
| 177-180 | Call Acid Rain: Whosoever touches this item and reads aloud the inscribed chant conjures acid rain as per the spell description. |
| 181-185 | Call Animals: Whosoever touches this item and reads aloud the inscribed chant conjures animals as per the spell description. |
| 186 | Call Avalanche: Whosoever touches this item and reads aloud the inscribed chant conjures an avalanche as per the spell description. |
| 187-190 | Call Ball Lightning: Whosoever touches this item and reads aloud the inscribed chant conjures ball lightning as per the spell description. |
| 191 | Call Blizzard: Whosoever touches this item and reads aloud the inscribed chant conjures a blizzard as per the spell description. |
| 192 | Call Comet: Whosoever touches this item and reads aloud the inscribed chant conjures a comet as per the spell description. |
| 193-195 | Call Chilly Gust: Whosoever touches this item and reads aloud the inscribed chant conjures a chilly gust as per the spell description. |
| 196-210 | Call Familiar: Whosoever touches this item and reads aloud the inscribed chant conjures a familiar as per the spell description. |
| 211 | Call Flood: Whosoever touches this item and reads aloud the inscribed chant conjures a flood as per the spell description. |
| 212-215 | Call Fog: Whosoever touches this item and reads aloud the inscribed chant conjures fog as per the spell description. |
| 216-220 | Call Gale Wind: Whosoever touches this item and reads aloud the inscribed chant conjures gale wind as per the spell description. |
| 221 | Call God: Whosoever touches this item and reads aloud the inscribed chant conjures a random god as per the spell description. |
| 222 | Call Greater Item: Whosoever touches this item and reads aloud the inscribed chant conjures a greater item as per the spell description. |
| 223-230 | Call Guard Dog: Whosoever touches this item and reads aloud the inscribed chant conjures a guard dog as per the spell description. |
| 231-250 | Call Lesser Being: Whosoever touches this item and reads aloud the inscribed chant conjures a lesser being as per the spell description. |
| 251-275 | Call Light: Whosoever touches this item and reads aloud the inscribed chant conjures light as per the spell description. |
| 276-277 | Call Lightning: Whosoever touches this item and reads aloud the inscribed chant conjures lightning as per the spell description. |
| 278-285 | Call Maggots: Whosoever touches this item and reads aloud the inscribed chant conjures maggots as per the spell description. |
| 286-300 | Call Magic Mail: Whosoever touches this item and reads aloud the inscribed chant conjures magical mail as per the spell description. |

| Roll | Ordinary Magical Effects (Continued) |
|---|---|
| 301-303 | Call Object: Whosoever touches this item and reads aloud the inscribed chant conjures an object as per the spell description. |
| 304 | Call Quake: Whosoever touches this item and reads aloud the inscribed chant conjures a quake as per the spell description. |
| 305-310 | Call Termites: Whosoever touches this item and reads aloud the inscribed chant conjures fog as per the spell description. |
| 311 | Call Tidal Wave: Whosoever touches this item and reads aloud the inscribed chant conjures a tidal wave as per the spell description. |
| 312 | Call Vermin: Whosoever touches this item and reads aloud the inscribed chant conjures vermin as per the spell description. |
| 313 | Charm to Open a Door: Whosoever touches this item and touches a door will open the door. |
| 314 | Cloak: Whosoever touches this item and reads aloud the inscribed chant creates a cloaked area for a 1d10 miles around the item while in contact. |
| 315-318 | Coal Foot: Whosoever touches this item is able to walk across non-magical fire or coals while in contact. |
| 319 | Cocoon: Whosoever touches this item will become trapped inside a cocoon as per the spell description. |
| 320 | Complete Healing: Whosoever touches this item becomes fully healed. |
| 321-330 | Contraceptive Spell: Any female who touches this item will not become pregnant while in contact. |
| 331-335 | Convert to Cannibal: Whosoever touches this item becomes a cannibal unless they pass a Health sub-ability check at TH 20. |
| 336-340 | Cryotherapy: Whosoever touches this item will feel a cool sensation that could reduce swelling, but does not heal damage. |
| 341 | De Medicamentis: Whosoever touches this item will be cured of 1 disease, have 1 healed, or be brought back to health in a manner described by the Aedile. |
| 342-343 | Detect Thoughts: Whosoever touches this item has their thoughts transmitted back to the creator of the magical item while in contact, but they cannot detect that it is happening. |
| 344-360 | Determine Magic: Whosoever touches this item to another item is able to determine the discipline of magic in the other item if it exists while in contact. The item will glow with the aura, as per the spell. |
| 361-365 | Develop Breasts: Whosoever touches this item will acquire breasts that are 1 Cup Size larger as per the spell. |
| 366-367 | Diminish Charisma: Whosoever touches this item loses 1d12 points in 1 sub-ability of Charisma while in contact. |
| 368-369 | Diminish Debauchery: Whosoever touches this item loses 1d12 Debauchery while in contact. |
| 370-371 | Diminish Dexterity: Whosoever touches this item loses 1d12 points in 1 sub-ability of Dexterity while in contact. |
| 372-373 | Diminish Intelligence: Whosoever touches this item loses 1d12 points in 1 sub-ability of Intelligence while in contact. |
| 374-375 | Diminish Magic: Whosoever touches this item loses 1d12 MP while in contact. |
| 376-377 | Diminish Physique: Whosoever touches this item loses 1d12 points in 1 sub-ability of Physique while in contact. |
| 378-379 | Diminish Piety: Whosoever touches this item loses 1d12 PP while in contact. |
| 380-381 | Diminish Wisdom: Whosoever touches this item loses 1d12 points in 1 sub-ability of Wisdom while in contact. |
| 382 | Discursivity: Whosoever touches this item must pass a Drive sub-ability check at TH 17 and Rhetorical Charisma at TH 16 or be unable to hold a conversation without wandering to random topics while in contact. |
| 383-385 | Ejaculate Acid: Any male who touches this item will cum acid the next time they ejaculate, as per the spell. |
| 386-388 | Ejaculate Blood: Any male who touches this item will cum blood the next time they ejaculate, as per the spell. |
| 389-391 | Ejaculate Poison: Any male who touches this item will cum poison the next time they ejaculate, as per the spell. |
| 392-395 | Electrical Field: Whosoever comes within 2' of this item takes 1d10 LP of damage. |
| 396-425 | Evanescence: Whosoever touches this item becomes invisible while in contact. |
| 426-430 | Faceless: Whosoever touches this item loses their facial features as per the spell description. |
| 431-435 | False Alchemy: All metal coins that touch this item appear to turn to gold, but do not, as per the spell description. |

| Roll | Ordinary Magical Effects (Continued) |
|---|---|
| 436 | Flight: Whosoever touches this item is able to fly while in contact. The item is able to affect 2,000 pounds. For more information, see the spell description. |
| 437-440 | Flyweight: Whosoever touches this item weighs as little as a fly, while in contact. |
| 441-442 | For a Sleeping Woman to Confess the Name of the Man she Loves: Whosoever touches this item to a sleeping female will hear her confess the name of the man she loves. |
| 443-450 | For an Erection: Any male who touches this item will acquire and maintain an erect Manhood even after ejaculation while in contact. |
| 451-452 | For Coughs: Whosoever touches this item ceases coughing while in contact. |
| 453-454 | For Discharge of the Eyes: Whosoever touches this item experiences a cessation of discharging eyes while in contact. |
| 455 | For Fevers and Shivering Fits: Whosoever touches this item is cured of all fevers and shivering fits. |
| 456-457 | For Swollen Testicles: Any male who touches this item acquires swollen testicles while in contact. |
| 458-462 | Force Fear: Whosoever touches this item must pass a Wisdom ability check at TH 20 or become a coward while in contact. |
| 463-467 | Force Fearlessness: Whosoever touches this item must pass a Wisdom ability check at TH 20 or become fearless while in contact. |
| 468-472 | Force-Feed: Whosoever touches this item must pass a Drive sub-ability check at TH 26 or eat as much as possible while in contact. For each round of eating, 1 pound of fat is gained magically. |
| 473-474 | Force Oblation: Whosoever touches this item must pass a Wisdom ability check at TH 20 or sacrifice a possession to a god. |
| 475-485 | Force Rancor: Whosoever touches this item must pass a Wisdom ability check at TH 17 or become enraged while in contact. This item will affect any character who touches it and has less than 4d1000 LP. |
| 486-495 | Force Slumber: Whosoever touches this item will fall asleep while in contact. This item affects 1d10 LP of the toucher. For more information, see the spell description. |
| 496-500 | Frosty Touch: Whosoever touches this item suffers 1d10 LP of cold damage. |
| 501-510 | Greater Healing: Whosoever touches this item recovers 2d20 LP of damage. |
| 511-515 | Greater Mending: Whosoever touches this item may reattach severed body parts while in contact. |
| 516 | Greater Vulnerability to Acid: Whosoever touches this item takes 300% LP of damage from acid attacks while in contact. |
| 517 | Greater Vulnerability to Air: Whosoever touches this item takes 300% LP of damage from air attacks while in contact. |
| 518 | Greater Vulnerability to Armor: Whosoever touches this item loses 30 CA while in contact. |
| 519 | Greater Vulnerability to Bases: Whosoever touches this item takes 300% LP of damage from base attacks while in contact. |
| 520 | Greater Vulnerability to Cold: Whosoever touches this item takes 300% LP of damage from cold attacks while in contact. |
| 521 | Greater Vulnerability to Discipline: Whosoever touches this item takes 300% LP of damage from any attacks from a randomly determined discipline while in contact. |
| 522 | Greater Vulnerability to Earth: Whosoever touches this item takes 300% LP of damage from earth attacks while in contact. |
| 523 | Greater Vulnerability to Electricity: Whosoever touches this item takes 300% LP of damage from electrical attacks while in contact. |
| 524 | Greater Vulnerability to Ethicality: Whosoever touches this item takes 300% LP of damage from attacks made by ethical creatures while in contact. |
| 525 | Greater Vulnerability to Fire: Whosoever touches this item takes 300% LP of damage from fire attacks while in contact. |
| 526 | Greater Vulnerability to Immorality: Whosoever touches this item takes 300% LP of damage from attacks made by immoral creatures while in contact. |
| 527 | Greater Vulnerability to Morality: Whosoever touches this item takes 300% LP of damage from attacks made by moral creatures while in contact. |
| 528 | Greater Vulnerability to Poison: Whosoever touches this item takes 300% LP of damage from poisonous attacks while in contact. |
| 529 | Greater Vulnerability to Skill: Whosoever touches this item suffers a penalty of - 30 to all skill checks while in contact. |

| Roll | Ordinary Magical Effects (Continued) |
|---|---|
| 530 | Greater Vulnerability to Sonics: Whosoever touches this item takes 300% LP of damage from sonic attacks while in contact. |
| 531 | Greater Vulnerability to Unethicality: Whosoever touches this item takes 300% LP of damage from attacks made by unethical creatures while in contact. |
| 532 | Greater Vulnerability to Weapon: Whosoever touches this item takes 300% LP of damage from attacks made by a randomly determined weapon. |
| 533-537 | Headless: Whosoever touches this item appears to have a missing head while in contact. For more information, see the spell description. |
| 538-542 | Heal Dislocation or Fracture: Whosoever touches this item has 1 dislocated socket or fractured bone healed. |
| 543-600 | Healing: Whosoever touches this item recovers 2d8 LP of damage. |
| 601 | Hearing Voices: Whosoever touches this item is 100% likely to hear the voice of a spirit. For more information, see the spell description. |
| 602-603 | Hover: Whosoever touches this item is able to hover while in contact. The item is able to affect 2,000 pounds. For more information, see the spell description. |
| 604-605 | Immutable Wound: Whosoever touches this item will never heal from the next wound received. |
| 606-608 | Internal Infestation: Whosoever touches this item will become infested internally while in contact. The Aedile must randomly determine the internal area and species summoned. For more information, see the spell description. |
| 609 | Invincibility: Whosoever touches this item becomes impervious to all attacks with 1 exception while in contact. The Aedile must determine the exception. For more information, see the spell description. |
| 610 | Invincibility to Acid: Whosoever touches this item becomes impervious to all acid attacks while in contact. |
| 611 | Invincibility to Air: Whosoever touches this item becomes impervious to all air attacks while in contact. |
| 612 | Invincibility to Bases: Whosoever touches this item becomes impervious to all base attacks while in contact. |
| 613 | Invincibility to Cold: Whosoever touches this item becomes impervious to all cold attacks while in contact. |
| 614 | Invincibility to Earth: Whosoever touches this item becomes impervious to all earth attacks while in contact. |
| 615 | Invincibility to Electricity: Whosoever touches this item becomes impervious to all electrical attacks while in contact. |
| 616 | Invincibility to Fire: Whosoever touches this item becomes impervious to all fire attacks while in contact. |
| 617 | Invincibility to Gaze: Whosoever touches this item becomes impervious to all gaze attacks while in contact. |
| 618 | Invincibility to Poison: Whosoever touches this item becomes impervious to all poisonous attacks while in contact. |
| 619 | Invincibility to Water: Whosoever touches this item becomes impervious to all water attacks while in contact. |
| 620-630 | Ionic Attack: Whosoever touches this item suffers 1d10 LP of electrical damage. |
| 631-700 | Lesser Healing: Whosoever touches this item recovers 1d10 LP of damage. |
| 701-725 | Lesser Mending: Whosoever touches this item experiences the mending of broken bones. |
| 726-730 | Lesser Vulnerability to Acid: Whosoever touches this item takes 150% LP of damage from acid attacks while in contact. |
| 731-735 | Lesser Vulnerability to Air: Whosoever touches this item takes 150% LP of damage from air attacks while in contact. |
| 736-740 | Lesser Vulnerability to Armor: Whosoever touches this item loses 50 CA while in contact. |
| 741-742 | Lesser Vulnerability to Bases: Whosoever touches this item takes 150% LP of damage from base attacks while in contact. |
| 743-747 | Lesser Vulnerability to Cold: Whosoever touches this item takes 150% LP of damage from cold attacks while in contact. |
| 748-752 | Lesser Vulnerability to Discipline: Whosoever touches this item takes 150% LP of damage from any attacks from a randomly determined discipline while in contact. |
| 753-757 | Lesser Vulnerability to Earth: Whosoever touches this item takes 150% LP of damage from earth attacks while in contact. |

| Roll | Ordinary Magical Effects (Continued) |
|---|---|
| 758-762 | Lesser Vulnerability to Electricity: Whosoever touches this item takes 150% LP of damage from electrical attacks while in contact. |
| 763-767 | Lesser Vulnerability to Ethicality: Whosoever touches this item takes 150% LP of damage from attacks made by ethical creatures while in contact. |
| 768-782 | Lesser Vulnerability to Fire: Whosoever touches this item takes 150% LP of damage from fire attacks while in contact. |
| 783-787 | Lesser Vulnerability to Immorality: Whosoever touches this item takes 150% LP of damage from attacks made by immoral creatures while in contact. |
| 788-792 | Lesser Vulnerability to Morality: Whosoever touches this item takes 150% LP of damage from attacks made by moral creatures while in contact. |
| 793-797 | Lesser Vulnerability to Poison: Whosoever touches this item takes 150% LP of damage from poisonous attacks while in contact. |
| 798-802 | Lesser Vulnerability to Skill: Whosoever touches this item suffers a penalty of - 20 to all skill checks while in contact. |
| 803-804 | Lesser Vulnerability to Sonics: Whosoever touches this item takes 150% LP of damage from sonic attacks while in contact. |
| 805-809 | Lesser Vulnerability to Unethicality: Whosoever touches this item takes 150% LP of damage from attacks made by unethical creatures while in contact. |
| 810-814 | Lesser Vulnerability to Weapon: Whosoever touches this item takes 150% LP of damage from attacks made by a randomly determined weapon. |
| 815-818 | Living Monstrosity: Any pregnant female who touches this item will give birth to a baby with a birth defect determined by the Aedile. |
| 819 | Martyrization: Whosoever touches this item will become a martyr after death. |
| 820 | Myotomy: Whosoever touches this item has a muscle split at the point of contact. For more information, see the spell description. |
| 821-822 | Near Death Experience: Whosoever touches this item falls unconscious and sees a white light. For more information, see the spell description. |
| 823 | Nous: Whosoever touches this item gains 2d100 Intuition while in contact. For more information, see the spell description. |
| 824 | Odium Theologicum: Whosoever touches this item is compelled to argue with irritation about religion while in contact. |
| 825 | Omniscience: Whosoever touches this item knows everything: past, present, and future while in contact. Once they are not touching the item anymore, they acquire 1d20 Random Mental Illnesses. For more information, see the spell description. |
| 826 | Ondontoloxia: Whosoever touches this item has their teeth rearranged at awkward angles and loses (1d100)% Facial Charisma. |
| 827-832 | Oophagous: Whosoever touches this item has their digestive system mutated so that they can eat only eggs. |
| 833-837 | Ordained by God: Whosoever touches this item believes that the next event to occur was ordained by their god. For more information, see the spell description. |
| 838-842 | Oroanal: Whosoever touches this item is changed forever such that either their anus or mouth becomes an oroanal orifice. For more information, see the spell description. |
| 843 | Palfrey: Whosoever touches this item and reads aloud the inscribed chant conjures a horse as per the spell description. |
| 844 | Perpetual Bleeding: Whosoever touches this item will bleed eternally from the next wound suffered from which blood was drawn. The rate of bleeding is 1 LP/minute. For more information, see the spell description. |
| 845 | Perpetual Orgasm: Whosoever touches this item will have an eternal orgasm, which will kill them. For more information, see the spell description. |
| 846 | Perpetual Slumber: Whosoever touches this item will sleep forever and cannot be awakened. |
| 847 | Pestilential Host: Whosoever touches this item becomes contagious and spreads fever and plague while in contact. All creatures that come within a radius of 1d100 feet must pass a Health sub-ability check at TH (3d10) to avoid fever and plague. For more information, see the spell description. |
| 848-852 | Prognathism: Whosoever touches this item experiences a change in their facial bones so that the lower face extends 1d4 inches farther forward than the upper face. For more information, see the spell description. |

| Roll | Ordinary Magical Effects (Continued) |
|---|---|
| 853-857 | Protection from Acid: Whosoever touches this item takes only 50% damage from acid attacks while in contact. |
| 858-862 | Protection from Air: Whosoever touches this item takes only 50% damage from air attacks while in contact. |
| 863-865 | Protection from Bases: Whosoever touches this item takes only 50% damage from base attacks while in contact. |
| 866-870 | Protection from Cholerics: Whosoever touches this item takes only 50% damage from attacks made by predominantly choleric characters while in contact. |
| 871-875 | Protection from Cold: Whosoever touches this item takes only 50% damage from cold attacks while in contact. |
| 876-880 | Protection from Discipline: Whosoever touches this item is protected from spells from a randomly determined discipline while in contact. For more information, see the spell description. |
| 881-885 | Protection from Earth: Whosoever touches this item takes only 50% damage from earth attacks while in contact. |
| 886-890 | Protection from Electricity: Whosoever touches this item takes only 50% damage from electrical attacks while in contact. |
| 891-895 | Protection from Ethicality: Whosoever touches this item takes only 50% damage from attacks made by ethical characters while in contact. |
| 896-900 | Protection from Fire: Whosoever touches this item takes only 50% damage from fire attacks while in contact. |
| 901-905 | Protection from Gaze: Whosoever touches this item takes only 50% damage from gaze attacks while in contact. For more information, see the spell description. |
| 906-910 | Protection from Immorality: Whosoever touches this item takes only 50% damage from attacks made by immoral characters while in contact. |
| 911-915 | Protection from Melancholics: Whosoever touches this item takes only 50% damage from attacks made by predominantly melancholic characters while in contact. |
| 916-920 | Protection from Morality: Whosoever touches this item takes only 50% damage from attacks made by moral characters while in contact. |
| 921-925 | Protection from Phlegmatics: Whosoever touches this item takes only 50% damage from attacks made by predominantly phlegmatic characters while in contact. |
| 926-930 | Protection from Physical Harm: Whosoever touches this item takes only 50% damage from physical attacks while in contact. |
| 931-935 | Protection from Poison: Whosoever touches this item takes only 50% damage from poisonous attacks while in contact. |
| 936-940 | Protection from Sanguines: Whosoever touches this item takes only 50% damage from attacks made by predominantly sanguine characters while in contact. |
| 941-942 | Protection from Sonics: Whosoever touches this item takes only 50% damage from sonic attacks while in contact. |
| 943-947 | Protection from Unethicality: Whosoever touches this item takes only 50% damage from attacks made by unethical characters while in contact. |
| 948-952 | Protection from Water: Whosoever touches this item takes only 50% damage from water attacks while in contact. |
| 953 | Puddle of Crud: Whosoever touches this item and reads aloud the inscribed chant conjures a puddle 20 feet in diameter that will slow character Sprint speed by 50% if a Balance skill check is failed at TH 21. |
| 954-959 | Raise Prowess: Whosoever touches this item gains 25 points to the following sub-abilities while in contact: Physical Fitness, Strength, Hand-Eye Coordination, Agility, Reaction Speed, Drive, and Common Sense. |
| 960-969 | Re-animation: Whosoever touches this item may touch a corpse and make it undead if Immutability was cast on the item. Before death, the dead creature must have had 160 LP or fewer. Whosoever touches this item will not be able to influence the undead. For more information, see the spell description. |
| 970 | Regeneration: Whosoever touches this item will heal 1 LP/minute from wounds. For more information, see the spell description. |
| 971-975 | Rot: Whosoever touches this item has their skin rot and weaken while in contact. For more information, see the spell description. |
| 976-980 | Sanitize Food/Beverage: Whosoever touches this item may sanitize food or beverage by touching them with the item. |

| Roll | Ordinary Magical Effects (Continued) |
|---|---|
| 981-985 | Stronger than Before: Whosoever touches this item to the stub where a limb was hacked off will observe 2 new limbs grow in its place. |
| 986 | Teleportation: Whosoever touches this item and reads aloud the inscription is transported instantly to a place envisioned by the creator of the item upon its creation. The item is able to teleport 50 LP or less. For more information, see the spell description. |
| 987-988 | Varicose Veins: Whosoever touches this item gets numerous small veins near the surface of their skin and visible by others while in contact. For more information, see the spell description. |
| 989 | Walk on Water: Whosoever touches this item is able to Walk on Water without sinking if they weigh less than 200 pounds while in contact. |
| 991-995 | Wet Dream: Whosoever touches this item to a sleeping creature will cause that creature to have a sexual dream while in contact. For more information, see the spell description. |
| 996-1000 | Wooden Carapace: Whosoever touches this item experiences a magical hardening of their skin that grants a bonus of 5 CA while in contact. |

# Alchemical Liquids, Notes on

Alchemical liquids are unrelated to the Alchemy skill in *Chapter 8: Skills*. Alchemical liquids, even of the same magical effect or name, tend to be different each time. Therefore, if a particular spellcaster makes 2 Elixirs of Life, then they are likely to be different in color and odor. Hence, experimenting with alchemical liquids in attempts to determine their nature can prove dangerous and is often futile or misleading.

**Warning:** Do not mix alchemical liquids, as the mere contact of the 2 liquids necessitates consulting *Appendix 3: Random Magical Effects*.

## Alchemical, Elixirs

Elixirs may be substances capable of transmuting metals into gold and prolonging life or a cure-all. The imbiber of the elixir experiences magical effects. Following are Extraordinary magical effects:

**01-25 Elixir of Gold:** Whosoever imbibes this elixir may notice the magical conversion of 1d10 ounces of metal in immediate fleshly contact with the imbiber into gold. According to ancient trollish records, there once was a king who favored this elixir named Midas.

**26-50 Elixir of Healing Sleep:** Whosoever imbibes this elixir is forced to fall asleep for 1d10 hours. Upon awakening, the imbiber has recovered all LP. This was the best sleep the imbiber ever experienced.

**51-75 Elixir of Life:** Whosoever imbibes this elixir is fully revived, recovering all LP. Regardless of the total potential number of LP of the imbiber, and regardless of how wounded the imbiber may be, the imbiber recovers all LP. Additional Elixirs of Life do not increase LP beyond normal potential.

**76-100 Elixir of Years:** Whosoever imbibes this elixir does not age for 1d10 years.

## Alchemical, Oils

Oils are magical liquids that must be thickly applied to a creature or object to enact the magical effects. Thoroughly coating the object with the alchemical oil is usually necessary.

Oftentimes, the entire body must be covered for the magical oil to function correctly. Anakim require 15 vials or fluid ounces of oil, bugbears require 8 vials, humans require 5, kobolds only 4 vials, ogres 25, and trolls 15 vials. It is impossible to fully apply the oil to oneself; another character must do it. Thoroughly applying the oil takes roughly 1 hour, 2 for an ogre. Following are Extraordinary magical effects:

**01-25 Oil of Armor:** Upon applying this oil to one's unarmored body, each vial bestows protection. The entire body must be covered for it to function correctly. Once the entire body is covered, CA increases by 1d10 for 1d4 hours.

**26-50 Oil of Lubrication:** This oil provides friction-free lubrication between any 2 surfaces for a duration of 1d4 hours.

**51-75 Oil of Ontendan:** Whosoever has their body entirely covered by this oil becomes able to ignite the oil without being burned, and will be immune to all fire while the oil is wet. The oil will dry within 1d4 hours, and the flames, if ignited, will extinguish as it dries. This oil burns a different color and intensity depending on its age. The older the oil, the more brightly it burns and the longer are the flames. Roll 1d1000 to determine its age in years. The oil will range from looking like natural fire (age 1 year) to fluorescent green (age 1,000).

**76-100 Oil of Poison Oak:** Upon applying this oil to one's body, each vial seems to be ineffective. However, 3 hours after application, the oil creates itchy welts everywhere the oil contacts skin. For 4 days, Initiative suffers a - 20 penalty, Bodily Attractiveness and Facial Charisma suffer - 30, and the wearer is compelled constantly to itch.

## Alchemical, Ointments

Ointments are magical liquids that must be sprinkled onto a creature or object to enact the magical effects. Following are Extraordinary magical effects:

**01-50 Ointment of Magnetic Attraction:** Anything upon which this ointment is sprinkled becomes a powerful magnet, attracting all metal within 1d100 feet. A Strength of (100 + 1d100) is required to remove metal objects from the object with the ointment. Magnetism lasts for 1 hour. Beware of sharp flying objects. Flying objects do damage according to the damage modifier with the Strength of the magnetism.

**51-100 Ointment of Sores:** If this ointment is applied to living creatures, then sores appear immediately where the ointment is sprinkled. If this ointment is applied generously, then the wearer will be covered with sores. Each dash of the ointment produces 1d4 sores, and each full vial may contain 20 dashes. Each sore may be either a lesion or puss bubble. Each sore causes 1 LP of damage, and Facial Charisma and/or Bodily Attractiveness suffer - 2.



## Alchemical, Philters

Philters are liquid magical charms having the power to excite sexual passion. The imbiber of the philter experiences magical effects. Following are Extraordinary magical effects:

**01-05 Philter of Anakim Lust:** Whosoever imbibes this philter will be a sexual object for all anakim within 100 feet. All anakim within 100 feet seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

**06-10 Philter of Angelic Lust:** Whosoever imbibes this philter will be a sexual object for all angels (eudaemons) within 100 feet. All angels within 100 feet seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

**11-15 Philter of Demonic Lust:** Whosoever imbibes this philter will be a sexual object for all demons within 100 feet. All demons (cacodaemons) within 100 feet seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

**16-20 Philter of Disinterest:** Whosoever imbibes this philter loses all sexual desire for 1d6 weeks.

**21-25 Philter of Dragon Lust:** Whosoever imbibes this philter will be a sexual object for all dragons within 100 feet. All dragons within 100 feet seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

**26-30 Philter of Dwarven Lust:** Whosoever imbibes this philter will be a sexual object for all dwarves within 100 feet. All dwarves within 100 feet seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

**31-35 Philter of Elven Lust:** Whosoever imbibes this philter will be a sexual object for all elves within 100 feet. All elves within 100 feet seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

**36-40 Philter of Gnomish Lust:** Whosoever imbibes this philter will be a sexual object for all gnomes within 100 feet. All gnomes within 100 feet seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours. For information on gnomes, see Neveria, a fantasy world for F.A.T.A.L.

**41-45 Philter of Gruagach Lust:** Whoever imbibes this philter will be a sexual object for all gruagach within 100 feet. All gruagach within 100 feet seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

**46-50 Philter of Kobold Lust:** Whosoever imbibes this philter will be a sexual object for all kobolds within 100 feet. All kobolds within 100 feet seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

**51-55 Philter of Humanoid Lust:** Whosoever imbibes this philter will be a sexual object for all humanoids within 100 feet. All humanoids within 100 feet seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

**56-60 Philter of Human Lust:** Whoever imbibes this philter will be a sexual object for all humans within 100 feet. All humans within 100 feet seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

**61-65 Philter of Incubi Fly:** Whosoever imbibes this philter will be a sexual object for all females within 100 feet. All females within 100 feet seek to be impregnated by the imbiber, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

**66-70 Philter of Mammal Lust:** Whosoever imbibes this philter will be a sexual object for all mammals within 100 feet. All mammals within 100 feet seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

**71-75 Philter of Ogre Lust:** Whosoever imbibes this philter will be a sexual object for all ogres within 100 feet. All ogres within 100 feet seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

**76-80 Philter of Self Lust:** Whosoever imbibes this philter will be sexually interested only in themselves. The imbiber will masturbate furiously, even after pain ensues. The duration of these effects for the imbiber is 1d6 hours.

**81-85 Philter of Succubi Fly:** Whosoever imbibes this philter will be a sexual object for all males within 100 feet. All males within 100 feet seek to impregnate the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

**86-90 Philter of Troll Lust:** Whosoever imbibes this philter will be a sexual object for all trolls within 100 feet radius. All trolls within 100 feet seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

**91-100 Philter of Universal Lust:** Whosoever imbibes this philter will be a sexual object for all creatures within 100 feet. All creatures within 100 feet seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

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PEDICABO·EGO·UOS·
ET·IRRUMABO

I will fuck you in the ass
and in the mouth!

## Alchemical, Potions

Potions are magical liquids. The effects of potions are diverse. The imbiber of the potion experiences magical effects. Following are Extraordinary magical effects:

**01-12 Potion of Evanescence:** Whosoever imbibes this potion becomes totally invisible, unable to be seen by others. The effect of this potion lasts 1d20 minutes. While invisible, attacks may be made and invisibility is not jeopardized, but the defender may estimate the location of the invisible character for the round by passing an Intuition sub-ability check at TH 24. If so, then the defender may attack the invisible assailant without penalty, though only for 1 attack. Otherwise, the defender may attempt to attack the invisible assailant, though with a penalty of 24 to attack rolls.

**13-24 Potion of Impregnation:** If any female imbibes this potion, then she instantaneously becomes pregnant, though she will not show until 3 months later, however morning sickness may offer a clue; female imbibers must pass an Intuition sub-ability check at TH 21 to guess that they are pregnant. If a male imbibes this potion, then the next female with whom he copulates will become pregnant upon ejaculation.

**25-36 Potion of the Magister:** Upon imbibing this potion, a mage or sorcerer temporarily gains 2d4 occupational levels, thereby gaining the appropriate amount of MP. New spells are not acquired. However, spells currently known have a more powerful effect. The effects of this potion upon the imbiber last for 1d100 rounds.

**37-48 Potion of Mental Health:** Upon imbibing this potion, 1 mental illness will be permanently cured.

**49-60 Potion of Mental Illness:** Upon imbibing this potion, 1 Random Mental Illness is permanently acquired. See *Chap. 5: Mind*.

**61-72 Potion of Permanent Sterilization:** Upon imbibing this potion, all sperm in the male, or eggs in the female, become permanently dead and useless.

**73-84 Potion of Quintuplet Impregnation:** Identical to the Potion of Impregnation, this potion ensures that 5 children will result.

**85-100 Potion of Tormenting Madness:** Whosoever imbibes this potion believes that a ring of fire surrounds their head, though no other character sees it. Further, male imbibers envision incubi dancing around their head in the ring of imagined fire, demanding sexual favors. Female imbibers envision succubi dancing around their head in the ring of imagined fire, demanding sexual favors. Further unrelenting craziness happens, which depends from character to character. Popular reports have been that the demons rip open their intestines and swing them about gleefully. The effects do not cease just because the imbiber is able to sleep from exhaustion. The effects of this potion last for 1d6 weeks. A base Drive sub-ability check at TH 10 must be passed not to become openly suicidal. The TH increases by 2 each week.

## Alchemical, Salves

Salves are applied to wounds for healing and remedies, and may be comforting or soothing. The imbiber of the salve experiences magical effects. Following are Extraordinary magical effects:

**01-15 Salve of Curing:** Whosoever imbibes this salve is instantly cured of any disease.

**16-30 Salve of Inflicting:** Whosoever imbibes this salve is immediately inflicted with a random disease. See *Chap. 2: Body*.

**31-45 Salve of Life:** Whosoever imbibes this salve recovers 1d10 LP.

**46-60 Salve of Pestilence:** Whosoever imbibes this salve becomes a pestilential host, though the imbiber is immune to the effects of the pestilence; for the duration of this salve's effects, the imbiber is immune to tuberculosis. The duration of this salve's effects is 2d20 days. All who come within 50 feet of the imbiber must pass a Health sub-ability check at TH 16 to avoid acquiring tuberculosis (see *Chap. 5: Mind*).

**61-75 Salve of Poison:** Whosoever imbibes this salve acquires a random poison. See *Chap. 17: Natural Substances*.

**76-100 Salve of Wounding:** Whosoever imbibes this salve loses 1d10 LP.

## Apparel, Boots

Boots are protection for the foot and the lower leg. Most boots are constructed of leather. Both boots of the same magical item must be worn for an effect to be noticed, unless stated otherwise. Following are Extraordinary magical effects:

**01-15 Boots of Beorgan:** These boots comfortably fit the wearer and seem to be normal in all respects. However, these boots grant the wearer 1d10 CA against melee attacks seen by the wearer due to improved footwork during combat.

**16-30 Boots of Endurance:** These boots comfortably fit the wearer and seem to be normal in all respects. However, once the wearer begins to sprint, the wearer will notice that they will not become exhausted and may sprint as long as desired.

**31-45 Boots of Kicking:** These boots comfortably fit the wearer and seem to be normal in all respects. However, when a character makes a successful kick (see Brawling in *Chap. 8: Skills*), the kick does double the normal damage before modifiers are applied.

**46-70 Boots of Velocity:** These boots comfortably fit the wearer and seem to be normal in all respects. However, these boots allow the wearer to sprint at twice their natural sprint speed.

**71-85 Cursed Boots of Perpetual Sprinting:** These boots comfortably fit the wearer and seem to be normal and desirable in all respects. However, once the wearer begins to sprint, the boots will continue to force the legs of the wearer to sprint perpetually. The wearer must make appropriate checks (see the Sprint skill in *Chap. 8: Skills*) until they are exhausted and physically unable to continue sprinting. Eventually, the boots will be dragging the body of the wearer, who will be too weak to change the direction of the sprint. The boots will sprint in the same direction until they run into a solid object. A new direction will be determined randomly. Damage may occur to the wearer, as determined by the Aedile.

**86-100 Cursed Boots of Sprint Resistance:** These boots comfortably fit the wearer and seem to be normal and desirable boots in all respects. However, whenever the wearer attempts to sprint, the boots seem to weigh 800 lbs. apiece, offering resistance to movement.

## Apparel, Bracers

Bracers are coverings for the lower forearm, and may be made from a variety of materials, though leather and metal are most common. Both bracers of the same magical item must be worn for an effect to be noticed, unless stated otherwise. Following are Extraordinary magical effects:

**01-14 Bracers of Bile:** Whosoever wears these bracers on their forearms will notice that several drops of bile are somehow emitted from the bracers onto a foe when they are struck by a fist or elbow during Brawling.

**15-28 Bracers of Blindfighting:** Whosoever wears these bracers on their forearms will receive a bonus of 1d10 SP to Blindfighting. These bracers help guide the arms of the wearer during combat when the wearer cannot see their foe.

**29-42 Bracers of Brawling:** Whosoever wears these bracers on their forearms will receive a bonus of 1d10 to the damage of a successful Brawling attack if a fist or elbow was used.

**43-56 Bracers of Bugbear Strength:** If a male wears these bracers, then his Strength sub-ability becomes 200. If a female wears these bracers, her Strength becomes 150. Note that a character's Strength may either increase or decrease by wearing these bracers.

**57-70 Bracers of Combat:** Whosoever wears these bracers on their forearms will receive a bonus of 1d10 to their attack skill checks. These bracers help guide the arms of the wearer during combat.

**71-84 Bracers of Strength:** Whosoever wears these bracers on their forearms notices an increase, depending on the pair of bracers, of (1d100)% in their Strength sub-ability.

**85-100 Cursed Bracers of Weakness:** Whosoever wears these bracers on their forearms notices a decrease, depending on the pair of bracers, of (1d100)% in their Strength sub-ability.

## Apparel, Brassieres

A brassiere is material that covers and supports the breasts of a female. Unless otherwise specified, a magical brassiere conforms to the size of the breasts of the wearer. Following are Extraordinary magical effects:

**01-20 Brassiere of Flattering:** Though the material of this brassiere may vary, including a variety of metals or cloth, whenever a female wears this brassiere, the appearance of her breasts is magically enhanced. The exact effect is best described by the Aedile.

**21-40 Brassiere of Immobility:** Whenever a female wears this brassiere, provided that her breasts are Cup Size 'B' or larger, she will notice that she does not suffer discomfort due to running or jumping. While wearing this brassiere, her breasts are immobile, so they are not bouncing all over the place during physical activity.

**41-60 Brassiere of Staring:** Whenever a female wears this brassiere, all other characters who see the wearer will stare at the brassiere. They will be unable to look away unless they pass a Drive sub-ability check at TH 16. They will not be sexually compelled, regardless of what the wearer thinks, but they will simply have a staring problem.

**61-80 Cursed Brassiere of Droopiness:** Whenever a female wears this brassiere, her breasts appear to others as though weights were pulling down her nipples. However, the wearer will believe that her breasts look great while wearing this brassiere. Any character who sees her breasts in this brassiere, and with no other garment over them, will react as though her Bodily Attractiveness is lowered by 3d10.

**81-100 Cursed Brassiere of Flattening:** Though the material of this brassiere may vary, including a variety of metals or cloth, whenever a female wears this brassiere, her breasts are reduced by 1d4 cup sizes.

## Apparel, Cloaks

A cloak is a garment that hangs on a character's back from the shoulders and usually extends to the thighs or knees. A cloak may be made from a variety of materials, though cloth or wool are most common. Following are Extraordinary magical effects:

**01-20 Cloak of Anonymity:** Whosoever wears this cloak will be anonymous to those who see and talk with the wearer. Other characters will overlook the wearer, and if introduced, forget all about the character in 1d100 minutes.

**21-40 Cloak of Life:** Whosoever wears this cloak experiences a temporary gain of (1d100)% LP. This effect varies with each such cloak.

**41-60 Cloak of Self-Craving:** Whosoever wears this cloak will sexually crave themselves and attempt to orally tantalize their own genitals, no matter how far away. Upon fastening this cloak, the Manhood of a male becomes erect and throbs. Upon fastening this cloak, the clitoris of a female becomes swollen. Regardless of whether or not the wearer is in public, the wearer will attempt to bend forward and connect their tongue to their excited genitals. The wearer must pass a Health sub-ability check at TH 21 not to break their neck, because the difficulty of this task will cause frustration, which in turn will cause violent attempts to accomplish the task. If the neck of the wearer breaks, then they die. If the Health check is passed, then the character does not break their neck and, due to depression, loses all sexual interest for 1d6 months. This effect occurs each time the cloak is fastened onto a character.

**61-80 Cloak of Stature:** Whosoever wears this cloak experiences a temporary gain of (1d100)% Kinetic Charisma. This effect varies with each such cloak.

**81-100 Cloak of Warmth:** Whosoever wears this cloak will not feel the effects of cold, whether magical or non-magical.

## Apparel, Dresses

Dresses include fashionable clothing for a female. A dress usually covers most of her body and is made of cloth. Otherwise, styles can vary greatly. Following are Extraordinary magical effects:

**01-15 Cursed Dress of Debauchery:** Whenever a female wears this dress, her debauchery points increase to 100 (see *Chap. 6: Sociality*). The wearer is compelled to sell her body to absolutely any character. The wearer will solicit every character she sees and will accept 1 s.p., for which she will do any sexual favor and allow anything to be done to her as long as her sexual partner is sexually satisfied.

**16-30 Cursed Dress of Misperception:** Whenever a female wears this dress, she will suffer from the misperception that the dress enhances her beauty by an increase of 2d100 Bodily Attractiveness sub-ability points. The wearer will act as though she is far more beautiful than she is.

**31-45 Cursed Dress of Ugliness:** Whenever a woman wears this dress, her Bodily Attractiveness sub-ability decreases by (3d10)%. The penalty depends on the garment, but is fixed regarding the wearer.

**46-60 Dress of Bodily Attractiveness:** Whenever a female wears this dress, her Bodily Attractiveness sub-ability increases by (3d10)%. The bonus depends on the garment, but is fixed regarding the wearer.

**61-75 Dress of Concealment:** Whenever a female wears this dress, she may conceal objects between her breasts. Regardless of the size of her breasts or the fit of the dress, the wearer may hide an object no longer than 5 feet or no thicker than 12 inches in circumference.

**76-100 Dress of Seduction:** Whenever a female wears this dress, a bonus of 1d10 SP is granted to any Seduction skill checks. The bonus depends on the garment, but is fixed regarding the wearer.

## Apparel, Girdles

A girdle is a belt, usually made of leather and worn around the waist. Sometimes belts are several inches across. Following are Extraordinary magical effects:

**01-09 Chastity Belt of Cursed Impregnation:** This cursed chastity belt will immediately and magically impregnate any woman who wears it. Worse, in a world where male children are desired, the child will be female.

**10-18 Chastity Belt of Impregnation:** This cursed chastity belt will immediately and magically impregnate any woman who wears it.

**19-27 Chastity Belt of Sterilization:** This cursed chastity belt will immediately and permanently sterilize any woman who wears it.

**28-36 Cursed Girdle of Constriction:** When worn, this belt magically tightens itself around the waist of the wearer. This constriction saps (1d100)% of the Physical Fitness and Strength of the wearer. This belt can be removed only by a character with a Strength of 400 or greater. Otherwise, it may be cut off, and risk of damage to the wearer must be considered.

**37-45 Cursed Girdle of Famine:** When worn, this belt causes the wearer to lose all desire to eat or drink. The effect of this belt is similar to the spell entitled Bestow Loss of Appetite (see *Chap. 12: Spells*). The wearer is able to remove it whenever desired. Though the wearer does not desire to eat while wearing the belt, extreme hunger will overwhelm them upon removing it.

**46-54 Cursed Girdle of Gelation:** Whosoever wears this belt will lose 1d10 LP per round as their blood freezes. Once all LP are lost, the wearer's heart freezes and death replaces life. As the belt is fastened, the wearer must pass an Intuition sub-ability check at TH 17 to remove the belt. Otherwise, the wearer becomes a slave to the belt and is compelled to dramatically play god. The wearer may choose which god to impersonate. Any character wearing this belt is immune to fire.

**55-63 Girdle of Bodily Attractiveness:** Whosoever wears this belt will seem as though their waist is much thinner than it is. While wearing this belt, other characters react as though the wearer has a Bodily Attractiveness that is (1d100)% higher than it is. By degree, each Girdle of Bodily Attractiveness is different.

**64-72 Girdle of the Gem:** The center of the front of this belt bears a gem. Consult *Chapter 14: Treasure* to determine the type and size of the gem. As long as this gem remains intact and undamaged, it retains 1d4 Ordinary magical effects, which the wearer may use by rubbing on the gem with a finger. If the belt is not worn, then rubbing the gem does not produce a magical effect. If it has multiple magical effects, then the effect is selected randomly each time enacted.

**73-81 Girdle of Girth:** Whosoever wears this belt will seem as though their whole body is much thicker than it is. While wearing this belt, other characters react as though the wearer has a Strength that is (1d100)% higher than it is. By degree, each Girdle of Girth is different.

**82-90 Girdle of Strength:** When worn, this belt grants the wearer an increase of (1d100)% in their Strength sub-ability. By degree, each Girdle of Strength is different.

**91-100 Girdle of Weakness:** When worn, this belt saps (1d100)% of the Strength sub-ability of the wearer. By degree, each Girdle of Weakness is different.

## Apparel, Gloves

Gloves are fashioned of leather or cloth. A glove is fitted to a hand and may protect it from harm or cold. Both gloves must be worn for magical effects to occur, unless otherwise stated.

**01-20 Cursed Gloves of Self-Strangulation:** Whosoever wears these gloves must pass a Common Sense sub-ability check at TH 17 or attempt to strangle themselves into unconsciousness for 3d10 rounds. Upon awakening, another Common Sense check must be made to refrain from self-strangulation. Once worn, the wearer will resist all attempts to remove the gloves.

**21-40 Gloves of Hand-Eye Coordination:** Whosoever wears these gloves notices that they conform closely to the wearer's hands and magically increase Hand-Eye Coordination by (1d100)%. By degree, each pair of Gloves of Hand-Eye Coordination differ.

**41-60 Gloves of Odium:** Whosoever wears these gloves will experience an increase of 1d100 points in their choleric temperament. This may cause a change in temperament. Typically, this increase results in hostility toward others.

**61-80 Gloves of Spanking:** Whosoever wears these gloves will be compelled to spank the rump of a member of the opposite sex who has a Bodily Attractiveness of at least 130. To resist the urge to spank, the wearer must pass a Drive sub-ability check at TH 21. Otherwise, the wearer will be dissatisfied until they have spanked 1d10 times with (1d100)% of their possible force.

**81-100 Gloves of Strangulation:** Whosoever wears these gloves must pass a Common Sense sub-ability check at TH 17 or attempt to strangle the first creature seen with a neck. Once worn, the wearer will resist all attempts to remove the gloves.

## Apparel, Robes

A robe is a long, loose, outer garment cut in flowing lines and used for ordinary wear by both males and females. Following are Extraordinary magical effects:

**01-09 Poison Robe of the Hidden Flame:** This robe is dark-golden in color, and while the wearer will not detect anything until fully worn, this robe will both poison the victim (Health TH of 18 or die) and burn their marrow with an invisible fire (1d8 LP damage per round worn).

**10-18 Robe of Chaos:** Whosoever wears this robe experiences an increase of 1d1000 MP in, and only in, chaos magic. This robe does not affect a character who is incapable of casting magic. By degree, each Robe of Chaos differs.

**19-27 Robe of Mysterious Erections:** Whosoever wears this robe will experience an erection that lasts as long as the robe is worn. If the wearer is male, then the Manhood of the wearer will become erect and protrude forth with might; the erection of the male will be obvious to any character who sees the wearer regardless of the size of the Manhood. If the wearer is female, then the nipples of the wearer will become erect and be clearly visible through the robe; the erect nipples will be obvious to any character who sees the wearer regardless of the size of the nipple. What is mysterious about these erections, aside from the fact that they occur while the robe is worn, is that the wearer is completely unaware of being erect.

**28-36 Robe of Reading:** Whosoever wears this robe will be able to read any language. The wearer will be unable to speak or write in the observed language. However, whatever is written will be read and understood by the wearer.

**37-45 Robe of Realization:** Whosoever wears this robe will be able to realize the actions of a character 1 round before they occur.

**46-54 Robe of Redundancy:** Whosoever wears this robe will continuously speak about the most scholarly topic that interests them. Worse, the wearer will repeat every sentence 1d10 times, but seem to be unaware of the redundancy. The wearer will speak to any character who will listen. When no character will listen, the wearer will talk aloud to themselves.

**55-63 Robe of Reflection:** Whosoever wears this robe will experience an increase by (1d100)% in their Reflection sub-ability. By degree, each Robe of Reflection is different.

**64-72 Robe of Religion:** Whosoever wears this robe will experience an increase of 1d100 PP. By degree, each Robe of Religion is different.

**73-81 Robe of Repentance:** Whosoever wears this robe will declare that they have sinned against the gods. The wearer will approach any character who will listen and plead for their forgiveness and knowledge of how to repent properly to the gods. When the wearer is asked how they sinned, the wearer will admit to hubris. Since the wearer believes they are better than all the gods, the wearer has offended each of them.

**82-90 Robe of Rooting:** Whosoever wears this robe may cause tree roots to burst forth from the ground, wrap entirely around the wearer, and hold them fast. The wearer may enact and dismiss this effect once per day at will. Although fully covered, the wearer is still able to breathe through the roots. While covered, the wearer is unable to be touched, unless 3,000 IP of damage occurs to the same location on the roots.

**91-100 Robe of Rudeness:** Whosoever wears this robe will be rude to any character who addresses them. Roll 1d6 to determine the wearer's response. The wearer will either (1-2) sneer, (3-4) walk away, or (5-6) verbally accost whoever addresses them.

# Armor, Barding

Barding is armor for a horse. If the magical effect is Ordinary, then roll 1d100 and consult the following table:

| Roll | Barding |
|---|---|
| 1-33 | Caparison |
| 34-66 | Caparison w/Chainmail |
| 67-97 | Chainmail, 4-in-1 |
| 98 | Chamfron |
| 99 | Crinet |
| 100 | Crupper |

The type of barding for Extraordinary effects will be specified for each listing. Following are Extraordinary magical effects:

**01-50 Caparison of Endurance:** Whenever a horse wears this armor, the horse will never become fatigued or need rest.

**51-100 Chainmail of Crippling:** Whenever a horse that wears this armor kicks a character, the kicked character must pass a Health sub-ability check at TH 20 or become crippled and lame, fall down, and become unable to stand again.

# Armor, Helmets

A helmet is armor designed to protect the head. If the magical effect is Ordinary, then roll 1d100 and consult the following table:

| Roll | Helmet |
|---|---|
| 01-10 | Helm, Conical |
| 11-20 | Helm, Conical w/cheek guards |
| 21-30 | Helm, Conical w/face guard |
| 31-40 | Helm, Conical w/nasal guard |
| 41-50 | Helm, Gladiatorial |
| 51-60 | Helm, Great |
| 61-70 | Helm, Ribbed |
| 71-80 | Helm, Spangen w/cheek guards |
| 81-90 | Helm, Spangen w/face guard |
| 91-100 | Helm, Spangen w/nasal guard |

The type of helmet for Extraordinary effects will be specified for each listing. Following are Extraordinary magical effects:

**01-33 Great Helm of Low-Light Vision:** Whosoever wears this helm becomes able to see in Low-Light Vision (LLV). For more information on LLV, see Vision in *Chapter 2: Body*. Vision in daylight is impaired.

**34-66 Spangenhelm of Bugbears:** Whosoever wears this helm at night must attempt to enter an unknown community, enter the home of a sleeping family, kill the father and any males, and ravish the females. This spangenhelm has a face guard. If the helm is worn during daylight, then the wearer is not compelled to raid.

**67-100 The Black Helm:** This magical item is unique, made by cacodaemons, and related to the Black Spear. When a character picks up the Black Helm, they will notice that it has no weight. While worn, the Black Helm grants protection equal to twice that of a platemail suit to the entire body of the wearer. The wearer is fully unencumbered, except for other possessions. Also, while wearing the Black Helm, the wearer is protected from Air, Earth, Ether, Fire, and Water as per the greater protection spells (see *Chap. 12: Spells*).

# Armor, Light

If the magical effect is Ordinary, then roll 1d100 and consult the following table:

| Roll | Light Armor |
|---|---|
| 01-05 | Arming Cap |
| 06-10 | Bracers, Leather |
| 11-20 | Bracers, Steel |
| 21-40 | Gambeson |
| 41-60 | Leather, Studded |
| 61-100 | Leather |

The type of light armor for Extraordinary effects will be specified for each listing. Following are Extraordinary magical effects:

**01-100 Gambeson of Graphic Gore:** Whosoever wears this gambeson will cause Graphic Gore upon each successful attack.

## Armor, Medium

If the magical effect is Ordinary, then roll 1d100 and consult the following table:

| Roll | Medium Armor |
|---|---|
| 01-05 | Banded Mail |
| 06-10 | Brigandine |
| 11-15 | Chainmail coif (4-in-1) |
| 16-20 | Chainmail hauberk (4-in-1) |
| 21-25 | Chainmail chausses (4-in-1) |
| 26-30 | Chainmail coif (6-in-1) |
| 31-35 | Chainmail hauberk (6-in-1) |
| 36-40 | Chainmail chausses (6-in-1) |
| 41-45 | Chainmail suit (4-in-1) |
| 46-65 | Chainmail suit (6-in-1) |
| 66-70 | Chainmail with breastplate |
| 71-75 | Lamellar |
| 76-80 | Scalemail, Brass |
| 81-85 | Scalemail, Brass and Iron |
| 86-90 | Scalemail, Bronze |
| 91-95 | Scalemail, Iron |
| 96-100 | Scalemail, Steel |

The type of medium armor for Extraordinary effects will be specified for each listing. Following are Extraordinary magical effects:

**01-100 Chainmail of Chivalry:** Whosoever dons this suit of armor will behave in accordance with all commandments and tenets of the code of chivalry (see Chivalry in *Chap. 6: Sociality*), even if the wearer has other values. The wearer behaves naturally once this armor is removed. Once a character wears this armor, they will not notice a difference in their behavior. Roll 1d10 to determine if this suit is (1-5) 4-in-1 or (6-10) 6-in-1.

## Armor, Heavy

If the magical effect is Ordinary, then roll 1d100 and consult the following table:

| Roll | Heavy Armor |
|---|---|
| 01-02 | Articulated Arms |
| 03-04 | Articulated Legs |
| 05-79 | Breastplate and Backplate |
| 80-81 | Gorget |
| 82 | Greaves |
| 83 | Muscle Mail |
| 84-85 | Pauldrons |
| 86-87 | Platemail Suit |
| 88 | Platemail Suit, Ceremonial |
| 89-90 | Sabatons |
| 91-100 | Segmented |

The type of heavy armor for Extraordinary effects will be specified for each listing. Following are Extraordinary magical effects:

**01-100 Platemail of the Preux:** Whosoever dons this suit of armor will behave in accordance with all commandments and tenets of the code of chivalry (see Chivalry in *Chap. 6: Sociality*), even if the wearer has other values. The wearer behaves naturally once this armor is removed. Once a character wears this armor, they will not notice a difference in their behavior.

## Armor, Shields

If the magical effect is Ordinary, then roll 1d100 and consult the following table:

| Roll | Shield |
|---|---|
| 01-05 | Buckler, Steel |
| 06-15 | Buckler, Wood |
| 16-20 | Shield, Body |
| 21-30 | Shield, Kite, Wood |
| 31-35 | Shield, Heater, Steel |
| 36-40 | Shield, Heater, Wood |
| 41-45 | Shield, Round, Bronze |
| 46-65 | Shield, Round, Steel |
| 66-100 | Shield, Round, Wood |

The type of shield for Extraordinary effects will be specified for each listing. Following are Extraordinary magical effects:

**01-100 Shield of Intuition:** Whosoever reads the chant inscribed on the inside of this shield will be protected by it until a different character reads the chant. This is a round shield made of steel, though the handle seems to be missing. This shield is not meant to be held, but protects whatever it deems to be the greatest weakness of the character at the moment by hovering within 1 foot of the latest character to read the chant, who becomes master or mistress of the shield. When the master or mistress is not being attacked, the shield hovers behind them, protecting their back. The shield never interferes with the movement of the character, and it can move itself around the body of the master or mistress with amazing speed. The shield cannot anticipate an attack unknown to the master or mistress. It seems tied to the Intuition or awareness of the master or mistress. Each attack made by a foe against the master or mistress, and known by the master or mistress, is protected by the shield if the character passes an Intuition sub-ability check at TH 6. The shield can absorb 3d1000 IP of damage before it loses its magical power, and is physically useless as well.

## Canes

A cane is a short staff used as an aid in walking, often called a walking stick. Canes are often used for flogging. Following are Extraordinary magical effects:

**01-33 Cane of Charity:** Whenever touched, this cane inspires the toucher to ask others for charity. A Drive sub-ability check at TH 20 must be passed to be unaffected. Otherwise, the holder of the cane will lie prolifically in order to acquire contributions from others.

**34-67 Cane of Combat:** Whenever touched, this cane inspires the toucher to desire to use the cane combatively, to flog the nearest creature. A Drive sub-ability check must be passed at TH 18 to be unaffected.

**68-100 Cane of Unchastity:** Whenever touched, this cane inspires the toucher to desire to repeatedly insert the cane in 1 of their own orifices, selected randomly, for sexual pleasure. A Drive sub-ability check must be passed at TH 21 to be unaffected.

## Household Items, Bags

A bag is a container made of flexible material, closed on all sides except for 1 opening. Following are Extraordinary magical effects:

**01-25 Bag of the Blackhearted:** Whosoever opens this bag loses all morality.

**26-50 Bag of Blood:** Whosoever opens this bag will find that it is filled with blood. If drank fully, then the blood will heal all wounds and reappear in the bag.

**51-75 Bag of Tricks:** Whosoever opens this bag must consult *Appendix 3: Random Magical Effects*.

**76-100 Bag of Wind:** Whosoever opens this bag releases a gust of wind from the bag. The wind will be hot air and have no substance.

## Household Items, Beads

Beads are small and often round pieces of stone, glass, shell, wood, metal, or other material that is pierced for threading on a string or wire. Following are Extraordinary magical effects:

**01-50 Anal Beads:** Whosoever possesses these beads may wear them around their neck as a necklace, but whenever the wearer becomes sexually excited, these beads compel the wearer to push them into the anus of their partner. Slowly, the beads will be pulled from their partner's rump. A Drive sub-ability check at TH 20 must be passed to be unaffected by this desire.

**51-100 Prayer Beads:** Whosoever handles these beads will be more devoted to their god, unless a Drive sub-ability check is passed at TH 20. If the handler is an atheist, then they are immune to this magical item.

## Household Items, Braziers

A brazier is a pan for holding burning coals. It is a cooking utensil in which food is exposed to heat. Braziers are usually made of brass. Following are Extraordinary magical effects:

**01-50 Brazier of Bloodlessness:** This brazier will consume all blood inside it. In fact, this brazier feeds on, and is empowered by, blood. If food is placed in it, then the food will be cooked instantly only if it contains blood. Once cooked, no blood will remain. If a living creature directly touches the inside of the brazier, then they will instantly feel a horrible and strange sensation, and must pass both a Reaction Speed and Common Sense sub-ability check at TH 17 or be instantly drained of blood, dead, and cooked.

**51-100 Brazier of Burning:** This brazier will immediately be filled with coals and ignite upon speaking a chant that is determined at the creation of this magical item.

## Household Items, Brooms

A broom is a bundle of firm, stiff plant shoots or twigs bound tightly together usually on a long handle and used for sweeping and brushing. Following are Extraordinary magical effects:

**01-25 Animated Broomstick:** This broomstick will sweep any dirt on a floor into the northernmost corner. This broomstick functions autonomously. The broomstick only functions in 1 room that is designated upon creation of the magical broomstick.

**26-50 Broomstick of the Busy:** Whosoever begins to use this broomstick will be unable to stop sweeping floors unless they pass a Drive sub-ability check at TH 17. A check may be made hourly. Once a floor has been swept clean, a nearby dirty floor will be sought and swept. If a nearby dirty floor does not exist, then the same floor will be swept repeatedly.

**61-80 Broomstick of Chambermaids:** This broomstick only functions magically in the hands of a character who is a chambermaid by occupation. Whenever a chambermaid begins to use this broomstick, it will clean the entire floor to perfection for her merely by her touching it to the dirty floor. Next, she must touch the location with the broomstick where she wants the dirt to be deposited. Otherwise, her mind will become dirty, and she will attempt to seduce the owner of the floor.

**81-100 Broomstick of Flight:** When held between the legs of a character, this broom will support 1d1000 pounds in weight. The broom must be held firmly, but it will move according to the thought of the holder. The broomstick can fly only twice as fast as the character can run when unencumbered.

# Household Items, Candles

A candle is a long, slender, cylindrical mass of wax containing a wick of loosely twisted threads. When burned, a candle yields light. Following are Extraordinary magical effects:

**01-16 Candle of Cache:** Whosoever lights this candle will be able to see normally by its light. However, no other character in the vicinity will see the candle or its light.

**17-32 Candle of Carnivorism:** Whosoever has light cast upon them from this candle must pass a Drive sub-ability check at TH 20 or they need to consume and digest insects in order to receive nourishment for the rest of their life.

**33-48 Candle of Casting:** Whosoever has light cast upon them from this candle must pass a Drive sub-ability check at TH 20 or begin casting spells, if able. Once affected, a character will continue to cast spells as long as this candle burns.

**49-64 Candle of Combat:** Whosoever sees another due to the light of this candle will be compelled to combat them if a Drive sub-ability check is failed at TH 20. If failed, then the character will attempt combat until the candle expires or is extinguished.

**65-80 Candle of Copulation:** Whosoever sees another due to the light of this candle will be compelled to copulate with them if a Drive sub-ability check is failed at TH 20. If failed, then the character will attempt copulation until the candle expires or is extinguished.

**81-100 Candle of Corruption:** Whosoever has light cast upon them from this candle permanently loses 1d20 points of morality regarding their disposition.

# Household Items, Cauldrons

A cauldron is a large kettle or boiler. Following are Extraordinary magical effects:

**01-33 Cauldron of Catastrophe:** When a stew is brewed, a storm is produced. The storm will be powerful enough to level a castle. This cauldron functions only once per decade. The storm will level 1d20 square miles. It will appear randomly within 1d100 miles of the cauldron. The storm will endure for 2d6 days. Any creature within the storm will experience 1d1000 LP of damage per round.

**34-66 Cauldron of Childbirth:** Whosoever drinks or eats from this cauldron will become pregnant (if female), or impregnate the next female with whom they copulate. The number of times the food or drink is swallowed affects the type of child born. If a homosexual male swallows, then they gag to death. Roll 1d100 to determine the number of swallows.

| Roll | Result |
|---|---|
| 01-10 | Male child |
| 11-20 | Female child |
| 21-30 | Retard |
| 31-40 | Genius |
| 41-50 | Mass murderer |
| 51-60 | Future king/queen |
| 61-70 | Athlete |
| 71-80 | Fat slob |
| 81-90 | Stillborn |
| 91-100 | Son of a random god/goddess |

**67-100 Cauldron of the Continuum:** 3 elves must be murdered, dismembered, and placed in the cauldron. Once the tasty are brought to a boil, they must be fully devoured by a single character within 2 days. Thereafter, the cannibalistic character must roll 1d100. If the result is from 91-100, then the cannibalistic character becomes immortal for 1d100 days, with 1 exception. If the 'immortal' character is decapitated, then they die.

## Household Items, Censers

A censer is a covered incense burner swung on chains in a religious ritual. Following are Extraordinary magical effects:

**01-20 Censer of Creation:** Whosoever inhales the smoke from this censer will cause the creation of an ally to further their religion's cause. The created ally will be a clone of the inhaler, except that they will have no interest in anything other than the religious cause. If this censer was not lit as part of a religious ceremony, then the created ally will attempt to kill the inhaler(s), steal the censer, establish an immoral ceremony, and use the censer to create an army. Once a created ally completes their task, they vanish.

**21-40 Censer of Creeping Death:** Whosoever lights this censer will creep across the land and attempt to kill the firstborn man of the first family they find. Thereafter, they will begin to like feminine music, but seem convinced it is masculine.

**41-60 Censer of Counter-Castration:** If this censer is lit, then the genitalia of any male within 1d100 feet will not be harmed by any weapons as long as the censer remains smoking.

**61-80 Censer of Purification:** Whosoever inhales the smoke from this censer is absolved of 1 sin in the eyes of their god. However, this effect functions only once per character per year. Once absolved of a sin, the inhaler will feel more religious and has gained 1d10 PP.

**81-100 Censer of Wisdom:** Whosoever inhales the smoke from this censer gains 1d10 points in Wisdom; all sub-abilities of Wisdom receive that same amount. Each censer has a different amount, but all characters inhaling from the same censer receive the same bonus. Inhalers retain their bonus for 1d10 hours.

## Household Items, Chalices

A chalice is a drinking cup with a handle beneath it. It is a sacrament in religious rituals. Following are Extraordinary magical effects:

**01-16 Chalice of Cannibalism:** Whosoever drinks from this chalice must pass a Drive sub-ability check at TH 21 or permanently become a cannibal. This chalice functions only once per character. If the chalice is destroyed, then its effects do not disappear. If a character who is made a cannibal by this chalice eats or drinks from anything other than a character of their own race, then they will violently puke and not feel satisfied.

**17-32 Chalice of Charging:** Whosoever drinks the blood of another from this chalice will feel charged and experience a temporary increase of 1d20 Life Points for 1d100 rounds. This temporary increase may exceed the maximum natural LP of the character for this duration. This chalice functions only once per character per year.

**33-48 Chalice of Charm:** Whosoever drinks from this chalice will be charmed by whosoever filled the chalice. A charmed character will feel great affection toward them and attempt to help, though will not act stupidly. It is impossible to be charmed by yourself with this device.

**49-64 Chalice of Cheer:** Whosoever drinks from this chalice will experience a permanent increase of 1d100 points of Sanguine temperament. This chalice functions only once per character.

**65-80 Chalice of Choking:** Whosoever drinks from this chalice must pass a Health sub-ability check at TH 21 or choke to death.

**81-100 Chalice of Chuntering:** Whosoever drinks from this chalice must pass a Common Sense sub-ability check at TH 17 or talk in a low and inarticulate voice for 1d10 hours. During this time, the character will be muttering complaints.

## Household Items, Chess Sets

Chess is a game of ancient origin for 2 played on a chessboard on which each player moves their chessmen according to fixed types of movements for each across the board in such as way as to checkmate the foe's king. Following are Extraordinary magical effects:

**01-50 Chess Set of Chastity:** If a female plays a game of chess on this board and wins against a foe who broke her hymen, then her hymen will be restored and she will seem to be re-flowered.

**51-100 Chess Set of Kings:** The pieces of this chess set resist all players who attempt to move them, unless the player is a king by birth.

## Household Items, Chests

A chest is a container for storage. Usually, it is a box with a hinged lid, especially for the safekeeping of valuables or the storing of tools or belongings. Following are Extraordinary magical effects:

**01-50 Bottomless Chest:** This chest has an infinite space inside. Anything placed within will be lost forever to any character who does not speak the chant inscribed on the underneath side of the chest. The chant must be spoken when the character reaches into the darkness of the box to retrieve an item. The dimensions of this chest are always 3' x 4' x 5'. Nothing can be placed within it that exceeds these dimensions. The chest weighs 1 pound but appears to be made of solid wood. The chest may be locked and unlocked by speaking a chant that is inscribed on the inside lip of the lid.

**51-100 Chest of Chests:** Whosoever opens this chest will experience a growth of their own chest by 1 Cup Size. This growth is permanent, but may only happen once per chest per character.

## Household Items, Coins

A coin is a piece of metal certified by a mark upon it as being of a specific intrinsic or exchange value. Coins are often circulated by a governmental authority to serve as lawful money. Following are Extraordinary magical effects:

**01-50 Coin of Calamity:** Whosoever flips this coin will experience 1 of 2 things. If 'heads' results, then the character who flipped it instantly loses their head and dies. If 'tails' results, then the character loses their tail. If they have no tail, then loss is not experienced.

**51-100 Coin of Corruption:** Whosoever spends this coin on anything that can be purchased with this single coin will become corrupted by the purchase and lose 1d100 Ethical and 1d100 Moral Points.

## Household Items, Dice

Dice are usually small cubes of ivory, wood, or bone that are marked distinctively on each face. Most often, dice have 6 sides and are used in gambling. Dice are shaken and rolled or thrown to come to rest at random on a flat surface. Dice do not have to be square and may have more or less sides. Following are Extraordinary magical effects:

**01-33 Dice of Damnation:** These are 2 dice that are always 6-sided and white, being carved of the knuckles of an anakim. The pips on the sides of the dice are applied and may be any color, but are usually black. Whosoever rolls these dice must reroll their disposition (see *Chap. 4: Disposition*). These dice function only once per character.

**34-67 Dice of Deceit:** These are 2 dice that are always 6-sided and black, being carved of the knuckles of the luckiest menstruating trollop. The pips on the sides of the dice are colored white. Whosoever rolls these dice will achieve whatever number(s) they desire upon rolling.

**68-100 Dice of Disappointment:** These dice may be of any color or shape. Whosoever rolls these dice will achieve results opposite to those desired upon rolling.

## Household Items, Figurines

A figurine is a small carved or molded figure. Following are Extraordinary magical effects:

**01-50 Figurine of Fatness:** If this figurine is placed within the bedroom of a character, then their weight will permanently increase by 5% every time they sleep in that room.

**51-100 Figurine of the Forsaken:** If this figurine is placed within the dwelling of a character, then all others will forsake them, such as avoiding or disinheriting them.

## Household Items, Flagons

A flagon is a vessel for liquid or liquor. Following are Extraordinary magical effects:

**01-33 Flagon of Flogging:** Whosoever drinks from this flagon must roll 1d100. If they roll 51-100, then they must flog themselves into unconsciousness. If they roll 01-50, then they must flog the first character they see into unconsciousness who is not drinking.

**34-67 Flagon of Forgetfulness:** Whosoever drinks from this flagon will forget everything within the last 1d100 days.

**68-100 Flagon of Fullness:** Whenever this flagon is filled with a liquid or liquor, it will always remain full regardless of how much the imbiber drinks. However, if even a drop is spilled in any manner, then a magical and angry black dwarf will appear and attempt to chop the imbiber in 2 pieces with his axe. The magical black dwarf will have 350 LP, but is average in all other respects, and wields a footman's battle axe.

## Household Items, Goblets

A goblet is a bowl-shaped cup or drinking vessel without handles and sometimes footed and covered. Following are Extraordinary magical effects:

**01-33 Goblet of God:** Whosoever drinks from this goblet will experience an increase of 1d100 Piety Points. This effect functions only once per character.

**34-67 Goblet of Gore:** Whosoever drinks from this goblet will hallucinate with 80% believability that every character seen for the next 3d10 rounds is covered in blood and gore.

**68-100 Goblet of Greed:** Whosoever drinks from this goblet will be compelled to steal anything from any character under any circumstance as long as it has an obvious value exceeding 10 silver pieces. This effect functions only once per character.

## Household Items, Hourglasses

An hourglass is an instrument for measuring time. An hourglass consists of a glass vessel having 2 symmetrical compartments of which a quantity of sand occupies an hour in running through a small aperture from the upper to the lower compartment. Following are Extraordinary magical effects:

**01-50 Hourglass of Haste:** Whosoever turns over this hourglass will be able to perform any function, including Sprinting, at twice the speed until the sand ceases to fall within the hourglass. This hourglass functions only once per character per day.

**51-100 Hourglass of Hugeness:** Whosoever turns over this hourglass will become twice their height, 3 times their Strength, and 4 times their weight until the sand ceases to fall within the hourglass. This hourglass functions only once per character per day.

## Household Items, Incense

Incense is material used to produce a fragrant odor when burned. Unless stated otherwise, each unit of incense will burn for 1 hour before being consumed. Following are Extraordinary magical effects:

**01-20 Incense of Ice:** Whosoever lights this incense will cause everything that the smoke touches, as determined by the Aedile, to become frozen, except for the character and their immediate possessions who lit the incense. If the smoke touches a living creature, then the creature must pass a Health sub-ability check at TH 18 or become frozen solid, and therefore dead. This incense functions only once. The fragrance of this incense smells like the fart of a polar bear.

**21-40 Incense of Infanticide:** Whosoever lights this incense will cause all infants, even unborn, within 1d100 yards to die instantly. The fragrance of this incense smells like green baby dung.

**41-60 Incense of Intelligence:** Whosoever inhales smoke from this incense will experience an increase of 1d10 points in their Intelligence ability; therefore, these points apply to the corresponding sub-abilities as well. This benefit lasts for 1d10 minutes.

**61-80 Incense of Intoxication:** Whosoever lights this incense must pass an Intoxication check at TH 21 (see the Health sub-ability) or become inebriated as though they drank 3d6 tankards of beer. The fragrance of this incense smells like the belch of a drunk kobold who has not brushed their teeth in weeks.

**81-100 Incense of Ire:** Whosoever inhales the smoke from this incense will become filled with ire for 1d10 hours. Any event during this time that may be even loosely construed as irritating will incite this character to violence for 1d10 rounds. The fragrance of this incense smells like burnt flesh.

## Household Items, Jars

A jar is a rigid container having a wide mouth and often no neck, made typically of earthenware or glass. Following are Extraordinary magical effects:

**01-50 Jar of Jacking-Off:** Whenever a male opens this jar, they must pass a Drive sub-ability check at TH 21 or be compelled to force their Manhood into the jar. Once inside, the jar will inexplicably grip it firmly and jerk it to completion, even against the will of the opener. Upon completion, the cummer must roll 3d10. If the results are 03-08, then the jar becomes pregnant. If the jar is pregnant, then it will not allow itself to be opened again, but will care for the fetus within, which will be heard screaming by others within 1d100 feet day and night. After 9 months of fetal torture, the child will be born and the jar will break.

If the jar is broken during its pregnancy, then the dying and twitching fetus will explode after 1d6 rounds of twitching. The explosion will cause 1d4 LP of sonic damage to all within 1d4 miles. Baby parts are inexplicably everywhere.

When born, the baby will be Unethical Immoral, will serve the father loyally, will obsessively collect jars, and seem to be male but have no Manhood, but oversized testicles, which can never ejaculate. Therefore, this child will be forever frustrated. Any child of a jar will insist that others call them "Chucky."

**51-100 Jovial Jar:** Whosoever opens this jar will hear a faint laugh from within it. Upon examining the inside of the jar, nothing that could produce a laugh will be found. If opened and the laugh is heard 3 times within 3 minutes, then the opener will acquire 3 Random Mental Illnesses (see *Chap. 5: Mind*).

## Household Items, Maps

A map is a drawing or other representation that is usually made on a flat surface and that shows the whole or a part of an area. Following are Extraordinary magical effects:

**01-50 Map of Misfortune:** Whosoever attempts to follow this map will notice that the map changes after they have progressed halfway to their destination. The path they had taken is also changed.

**51-100 Map of the Miser:** Each day that this map is read, it leads to new treasure. This map never leads to treasure worth more than 10 silver pieces.

## Household Items, Mirrors

A mirror is a polished or smooth substance that forms images by the reflection of light. The most common use for a mirror is when a female attempts to maximize her Facial Charisma. Following are Extraordinary magical effects:

**01-15 Mirror of Addition:** Whosoever looks at themselves in this mirror acquires a random body part. To determine the body part, consult the Body Part Proportion table (see *Chap. 2: Body*). Once the added body part is determined, reroll on the table to determine where it is attached. Otherwise, fine details will be determined by the Aedile. If a character acquires another head, then the new head will have the same Intelligence, Wisdom, and memories of the original, but it has a randomly determined disposition and temperament. The Aedile must determine what is an appropriate addition of BPP and LP.

For example, if a player rolls 01, then their character has acquired a left foot. Rolling again, this player may roll 100, determining that the left foot is attached to the head of the character who looked in the mirror.

Any character may continue to look in the mirror and acquire random body parts

until the mirror is broken. Once broken, any character affected previously by it may roll 1d100. If the result is 50 or greater, then the character returns to their original and natural state. If not, then they retain their new limbs permanently, unless they hack them off. Appropriate damage is applied.

**16-30 Mirror of Madness:** Whosoever gazes at their own reflection in this mirror will acquire a Random Mental Illness (see *Chap. 5: Mind*).

**31-45 Mirror of Many:** Whosoever handles this mirror must pass a Hand-Eye Coordination sub-ability check at TH 22 each round. If failed, then the mirror falls from their grasp and shatters on the ground, even if the ground is soft. The mirror shatters into 5d20 shards. Each shard will produce a creature who is 1/10th the height of the character who gazed into the mirror and dropped it. The little creatures will appear in the exact likeness of the character who dropped the mirror. Each creature will have 1/20th the LP of the character who dropped the mirror, though never less than 3 (for these, 1 LP is unconsciousness). The purpose of each creature is to kill the character who dropped the mirror. Otherwise, these little creatures have the original character's Dexterity, Intelligence, Wisdom, memories, etc. The Strength of these little creatures is 1/20th of the original character. The Physical Fitness, Bodily Attractiveness, and Health is the same as the original character. However, the Sprint speed is 1/10th of the original character.

The little creatures will exist until killed or they die of natural causes. In the meantime, they will stop at nothing to kill the original creature. The little creatures will have all the non-magical items in the immediate possession of the original character when the mirror was dropped.

If a little creature crawls down the throat of the original character, then it can grow into a full-sized replica of the original character within 2d10 rounds. The replica will always have an Unethical Immoral disposition. Once an independent creature, it will attack the original creature with the intent to mutilate and kill.

**46-60 Mirror of Masturbation:** Whosoever looks into this mirror must pass a Drive check at TH 17 or begin masturbating furiously, somehow excited at the sight of their own body, regardless of what it looks like. Masturbation will continue until completion or pain.

**61-75 Mirror of Muscularity:** Whosoever looks into this mirror gains 1d100 Strength sub-ability points. This gain occurs only once per character.

**76-90 Mirror of Subtraction:** Whosoever looks at themselves in this mirror loses a random body part. To determine the body part, consult the Body Part Proportion table (see *Chap. 2: Body*). If a character loses their head, then they die instantly. If a character loses their torso, then somehow they live but their body's in pieces. The character without a torso feels no pain. If a limb is positioned firmly on the neck, then the character may make that limb twitch.

**91-100 Mirror of Time:** Whosoever looks in this mirror and recites a number will see themselves at the age spoken. For example, if a woman looks in the mirror and speaks the number 6, then she will see her countenance when she was 6 years old. If a number is spoken and no countenance appears, then the character will have died of natural causes by that age. However, a character may die of unnatural causes at any time. The Aedile must determine the lifespan of the character. This mirror does not function for elves. This mirror functions only 1d20 times per character.

# Household Items, Seeds

A seed is something from which development or growth takes place. The most common form of seeds serve to reproduce plants. Following are Extraordinary magical effects:

**01-25 Demonseed:** If a character swallows a demonseed, then they will instantly become magically pregnant. An anakim will be born in 1d100 days. Upon birth, the bearer dies.

**26-50 Rapeseed of Raping:** If a character swallows this seed, then they will attempt to rape the next member of the opposite sex in sight regardless of age.

**51-75 Seed of Doubt:** Whosoever plants a seed of doubt will grow a dark plant unknown to nature. The plant will grow 1d10 feet tall regardless of the quality of the soil. The plant will grow to maturity in 1d100 days and will live for 1d1000 days, even without water. When the plant is mature, it will lower the PP of humans within 1d1000 feet by 10 PP for each foot of the plant. Somehow, those humans who lose all PP will believe they are slaves. A plant of doubt will produce a number of seeds of doubt equal to the number of feet of its height squared.

**75-100 Seed of Hate:** If this seed is planted in front of a home of a druid, then the seed will grow into a tree of (100 + 1d100) feet in height and 5d20 feet in circumference. This tree will grow to full height in 3d6 days. This tree will grow regardless of moisture, climate, or light. This tree cannot be cut or burned down. The leaves will be black and the veins are red. This magical tree will cause all creatures, insects included, within 2d100 miles to hate the druid.

The only way to kill a tree that resulted from this seed is for the druid to anally copulate with a specific type of living forest creature, and somehow the druid knows it. The druid must ejaculate, thereby sowing a seed of love. The Aedile must roll 1d100 and consult the following table:

| Roll | Forest Creature |
|---|---|
| 01-10 | Badger |
| 11-20 | Bear |
| 21-30 | Beaver |
| 31-40 | Boar |
| 41-50 | Fox |
| 51-60 | Owl |
| 61-70 | Rabbit |
| 71-80 | Squirrel |
| 81-90 | Wild Dog |
| 91-100 | Wolf |

Oftentimes, the druid begins an anal frenzy attempting to thwart the tree. There is a 10% chance thereafter that the druid develops a bestiality fetish.

# Household Items, Spinning Wheels

A spinning wheel is a small, domestic machine for spinning yarn or thread in which a wheel drives a single spindle and is itself driven by hand or foot. Following are Extraordinary magical effects:

**01-33 Spinning Wheel of Caducity:** Whosoever uses this spinning wheel will not notice that their body is aging 1 year per 10 minutes used.

**34-67 Spinning Wheel of Spinal Cord Snapping:** Whosoever wears a shirt made from this spinning wheel is at risk of having their spinal cord snapped. The shirt somehow emits energy in a radius of 1d100 feet that suggests to all living creatures that the spinal cord of the wearer needs to be snapped. If a Common Sense sub-ability check is passed at TH 21, then they will not try to snap it.

**68-100 Spinning Wheel of Spiteful Clothing:** Whenever this spinning wheel is used to make clothing, the clothing is imbued with spite. Whosoever wears this clothing will perform 1d20 spiteful acts toward others per day of wearing the spite-imbued garment.

## Household Items, Stones

A stone is a concretion of earthly or mineral matter of igneous, sedimentary, or metamorphic origin. By definition, a stone is of indeterminate size, ranging from a boulder to a pebble. Following are Extraordinary magical effects:

**01-33 Stone of Chucking:** Once per day, a character or creature may hurl this stone at a target with deadly accuracy; it will not miss. This stone is only 1d4 inches in circumference, but will always inflict 3d10 IP or LP of pounding damage. Regardless of the amount of force put into hurling it, the stone will always travel at 100 miles per hour. This stone has an effective range of 50 feet. Once it reaches 50 feet, the stone will go no farther and falls to the ground. The magical power of this stone functions only once per day. Upon contact, this stone always causes Graphic Gore (see *Chap. 10: Combat*) to a living target.

**34-67 Stone of Smiting:** This stone is only 1 inch in circumference and may be hurled at a foe. If it hits, then the foe will not suffer damage, but will be smote automatically to the ground (see Smiting in *Chap. 10: Combat*). Each round this magically smitten foe may attempt to pass a Strength sub-ability check at TH 17 to stand again. The magical power of this stone functions without restriction. The word 'SMITE' is carved into the stone in the magical tongue.

**68-100 Stone of Spermicide:** This black stone may be rubbed across the Manhood of a male prior to copulation. If so rubbed, then the female will not become pregnant no matter how much sperm the male releases. This stone is (4 + 1d6) inches in circumference. If this stone is forced deep inside the vagina, then the female will not become pregnant, but it is very difficult to remove and may prevent the entire Manhood from being able to enjoy this moist cavity.

## Household Items, Tables

A table is usually made of wood. It is a flat slab supported by 4 or more legs, or 2 trestles. The slab is usually rectangular, though it may be square, circular, or another shape. Following are Extraordinary magical effects:

**01-50 Table of the Gourmet Feast:** Each time an empty plate or bowl is placed on this table, it becomes full of gourmet food. Though the food tastes excellent to any character, it is made from humanoid body parts. There is a 1% chance per meal eaten by a character that the meal causes muscular dystrophy (see *Chap. 2: Body*).

**51-100 Table of Force-feeding:** Upon siting down for a meal at this table, the table stands up on its legs and uses its other 2 legs for arms in an attempt to overbear this unfortunate sap. If successful, then the table will begin to force-feed its victim into gluttonous oblivion (death). Consult the Wrestling skill in *Chapter 8: Skills*. The table has a Strength of 160 and an Agility of 100. Its weight is exactly 200 lbs.

## Household Items, Urns

An urn is a vessel of various forms for preserving the ashes of the dead. Following are Extraordinary magical effects:

**01-50 Urn of Undeath:** Whomever's ashes are placed within this urn shall rise from the urn into an undead version of their former self. The character risen from this urn will obey any and all commands from the urn's possessor. The risen character will have 80% of all original sub-abilities, LP, BPP, height, and weight.

**51-100 Urn of Unity:** Whosoever murders another with their bare hands and places the ashes in this urn will permanently acquire the LP and any special abilities of the deceased creature within the urn. This urn will unite only 3d10 creatures.

## Household Items, Wells

A well is pit or hole sunk into the earth to such a depth as to reach a supply of water. Following are Extraordinary magical effects:

**01-16 Well of War:** Whosoever drinks from this well will cause the next 2 kingdoms named from their mouth to go to war, even if it takes them a year to say it. If the same kingdom is named twice, then a civil war will occur. This well functions once per year.

**17-32 Well of Weakness:** Whosoever drinks from this well suffers a permanent loss of 3d10 points of Strength. This well functions only once per character.

**33-48 Well of Whoredom:** Whosoever drinks from this well will instantly change their occupation to whore. If the drinker is male, then they will work nearly nonstop to be able to purchase female slaves and attempt to become a brotheler. If the drinker is already a whore or a brotheler, then the well increases their AP enough for them to barely increase an occupational level. This well functions once per character.

**49-64 Well of Wickedness:** Whosoever drinks from this well experiences a permanent loss of 1d100 Moral Points. This well functions only once per character.

**65-80 Well of Wisdom:** Whosoever drinks from this well experiences a permanent increase of 3d10 points of all Wisdom sub-abilities. This well functions once per character.

**81-100 Well of the Wistless:** Whosoever drinks from this well will cause a Random Magical Effect to occur (see *App. 3: Random Magical Effects*). This well functions once per character per day. Around the rim of the well, the following is engraved: "HEED THESE WORDS: LEAVE THIS WELL." This inscription is written in the dominant language of the land in which the well exists.

## Jewelry, Amulets

An amulet is a charm often inscribed with a spell, magical incantation, or symbol, and believed to protect the wearer against evil or to aid in love or war. Following are Extraordinary magical effects:

**01-50 Amulet of Amputation:** Whosoever wears this amulet will cause 1 amputation while engaged in combat per day. An inscription inside the amulet must be chanted for it to function. Then, the next attack will cause amputation.

**51-100 Amulet of Asphyxiation:** Whosoever wears this amulet will be strangled by the amulet into unconsciousness at a rate of 3 LP per round unless the amulet is ripped from the neck. To remove this amulet requires a Strength of at least 175. If a bystander wishes to aid this victim, then their hand(s) will also be trapped in the necklace unless their Strength is at least 175. Please note that this could actually *look* like the character coming to aid is strangling the victim himself.

## Jewelry, Anklets

An anklet is a bracelet or a similar ornament worn around the ankle. Following are Extraordinary magical effects:

**01-50 Anklet of Angst:** Whosoever wears this anklet will be overcome by anxiety and unable to react promptly to anything because they will suffer a penalty of -15 to initiative. This effect is permanent until the anklet is removed.

**51-100 Anklet of Animation:** Whosoever wears this anklet will gain 1d10 LP. These LP are added to the wearer's natural maximum. If the anklet is removed, then sickness will be felt. If the anklet is not worn again within 24 hours, then 2d10 LP are permanently lost.

# Jewelry, Bracelets

A bracelet is an ornamental band, ring, or chain worn around the wrist. Following are Extraordinary magical effects:

**01-25 Bracelet of Beautification:** This bracelet does not function for a male character. Whenever a female character wears this bracelet, she will experience an increase of 1d10 points to her sub-abilities of Bodily Attractiveness and Facial Charisma.

**26-50 Bracelet of Belligerent Boyfriends:** This bracelet does not function for a male character. Whenever a female character wears this bracelet, if she has a boyfriend, then he will behave belligerently and in an overprotective manner regarding the wearer. Although to some females this will seem like a curse, to many it is preferable and makes them believe that their boyfriend cares.

**51-75 Bracelet of Bitchery:** This bracelet does not function for a male character. Whenever a female character wears this bracelet, she will loudly complain and whine to all around about worthless things for 1d12 hours each day. If this bracelet is worn for more than 1 month, then any male to whom she complains is 10% likely to attempt to strangle her and pound her head on the ground until death.

**76-100 Bracelet of the Bounty Hunter:** This bracelet does not function for a character who is not a bounty hunter by occupation. Whenever a bounty hunter wears this bracelet, they receive visions every 3d10 hours of the character whom they track. When a vision occurs, the character who is being tracked will be seen by the bounty hunter from an aerial view of 50 feet above the character who is being tracked. Each vision will last for 3d10 rounds.

# Jewelry, Brooches

A brooch is a fastening device often of precious metal and decked with gems and usually with a clasp. The most common use of a brooch is to fasten a cloak. Following are Extraordinary magical effects:

**1-20 Brooch of Banditry:** This brooch functions only for a character who is a bandit by occupation. If a bandit wears this bronze brooch, then it will become hot around precious metals (copper, silver, or gold) and precious stones (gems). The brooch is unable to distinguish quality, but is affected by quantity. For example, the brooch will become equally hot in the presence of gold or copper. The brooch must be within 5 feet for its temperature to change.

**21-40 Brooch of Bemonstering:** Whosoever wears this brooch will experience a decrease of 1d10 points in the sub-abilities of Bodily Attractiveness and Facial Charisma.

**41-60 Brooch of Benignity:** Whosoever wears this brooch will experience a loss of all Choleric and Melancholic points regarding temperament.

**61-80 Brooch of Brightness:** Whosoever wears this brooch will be able to activate it once per day, emanating bright light in a cone of 50 feet in length before the character. The brightness will not adversely affect a creature, unless they have Low-Light Vision. An inscription on the back of the brooch must be chanted for the effect to occur.

**81-100 Brooch of Darkness:** Whosoever wears this brooch will be able to activate it once per day, emanating darkness in a cone of 50 feet in length before the character. Characters or creatures with LLV will be unable to see in this darkness. An inscription on the back of the brooch must be chanted for the effect to occur.

# Jewelry, Charms

A charm is something worn about a character to ward off evil or ensure good fortune. Following are Extraordinary magical effects:

**01-14 Charm against Intemperance:** This charm consists of the dried stomach of a slave who died of starvation. This charm will prevent the wearer from having an appetite in excess of their needs.

**15-28 Charm against Liars:** This charm consists of a dried tongue that was long enough to touch the tip of its owner's nose. This charm will prevent a character within 3d10 feet from lying to the owner.

**29-42 Charm of Ears:** Whosoever wears this necklace gains a bonus of 3d10 to their Sound skill checks while wearing it. The necklace is merely a string with 1d4 dismembered ears hanging from it.

**43-56 Lucky Bugbear's Bicuspid Charm:** A bicuspid is a tooth between a character's canine teeth and molars. For some unknown reason, most bugbears do not have bicuspids. If 1 is found, then it is deemed to have magical properties of luck. This charm will bestow good luck in the form of a + 2 bonus to all die rolls on the behalf of the owner made by the player.

**57-70 Lucky Lip Charm:** This charm consists of severed lips that have been dried in the sun. When carried with a character, these lips double the likelihood that the character will get a kiss when 1 is asked for.

**71-84 Lucky Rabbit's Foot Charm:** This charm will bestow good luck in the form of a + 1 bonus to all die rolls on the behalf of the owner made by the player.

**85-100 Necklace of Charm Stones:** This necklace consists of a leather strip with 20 stone beads, each corresponding to a sub-ability. If the proper bead, and only the proper bead, is held while an ability check is made, then a + 1 bonus is applied to the check.

# Jewelry, Crowns

A crown is a royal or imperial headdress or cap of sovereignty worn by kings, usually made of precious metals and adorned with precious stones. Following are Extraordinary magical effects:

**01-50 Crown of Control:** Whosoever wears this crown may literally control any action, though not thought, of any character within 3d10 feet. This effect functions only when the crown is worn.

**51-100 Crown of Corruption:** Whosoever wears this crown will make decisions only while pursuing power for themselves over others. The wearer of the crown understands that resources lead to power and seeks to acquire as many resources as possible. In this case, absolute corruption empowers absolutely.

# Jewelry, Earrings

An earring is an ear ornament with or without a pendant attached to a pierced earlobe by a loop of wire. Following are Extraordinary magical effects:

**01-25 Earrings of Ecstasy:** Whosoever wears these earrings experiences an increase of 3d10 points in Sanguine temperament.

**26-50 Earrings of Evil:** Whosoever wears these earrings experiences a decrease of 1d20 Moral Points.

**51-75 Earrings of Extirpation:** Whosoever wears these earrings may cause the eyes of a character touched to fall out of their sockets as if plucked. This power functions once per day at will. The target will be blinded.

**76-100 Earrings of Extravasation:** Whosoever wears these earrings may force a random bodily fluid to erupt from the mouth of a character touched. Roll 1d4 to determine the fluid: (1) blood, (2) bile, (3) urine, (4) stomach acid.

## Jewelry, Lockets

A locket is a small and often ornate case usually of precious metal having space for a momento, such as a lock of hair, and worn typically suspended from a chain. Following are Extraordinary magical effects:

**01-33 Locket of Lard:** Whosoever wears this locket will gain 10% of their weight. Roll 1d100 to determine where the weight accumulates. If 01-30, then the weight accumulates in their rump. If 31-60, then the weight accumulates in their thighs. If 61-90 then the weight accumulates in their waist. If 91-100, then the weight accumulates evenly throughout their body.

**34-67 Locket of Love:** Whosoever wears this locket will deeply fall in love with whomever's hair is in the locket.

**68-100 Locket of Lust:** Whosoever wears this locket will sexually desire whomever's hair is in the locket.

## Jewelry, Medallions

A medallion is a large medal worn about the neck and typically suspended by a chain. A medallion usually symbolizes greatness. A medallion is often inscribed with the particular type of greatness symbolized by the medallion. Following are Extraordinary magical effects:

**01-33 Medallion of Malice:** Whosoever wears this medallion experiences an increase of 1d100 Choleric points regarding temperament, is generally irritated, and is relieved only during malicious acts.

**34-66 Medallion of Mammillation:** Whosoever wears this medallion experiences a doubling of their Nipple Length.

**67-100 Medallion of Might:** Whosoever wears this medallion experiences an increase of 2d20 Strength sub-ability points.

## Jewelry, Necklaces

A necklace is a string of beads or other small objects such as precious stones that is worn about the neck as an ornament. However, a necklace may also be a chain or band of metal that is specially decorated. Following are Extraordinary magical effects:

**01-16 Necklace of Nether-Napping:** Whosoever wears this necklace will take a nap every hour on the hour for 3d10 minutes. During the nap, the mind of the character will wander to the realm of a random god. More than just a dream, the character was actually there. No harm comes to the character, and all dreams are explained by the Aedile.

**17-32 Necklace of Nausea:** Whosoever wears this necklace must pass a Health sub-ability check at TH 18 or become nauseated and vomit for 3d10 rounds. Even after the necklace is removed, the vomiting continues for its duration.

**33-48 Necklace of Necrosis:** Whosoever wears this necklace loses 1 LP per round. The necklace may be removed upon noticing the pain.

**49-64 Necklace of a Nifle:** Whosoever wears this necklace seems to be trivial or worthless to all others. Thus, a king who wears this necklace would seem like a peasant, even to his queen.

**65-80 Necklace of Niggardliness:** Whosoever wears this necklace will refuse to spend money at all, and refuses to grant favors. The Common Sense sub-ability of the wearer increases by 1d10, and the wearer feels as though they are more aware of others trying to get things from them.

**81-100 Necklace of the Nimbus:** Whosoever wears this necklace is surrounded by a luminous vapor, cloud, or atmosphere. This radiant light suggests that the wearer is glorious. Others will most likely treat the wearer cautiously. However, the necklace bestows no other power.

## Jewelry, Pendants

A pendant is an ornament that is attached by its upper edge and allowed to hang freely. Following are Extraordinary magical effects:

**01 Pendant of Perfection:** Whosoever wears this pendant will have 300 points in each sub-ability.

**02-49 Pendant of Prehensility:** Whosoever wears this pendant may grow a prehensile tail that is (1d100)% of their height and lasts for 3d10 minutes. The tail has a circumference equal to the height of the character in feet when it is converted to inches. Since the tail is prehensile, it is able to grab things with (1d100)% of the Hand-Eye Coordination of the character's hand. Finally, the tail is able to dead lift (3d10)% of the dead lift Strength of the character (see *Chap. 3: Abilities*).

**50-100 Pendant of Promiscuity:** Whosoever wears this pendant will flirt with any character of the opposite sex who has a better score in any of the following sub-abilities: Bodily Attractiveness, Facial Charisma, or Kinetic Charisma. This flirting will occur even if the wearer of the pendant is not personally attracted. Flirting will consist of open suggestions to mate.

## Jewelry, Religious Symbols

A religious symbol may be made of a variety of materials and may be carried by a character in many fashions. Typically, the religious symbol is crafted to be a replica of the symbol of the god to whom the symbol is in honor. Following are Extraordinary magical effects:

**01-50 Religious Symbol of Impiety:** Whosoever owns this religious symbol experiences a decrease of 3d10 PP.

**51-100 Religious Symbol of Piety:** Whosoever owns this religious symbol experiences an increase of 3d10 PP.

## Jewelry, Rings

A ring is an object worn around a finger, though arm-rings are common in the north. Rings are cosmetic, not performing any useful function other than adornment. Rings may be made from many materials, though each ring listed herein may have stipulations. Commonly, rings are shaped from metal, stone, or wood.

Magical rings are rings imbued with magical effects, and the magic will not take effect unless the ring is placed directly on a finger or toe; the ring must contact the skin.

Wearing more than 1 magical ring is possible, though unsafe. For each magical effect in use that results from multiple magical rings worn at the same time and on different phalanges, a cumulative 10% chance exists for an effect to occur from *Appendix 3: Random Magical Effects*. However, if more than 1 ring is worn on the same phalange and its magic is in effect, then a cumulative 20% chance exists for a Random Magical Effect. Following are Extraordinary magical effects:

**01-16 Engagement Ring:** Whosoever places this ring on their finger immediately believes they are engaged to be married to the former wearer of the ring. The new wearer will act accordingly.

**17-32 Ring of Casting:** Whosoever wears this ring will be able to cast any spell in the ring once per day at will. Roll 1d10 to determine the spell level of the ring. Next, roll 1d6 (reroll 6's) to determine the discipline of magic in the ring. Now, roll 1d10 to determine the number of spells in the ring. Finally, consult *Appendix 2: Spell Lists* to randomly select the spells. Reroll repeated results.

**33-48 Ring of Fabulous Disaster:** Whosoever wears this ring will hear the laughter of an immoral master whenever an immoral deed is done by any character within 3d10 feet. When this occurs, the wearer must pass a Drive sub-ability check at TH 17 or laugh maniacally for 1d10 rounds. AP gained for immoral acts are doubled. By degree, each Ring of Fabulous Disaster is different.

**49-64 Ring of Fingering:** Whosoever wears this ring on their finger must pass a Drive sub-ability check at TH 14 or be compelled to force the finger with the ring on it into a vagina. If the wearer is female, then she will masturbate by fingering herself. If the wearer is male, then he must attempt to either overbear and rape (see Wrestling in *Chap. 8: Skills*) or practice his Seduction skill on a female. Insertion must be done for 3d10 minutes before the ring is satisfied. Thereafter, a Drive check must be made each time the character awakens.

**65-80 Ring of the Lords:** Whosoever wears this ring on their finger will be invisible, except to the creator of the ring. Somehow, this ring seems to want to return to its creator. This ring is 1 of many that were created by an ancient, evil sorcerer. This ring will shrink or expand to fit whomever holds it. Whenever the ring is placed on the finger, the wearer must pass a Drive sub-ability check, or the ring overpowers the wearer and forces them to be a slave to the creator. Overpowered wearers become Unethical Immoral. Although the initial TH is 3, it increases by 1 every time the ring is worn by an anakim or troll, 2 for an elf, 3 for a dwarf, 4 for a bugbear, 5 for a kobold, 6 for an ogre, and 7 for a human. If the ring is lost or stolen, then the former owner will do anything to get it back.

**81-100 Ring of the Spirit Master:** Whosoever wears this ring on their finger may call upon 2d4 spirits who are bound to serve the whim of the wearer. Details of each of the spirits are determined by the Aedile. These spirits are noncorporeal, so they cannot touch or move anything. However, their shimmering form as they died may be observed and their shrieking voices may be heard. Spirits of this ring have 3d10 LP. Though they may emerge from the ring and roam as the wearer commands, the spirits are unable to travel farther than 50 feet from the ring.

## Jewelry, Talismans

A talisman is an object that produces magical effects. Most talismans are cut or engraved with a sign. Following are Extraordinary magical effects:

**01-33 Talisman of Talent:** Whosoever owns this talisman may call upon its powers by rubbing the engraved sign prior to exercising a skill. The symbol consists of 5 interconnected rings. Once rubbed, this talisman bestows a bonus of + 3 to the next skill attempted. This talisman may be used only twice per day.

**34-66 Talisman of Trading:** Whosoever handles this talisman will notice that it is circular and made of iron. Around the rim it is written, "NEVERENDING, EVER TRADING." Whosoever handles this talisman may cast a spell inside it at will. Roll 1d10 to determine the spell level of the talisman. Next, roll 1d6 (rerolling 6's) to determine the discipline of magic in the talisman. Finally, consult *Appendix 2: Spell Lists* to randomly select the spell. This spell may be cast as often as desired, but each time it is cast, the talisman drains 1 random sub-ability point.

**67-100 Talisman of Trapping:** Whosoever handles this talisman will notice that it is pure gold and has a pentagram engraved on both sides – 1 upright, the other inverted. The pentagrams are surrounded by small, ancient symbols that are unknown to all. This talisman is capable of casting magic. If any foe attacks the owner, who must be holding or otherwise touching the talisman, then the talisman will cast a random ether spell at the foe. Roll 1d10 to determine the spell level, then consult *Appendix 2: Spell Lists* to randomly determine the spell cast. This talisman casts spells at the 20th level of spellcasting ability. Each time a spell is cast, the talisman has a 1% chance of absorbing the body of the holder. Absorption is instantaneous and the talisman is hot to the touch for 1d100 rounds thereafter. The absorbed character is dead.

## Miscellaneous

Miscellaneous magical items are those that do not fit under any other category. For Ordinary effects, roll 1d100 and consult the Plunder table in *Chapter 14: Treasure*. Following are Extraordinary magical effects:

**01-07 Anvil of the Angry:** Whosoever uses a weapon or tool made on this anvil against another in anger will receive a bonus of 1d10 to combat skill checks. Whosoever wears armor made on this anvil and is attacked in combat will receive a penalty of 1d10 to their CA. Finally, whosoever touches any object made by this anvil will experience a bonus of 1d10 Choleric points to their temperament while touching the object.

**08-14 Condom of Calamity:** Whosoever wears this magical condom will notice nothing odd until their Manhood is inserted into a vagina. Once inside, the condom will cause the Manhood to increase in circumference by (2d100)%. It may be necessary to consult Vaginal Circumference Potential and Ripped Orifice in *Chapter 2: Body*. This enlargement will feel pleasing to the male, but painful to the female. It will be impossible to remove the Manhood from the vagina until after ejaculation.

**15-21 Condom of Climaxing:** Whosoever wears this magical condom will cause their sexual partner to be (3d10)% likely to climax each minute until the wearer withdraws.

**22-28 Condom of Continuity:** Whosoever wears this magical condom will last 2d100 minutes, while hard as a rock, before being able to ejaculate.

**29-35 Cursed Condom of Breaking:** Whosoever wears this magical condom will not notice that it breaks prior to ejaculation, exposing the entire head of the Manhood. Worse, any semen that launches forth from Manhood otherwise covered by this condom is 69% likely to impregnate the female partner.

**36-42 Cursed Condom of Conflagration:** Whosoever wears this magical condom will notice that the condom is very warm. However, the longer it is worn, the hotter it becomes. In order to remove the condom, the character must pass a Strength sub-ability check at TH 28. The 1st round, the condom will feel hot. The 2nd round, the end will break and a little smoke will billow from it. The 3rd round, it will permanently scar the Manhood black and crispy. The 4th round, it will completely burn away the Manhood and the wearer will suffer a permanent 1d4 LP of damage. Thereafter, it will cool down, the end will repair itself, and the cursed condom will fall to the ground.

**43-49 Cursed Condom of Constriction:** Whosoever wears this magical condom will notice that the condom is very tight. However, the longer it is worn, the tighter it becomes. In order to remove the condom, the character must pass a Strength sub-ability check at TH 28. For each round that the condom is worn, it will reduce the length and circumference of the Manhood by 1%.

**50-56 Cursed Dildo of Adhesion:** Whosoever fully inserts this magical dildo into their vagina will be unable to remove it due to adhesion, unless their Strength meets or exceeds 213. For each set of 6 hours that the dildo is adhered, the Vaginal Circumference Potential will increase by 1.

**57-63 Cursed Dildo of Impregnation:** Whosoever inserts this magical dildo will somehow become pregnant by it. However, instead of creating a fetus in her womb, this magical dildo creates another magical dildo. It is inanimate and will never kick during pregnancy. When the dildo is born, the mother may die. Birthing a stone dildo requires the mother to pass a Health sub-ability check at TH 24 to live.

**64-70 Dildo of Desire:** Whosoever possesses this magical dildo made of stone must pass a Drive sub-ability check at TH 28 to lose their desire for passion once it has been inserted in their vagina. A Drive check may be attempted every 10 minutes. As long as it is failed, the possessor will feverishly force it inside of them; when 1 arm tires, the other will be used. As long as the check is failed, the possessor will feel no need for food or drink and will not respond to combat. For each set of 6 hours endured, the Vaginal Circumference Potential will increase by 1.

**71-77 Dildo of Transmogrification:** Whosoever possesses this dildo may cause it to transform from its natural magical state of stone into flesh upon chanting the command word 'Phallifantasia.' Also, the dildo will assume whatever shape and appearance pleases her, such as having a large puffy head, having veins or no veins, etc. It cannot extend more than 2 feet in length or grow beyond 10 inches in circumference.

**78-84 Door of Discussions:** Whosoever touches the handle of this door will find that it will not open. Instead, a face appears in the middle of the door. It will be either male (01-50) or female (51-100), and have a randomly determined disposition and temperament. The door will demand a discussion before it opens. If the toucher is not fully compliant, it will try to talk forever and yet never let them pass. The face, gender, disposition, and temperament must be determined for each particular magical door.

**85-91 Lantern of Light:** Whosoever holds this lantern and desires light will experience the lantern lighting and extinguishing according to their whim. This lantern does not require oil or a wick.

**92-100 Saddle of Teleportation:** Whosoever sits on this saddle is able to appear instantly wherever imagined. If the sitter imagines a place not in existence, then the character is removed from existence.

# Musical Instruments

A musical instrument is an object from which music may be produced. Following are Extraordinary magical effects:

**01-12 Drum of Drive:** The head of this drum will not break from heavy drumming. This drum may be heard up to 1 mile away. All who hear this drum experience an increase in their Drive sub-ability while drumming occurs. The increase in Drive depends on the speed at which the drum is played. The speed at which it is played depends only on the Hand-Eye Coordination sub-ability of the drummer. For each point of Hand-Eye Coordination above 100, the drummer may increase the Drive of their audience by 1. The square root of the percentage of the drummer's Hand-Eye Coordination that is used equals the percent chance of the failure of the drummer per round due to a mistake. If a mistake occurs, then a 5-minute break is necessary. No drummer may beat this drum for more than 30 consecutive minutes.

**13-24 Flute of Felicity:** Whosoever plays this flute will cause all characters within 1d100 feet to smile, laugh, and dance as long as the flute is being played. When the skill check is made for playing this instrument, this magical effect is triggered only if TH 17 is passed.

**25-36 Flute of Followers:** While this flute is being played, all who hear it must pass a Common Sense sub-ability check at TH 22 or follow the player. This flute may be heard up to 500 feet away. Each consecutive round of playing, the player must pass a Physical Fitness sub-ability check. The TH begins at 3 and increases by 2 every round. If failed, then the flute player must take a 5-minute break.

**37-48 Horn of Distance:** This horn may be heard 3d10 miles away when blown.

**49-60 Horn of Happiness:** Whosoever blows this horn will cause all others within 1d100 feet to experience a permanent increase of 3d10 points of Sanguine temperament.

**61-72 Horn of Horniness:** Whosoever blows this horn will cause all others within 1d100 feet to desire each other enough to stop what they are doing and begin copulating. Each character within the range must pass a Drive sub-ability check at TH 20 to resist.

**73-84 Lute of Lightning:** If a player has at least 50 SP invested in the lute and a Hand-Eye Coordination sub-ability of at least 150, then this lute will release a lightning bolt in a direction chosen by the caster. A particular musical phrase must be played. The phrase is the first 3d10 notes played on the instrument after its creation. The lightning bolt causes 10d10 IP or LP of damage. The lightning bolt may be released only once per day. If attempted more often than this, then the player will be shocked for 1d10 LP of damage upon playing the correct sequence of notes.

**85-100 Lute of Love:** Whosoever plays this lute will make the next 2 characters who kiss within 1d100 feet fall in love. The lute must be played while they kiss. The skill check made to play this instrument determines the strength of their love:

| TH | Duration |
|---|---|
| < 9 | Love stops with the music |
| 9-12 | 2d10 hours |
| 13-15 | 2d10 days |
| 16-17 | 1d4 weeks |
| 18-20 | 1d12 months |
| 21 | 1d10 years |
| 22-23 | 1d10 decades |
| 24 | 1d10 centuries |
| 25-27 | 1d10 millennia |
| > 27 | Eternity |

# Powders

A powder is a substance composed of fine particles, such as dry pulverized earth or disintegrated matter. Following are Extraordinary magical effects:

**01-20 Powder of Paralysis:** Whosoever contacts this powder is paralyzed. The degree of paralysis is determined by rolling 3d10. Consult the table below:

| Roll | Result |
|---|---|
| 3-10 | Death occurs |
| 11-12 | Arms, legs, and neck |
| 13-14 | Neck |
| 15-16 | Arms and legs |
| 17-18 | Legs |
| 19-20 | Arms |
| 21-22 | Feet only |
| 23-30 | Hands only |

**21-40 Powder of Perpetual Sneezing:** Whosoever sniffs this powder will sneeze 1d10 times per minute for the rest of their life.

**41-60 Powder of the Pituitous:** Whosoever contacts this powder will experience extreme laziness for 3d10 hours. Their Phlegmatic temperament will increase to 100 points. An affected character will lay down and make themselves comfortable, and will not attack unless attacked first.

**61-80 Powder of Pleasing:** Whosoever contacts this powder will do anything in their power to please the 1st character seen for 1d10 hours. However, any character in contact with the powder may avoid being compelled to please another by passing a Drive sub-ability check at TH 17. If touched aggressively, then the effect ends.

**81-100 Powder of Power:** Whosoever contacts this powder will feel empowered for 1d10 hours. The empowered character will experience an increase of 1d10 Strength, 1d10 Health, and 1d10 Drive sub-ability points. These gains are likely to affect the LP and BPP of the character.

## Rods

A rod is a straight, slender, crafted, and artificial stick. Rods may be made of any solid material, usually metal. Typically, a rod is 2-3 feet in length. Only a caster (druid, hierophant, mage, and sorcerer) can use the magical effects of a rod. By nature, a rod is more potent in magic than a wand, but less potent than a staff. A rod is activated through performing a specific ritual, which is determined for each rod. Upon creation, the creator assigns the specific ritual. If another caster acquires a rod, then they must discern the specific ritual somehow.

The effect of a rod does not happen immediately, but the effect starts at least 4 seconds after the caster performs the specific ritual. This delay equals a Delivery Penalty of at least 100. The effects of some rods may take longer and are detailed under each rod if necessary.

**01-25 Rod of Many:** This rod has 2d100 Magic Points. The possessor may use these MP to cast any spell, even if the spell is unknown to the possessor, as long as the rod has enough MP to cast it. Once the MP are expended, the rod is magically inert.

**26-50 Rod of Rebellion:** The effect of this rod is elicited when the possessor speaks or acts against their community or government. The action will be so pleasing, the owner will be unable to stop until they pass a Drive sub-ability check of TH 28. A check may be made once per round. Further, the rebellious action grants a bonus of + 17 to any skill checks from which rebellion may be incited in others.

**51-75 Rod of Reciprocity:** This rod enables the possessor to return a duplicate attack against an attacker, regardless of the possessor's abilities, skills, equipment, or magic. The returned attack will strike in the same location and do the same damage. This rod functions immediately, and the possessor still suffers the attack.

**76-100 Rod of Ridiculousity:** Whenever this rod is activated, it causes 1d10 random events to occur (see *App. 3: Random Magical Effects*).

## Scripture, Books

A book is a formal and written document. Compared to other forms of scripture, a book is a recent creation. The pages of a book are made of parchment and bound together. However, unlike a tome or grimoire, a book may be written about any miscellaneous material. Following are Extraordinary magical effects:

**01-20 Book of Butchery:** Whosoever begins to read any portion of this book must make a Hand-Eye Coordination sub-ability check at TH 24 every time they flip the page. If failed, the character experiences a deep paper-cut that causes 1d4 LP of damage. The contents of this book are about butchery techniques. It is (1d100 + 100) pages in length. If read entirely, then the character gains 2 SP toward their dismemberment skill (see *Chap. 8: Skills*).

**21-40 Book of Fate:** Whosoever reads this book in its entirety must pass a Common Sense sub-ability check at TH 24 or believe that they know their fate. If passed, then the book does not have an effect on the character.

**41-60 Book of Proverbs:** Whosoever reads this book in its entirety will gain 1d10 points in Wisdom. The book is (1d100 + 100) pages in length. The effect of this book functions only once per character.

**61-80 Caster-fury Tales:** This literary work is about a group of priests of different faiths who travel together by happenstance to the same destination. There is a tale for each traveler. If read in its entirety, then the character gains 1 point in their Sanguine temperament.

**81-100 Yayraaeeefunduhfukk's Book of Iboniks:** Whosoever reads this book will lose 1 point from each sub-ability of Intelligence for each page read. However, for each page that is read, the character acquires a 1% cumulative chance of realizing that they are losing Intelligence. The contents of the book explore cultural issues among gruagach tribes.

## Scripture, Codexes

A codex is an ancient book, though it may also consist of unbound sheets in manuscript form. A codex is distinct from a scroll. Codexes are often highly valued. Following are Extraordinary magical effects:

**01-25 Codex of Chaos:** Whosoever reads this codex will lose all Ethicality points regarding their disposition, and become unethical. Next, the character will take the codex and flee civilization and all contact with other sentient creatures. The character will behave randomly until the end of their days, and will reread this codex until they go blind.

**26-50 Codex of Climax:** This codex functions only for a female reader. If a literate female reads this codex, then she will learn how to have an orgasm. She will experience an increase of 1d100 points of Debauchery, and value this book above all other possessions. The enlightened female will avidly pursue sex with every male within reason, even at the expense of her marriage.

**51-75 Codex of Control:** Whosoever reads this codex will gain control over all sentient creatures within 1d10 feet while holding this codex above their head. Thereafter, the character will guard the codex with their life. Characters within range must pass a Drive sub-ability check at TH 21 each round in order to be unaffected.

**76-100 Codex of Creation:** Whosoever begins to read this codex will be unable to stop reading until it is finished. The reader will learn every detail of the creation of the universe, world, and gods. Thereafter, the character will refuse to discuss the subject of creation for the rest of their life. Upon natural death, not murder or suicide, the character will become immortal. However, if they are decapitated, then they will permanently die. Otherwise, their body will not decay and they will live as long as the earth. This particular type of codex cannot be destroyed by any means.

## Scripture, Grimoires

A grimoire is a spellbook. It is a text written by mages for other mages. The pages of a grimoire are made of parchment and bound together. A grimoire is a set of instructions on how to cast spells, most often concerning the invocation of daimons or spirits of the dead. Following are Extraordinary magical effects:

**01-10 The Arbatel of Magic:** This grimoire functions only for a mage. As a set of 9 volumes, the arbatel informs about the magic of different cultures and races. Once read in its entirety, the arbatel increases the Intelligence ability of the reader by 1d10 points. The arbatel functions only once per mage.

**11-20 Grand Grimoire:** This grimoire functions only for a mage. By reading this grimoire in its entirety, a mage will acquire 1d10 random spells, which may include chaos magic. These new spells are permanently a part of the reader, though this grimoire functions only once per mage.

**21-30 Grimoirium Verum:** This grimoire functions only for a mage. This grimoire lists numerous cacodaemons, illustrates their symbols, and instructs the reader how to summon them. The reader is forewarned, because the demons listed are difficult and devious. Woe betide the inexperienced reader who summons these demons.

**31-40 The Key of Nomolos:** This grimoire functions only for a mage. It is an ancient magical text, an artifact. Most of the magic within is concerned with personal gain. This grimoire deals with the drawing of pentacles, 5-pointed stars inscribed with magical charms. These drawings cause magical effects.

**41-50 The Lemegeton:** This series of 4 grimoires functions only for a mage. This work consists of 4 volumes: Goetia, Theurgia Goetia, The Pauline Art, and The Almadel. Overall, The Lemegeton includes a complete hierarchy of 72 cacodaemons, whom the mage evokes for their benefit.

**51-60 Liber Spiritum:** This grimoire functions only for a mage. Also called the Book of Spirits, it must be written on virgin paper. The left-hand pages have pictures of cacodaemons, while the right-hand pages have oaths that the cacodaemons must take to serve the mage. Each oath is signed by the cacodaemon's mark. The grimoire must be consecrated by a hierophant, who chants 3 moral chants over it. Each of these grimoires contains information about 10d10 cacodaemons, as well as instructions on how to summon them.

**61-70 The Magical Elements of Heptameron:** This grimoire functions only for a mage. A system is elucidated for conjuring daimons based on the hour, day, and phase of the moon. Depending on these 3 factors, the caster will be able to determine which daimon(s) will appear if conjured.

**71-80 Pseudomonarchia Daemonium:** This grimoire functions only for a mage. Inside is a summary of 69 cacodaemons and how to summon them. The reader is forewarned, because the cacodaemons listed are difficult and devious. Woe betide the inexperienced reader who summons these cacodaemons.

**81-90 The Red Dragon:** This grimoire functions only for a mage. In order to read and understand this grimoire, a mage must have a Math sub-ability of at least 175. Once read in its entirety, this grimoire grants the reader an additional 1d1000 MP. Further, this grimoire causes a previous reader to appear to cease aging. Therefore, if a human mage reads the book at age 30, then they will appear as age 30 for the rest of their life. This grimoire functions only once per mage.

**91-100 The Sacred Magic of Abramelin the Mage:** This grimoire functions only for a mage. 3 grimoires comprise a set. The 1st volume serves as an introduction to magic and its history. The 2nd volume provides instructions to summon angels and demons. The 3rd volume is filled with spells, which are categorized by chapter and magical talismans:

Chapter 1: To know all manner of things past and future, which are not directly opposed to the gods.

Chapter 2: To obtain information concerning all sorts of propositions and all doubtful sciences.

Chapter 3: To cause any spirit to appear and take any form, such as humanoid, animal, bird, etc.

Chapter 4: For visions.

Chapter 5: How we may retain familiars bound or free in whatsoever form.

Chapter 6: To cause the discovery of mines, and to help forward all kinds of work connected therewith.

Chapter 7: To cause the spirits to perform skillfully regarding metals.

Chapter 8: To excite tempests.

Chapter 9: To transform animals into humans, and humans into animals, etc.

Chapter 10: To hinder any magical effects, except those of this grimoire.

Chapter 11: To cause all kinds of books to be brought to the caster, and whether lost or stolen.

Chapter 12: To know the secrets of any character.

Chapter 13: To cause a dead character to revive and perform all the functions that a living character would do, and this during 7 years, by means of the spirits.

Chapter 14: To render oneself invisible unto every character.

Chapter 15: For the spirits to bring us anything we may wish to eat or to drink.

Chapter 16: To find and take possession of all kinds of treasures, provided that they are not guarded magically.

Chapter 17: To fly in the air and travel anywhere.

Chapter 18: To heal diseases.

Chapter 19: For every description of affection and love.

Chapter 20: To excite hatred and enmity, discords, quarrels, contentions, combats, battles, loss, and damage.

Chapter 21: To transmogrify oneself and take different faces and forms.

Chapter 22: To perform evil.

Chapter 23: To demolish buildings and strongholds.

Chapter 24: To discover thefts.

Chapter 25: To walk upon or under water.

Chapter 26: To open every kind of lock without a key or making a sound.

Chapter 27: To cause visions to appear.

Chapter 28: To have as much gold and silver as desired.

Chapter 29: To cause armed humans to appear.

Chapter 30: To cause comedies or any kind of music and dance to appear.



## Scripture, Librams

A libram is a formal and written document. Compared to other forms of scripture, a libram is a recent creation. The pages of a libram are made of parchment and bound together. Librams are formal treatises on subjects, and are often categorized in libraries. Following are Extraordinary magical effects:

**01-20 Libram of Language:** Whosoever reads this libram will magically master all languages. This libram will function only once per character. When a character finishes reading this libram, they will instantly master all languages, and must also pass a Common Sense sub-ability check at TH 17 or attempt to destroy the libram, rending it to pieces.

**21-40 Libram of Lechery:** Whosoever reads this libram will master the subjects of fantasy, adventure, and adult lechery. A permanent bonus of 3d10 is applied to the skills of Seduction and Sexual Adeptness.

**41-60 Libram of Liberty:** Whosoever reads this libram will become more liberal in all respects and value freedom, both for themselves and others. From here forward, this character will pursue the power to do as desired.

**61-80 Libram of Libido:** Whosoever reads this libram will realize the brevity of life and experience a doubling of their libido. Since their sexual desire has doubled, the character will desire sex twice as often, and be able to last twice as long until they are satisfied.

**81-100 Libram of Mastery:** Whosoever reads this libram will master the subject of this libram so perfectly that an ability or skill check will never be necessary regarding the knowledge of it. The subject of this libram is determined randomly by the Aedile.

## Scripture, Scrolls

A scroll is a long strip of papyrus, leather, or parchment that is used as the body of a written document. A scroll often has a rod with handles at 1 or both ends for convenience in rolling and storing the scroll. Only tablets predate scrolls as the oldest scripture. Following are Extraordinary magical effects:

**01-16 Scroll of Sacrification:** Whosoever reads from this scroll will die as a sacrifice to a random god.

**17-32 Scroll of Sacrilege:** Whosoever reads from this scroll will be compelled for 3d10 days to steal and desecrate sacred items. Once desecrated, the item must be made public. For example, a reader may be compelled to smash and steal a statue from a shrine. Later, its head or other body parts may suddenly appear in town.

**33-48 Scroll of Sadness:** Whosoever reads from this scroll will gain 1d10 points in their Melancholic temperament. This character will become more sad, depressed, melancholic, sorrowful, unhappy, and feel dejected. However, their points in Sanguine temperament must also be considered when determining the severity their newfound sadness. This scroll functions only once per character.

**49-64 Scroll of Secrecy:** Whosoever writes a message on this scroll will notice that the message is invisible to every other character except the intended recipient of the message.

**65-80 Scroll of Snuffing:** Whosoever reads from this scroll will snuff their own life, 1 LP per sentence read. Upon reading each sentence, a character must pass an Intelligence check at TH 24 to realize that their life is being snuffed. If they become unconscious, then they die instantly.

**81-100 Scroll of Spatial Intelligence:** Whosoever reads from this scroll will experience an increase of 1d10 points in their Spatial Intelligence sub-ability. This scroll functions only once per character.

## Scripture, Tablets

A tablet is a flat surface, slab, or plaque of inflexible material suited for or bearing an inscription. It is relatively thin and may contain a picture or engraving. Most often, tablets are made of dried clay. Tablets are the oldest scripture. Following are Extraordinary magical effects:

**01-14 Tablet of Reality:** Whatever is inscribed on this tablet becomes reality. Therefore, this is one of the most powerful of all magical items. Only 1 exists and it is owned by a god. The god will guard this tablet and it should never fall into the hands of a mortal.

**15-28 Tablet of Taciturnity:** Whosoever reads this tablet will experience an increase of 1d10 points in their Intelligence ability and become habitually silent, disinclined to talk.

**29-42 Tablet of Tenebrosity:** Whosoever reads this tablet may cause absolute darkness in a radius of 1d100 feet around the tablet. The tenebrosity lasts for 3d10 rounds.

**43-56 Tablet of Tergiversation:** Whosoever reads this tablet will cause all others within 3d10 feet around the tablet to abandon their religious faith or political party for 3d10 rounds.

**57-70 Tablet of Tessera:** Whosoever reads this small tablet will believe that the wearer is whoever the tablet claims. The tessera allows a character to impersonate another of their race, regardless of gender or age.

**71-84 Tablet of Thaumaturgy:** Whosoever reads this tablet will cause a miracle to happen for a random character within 1d100 feet.

**85-100 Tablet of Time:** Whosoever reads this tablet may return to any previous time in their life. The reader will become appropriately young again, but will retain all knowledge. This tablet functions only once per character.

## Scripture, Tomes

A tome is a volume forming part of a larger work. The volume is large, scholarly, and ponderous, and may be a reference work. The pages of a tome are made of parchment and bound together. Following are Extraordinary magical effects:

**01-20 Discipline, Vol. 1:** After completely reading this tome, a character must pass an Intelligence ability check at TH 17 or acquire a Random Mental Illness (see *Chap. 5: Mind*). If passed, and if a caster, then the character immediately learns 1d4 new spells of air. The spells are determined randomly. The tome may be read only once per character.

**21-40 Discipline, Vol. 2:** After completely reading this tome, a character must pass an Intelligence ability check at TH 17 or acquire a Random Mental Illness (see *Chap. 5: Mind*). If passed, and if a caster, then the character immediately learns 1d4 new spells of earth. The spells are determined randomly. The tome may be read only once per character.

**41-60 Discipline, Vol. 3:** After completely reading this tome, a character must pass an Intelligence ability check at TH 17 or acquire a Random Mental Illness (see *Chap. 5: Mind*). If passed, and if a caster, the character immediately learns 1d4 new spells of fire. The spells are determined randomly. The tome may be read only once per character.

**61-80 Discipline, Vol. 4:** After completely reading this tome, a character must pass an Intelligence ability check at TH 17 or acquire a Random Mental Illness (see *Chap. 5: Mind*). If passed, and if a caster, the character immediately learns 1d4 new spells of water. The spells are determined randomly. The tome may be read only once per character.

**81-100 Discipline, Vol. 5:** After completely reading this tome, a character must pass an Intelligence ability check at TH 17 or acquire a Random Mental Illness (see *Chap. 5: Mind*). If passed, and if a caster, the character immediately learns 1d4 new spells of ether. The spells are determined randomly. The tome may be read only once per character.

## Staves

A staff is a long stick carried in the hand for support in walking. Typically, a staff is 5-7 feet in length. Only a caster (druid, hierophant, mage, and sorcerer) can use the magical effects of a staff. By nature, a staff is more potent in magic than a rod, and a rod more potent than a wand. A staff is activated through speaking a magical chant. Each staff has a unique magical chant for each magical effect. Upon creation, the creator assigns the magical chant. If another caster acquires a staff, then they must discern the magical chant(s) somehow.

The effect of a staff does not happen immediately, but the effect starts 2 rounds after the caster speaks the chant. The effects of some staves may take longer and are detailed under each staff if necessary.

**01-11 Staff of Air:** Whosoever wields this staff may cast any spell from the discipline of air. Each staff when created has 1d1000 Magic Points that may be used per day.

**12-22 Staff of Earth:** Whosoever wields this staff may cast any spell from the discipline of earth. Each staff when created has 1d1000 Magic Points that may be used per day.

**23-33 Staff of Ether:** Whosoever wields this staff may cast any spell from the discipline of ether. Each staff when created has 1d1000 Magic Points that may be used per year.

**34-44 Staff of Fire:** Whosoever wields this staff may cast any spell from the discipline of fire. Each staff when created has 1d1000 Magic Points that may be used per day.

**45-55 Staff of Druids:** This staff doubles the Magic Points of a druid. This staff functions only for a druid.

**56-66 Staff of Water:** Whosoever wields this staff may cast any spell from the discipline of water. Each staff when created has 1d1000 Magic Points that may be used per day.

**67-77 Staff of Hierophants:** This staff doubles the Magic Points of a hierophant. This staff functions only for a hierophant.

**78-88 Staff of Mages:** This staff doubles the Magic Points of a mage. This staff functions only for a mage.

**89-100 Staff of Sorcery:** This staff doubles the Magic Points of a sorcerer. This staff functions only for a sorcerer.

## Torture Devices

A torture device is an object that has been created to assist a torturer. Non-magical torture devices are described in *Chapter 9: Equipment*. For Ordinary effects, consult the list of non-magical torture devices to randomly determine which type is magical. Following are Extraordinary magical effects:

**01-14 Headcrusher of Healing:** At the moment that the last LP would be crushed from a victim's head, this torture device is 80% likely to heal the victim, fully restoring them to their potential LP.

**15-28 Pear of Pleasure:** Whenever this pear is opened within an orifice of a character, pleasure will be felt while the damage is inflicted.

**29-42 Rack of Recognition:** If a character lies when asked a question and while affixed to this rack, then the rack will recognize the lie and tighten automatically. If a character tells the truth when asked a question and while affixed to this rack, then the rack will loosen automatically.

**43-56 Stocks of Sordidness:** Whosoever is placed in these stocks will be filthy physically for the rest of their life.

**57-70 Thumbscrews of Terror:** Whosoever wears these thumbscrews will be unable to move or speak due to extreme terror, especially toward whomever fastened them. Both must be worn for the magical effect to occur.

**71-84 Thumbscrews of Trust:** Whosoever wears these thumbscrews will implicitly trust whoever fastened them. Both must be worn for the magical effect to occur.

**85-100 Whirligig of Wisdom:** Whosoever endures a spin in this whirligig will permanently gain 1d10 points in their Wisdom ability. This whirligig functions only once per character. Perhaps, with the added Wisdom the character will avoid punishment in the future.

## Wands

A wand is a slender, flexible stick made of either wood or gold. Typically, a wand is 12-18 inches in length. Only a caster (druid, hierophant, mage, and sorcerer) can use the magical effects of a wand. Such firsthand knowledge and experience with magic is sufficient to allow a caster to operate any wand. By nature, wands are weaker in magical power than rods, and rods are weaker than staves. A wand is activated through motion, usually by waving or pointing it. Wands do not require a magical chant.

The effect of a wand does not happen immediately, but the effect starts at least 1 round after the caster begins waving it. The effects of some wands may take longer and are detailed under each wand if necessary.

**01-10 Wand of Once:** This wand is operated by waving it and desiring a certain spell to be cast. This wand has (10 + 1d20) MP and may be used to cast any spell that does not exceed these MP. The wand functions only 1 time and is inert thereafter. The wand will cast a spell even if the wielder does not know the spell.

**11-20 Wand of Vibration:** A wand of vibration is operated by striking against a solid object. Thereafter, this wand begins to vibrate intensely for up to 1 round per occupational level. In addition to spellcasters, other occupations may also use the wand of vibration, including chambermaids, courtesans, and whores. This wand is an effective massage tool. Finally, each wand offers a bonus of 2d20 to the Lock-Picking skill by inserting it into the lock and vibrating the tumblers.

**21-30 Wand of Wakefulness:** Whosoever holds this wand will not become tired until the wand is out of their grasp. When a character is no longer in contact with this wand, they will begin to tire normally, and will not be suddenly tired to compensate for the duration the wand was held.

**31-40 Wand of War Brides:** Whosoever holds this wand will be able to summon a female if the holder of the wand is enlisted in war. The female will serve the holder in every way, and will remain until the holder sets down the wand. Each time a bride is summoned, she will be different. During times of peace for the holder, this wand does not function.

**41-50 Wand of Warding:** Whosoever touches this wand while they sleep will awaken if any character or creature comes within 100 feet of the wand. Even if the character is in deep sleep, there will be no penalty to their reactions.

**51-60 Wand of Warlordism:** Whosoever holds this wand will be in command of 1d1000 characters of the same race as the holder. The characters will demand to conduct war, and will look with limited patience to the holder to select a target. The war party will disappear when the holder no longer holds the wand.

**61-70 Wand of Washing:** Whosoever holds this wand will be clean as though they just washed or bathed.

**71-80 Wand of Weaponry:** Whosoever holds this wand may use it at any moment as though it were any melee weapon. The holder must wave it and speak the name of the weapon for the wand to change form.

**81-90 Wand of Whispering:** This wand is operated by shaking it while holding it close and whispering. The wand will continue to whisper inaudibly on its own for 3d10 rounds, even if it is set down.

**91-100 Wand of Wisdom:** Each time a spell is cast and the wand is held while casting, the caster acquires 1 point in a sub-ability of Wisdom of their choice. Unfortunately, they lose 2 points in a sub-ability other than Wisdom, also of their choice. However, when such a spell is cast, the effect is double what it would be in every respect without this wand.

# Weapons, Melee

If a melee weapon is Ordinary, then roll 1d100 and consult the following table. If the melee weapon is Extraordinary, then bypass the following table.

| Roll | Melee Weapon |
|---|---|
| 01-03 | Axe, Battle, Footman's |
| 04 | Axe, Battle, Horseman's |
| 05-06 | Axe, Hand |
| 07-09 | Club |
| 10 | Club, Great |
| 11-15 | Dagger |
| 16 | Dagger, Dirk |
| 17 | Dagger, Stiletto |
| 18 | Flail, Footman's, Holy Water Sprinkler |
| 19-20 | Flail, Footman's Military |
| 21 | Flail, Horseman's w/1 spiked ball |
| 22 | Flail, Horseman's w/2 spiked balls |
| 23 | Garrote |
| 24 | Hammer, Maul |
| 25-27 | Hammer, War, Footman's |
| 28-29 | Hammer, War, Horseman's |
| 30 | Lance, Light |
| 31 | Lance, Heavy |
| 32 | Lance, Jousting |
| 33-34 | Mace, Footman's |
| 35-36 | Mace, Horseman's |
| 37 | Mace-Axe |
| 38-40 | Morgenstern |
| 41 | Pick, Military, Footman's |
| 42 | Pick, Military, Horseman's |
| 43 | Polearm, Awl Pike |
| 44-45 | Polearm, Berdeesh |
| 46 | Polearm, Bec de Corbin |
| 47 | Polearm, Bill |
| 48 | Polearm, Bipennis |
| 49 | Polearm, Fauchard |
| 50 | Polearm, Glaive |
| 51 | Polearm, Guisarme |
| 52-53 | Polearm, Halberd |
| 54-55 | Polearm, Military Fork |
| 56 | Polearm, Partisan |
| 57-58 | Polearm, Poleaxe |
| 59 | Polearm, Ranseur |
| 60 | Polearm, Spetum |
| 61 | Polearm, Voulge |
| 62-65 | Quarterstaff |
| 66 | Sap |
| 67 | Spear, Long |
| 68-73 | Spear, Medium |

| Roll | Melee Weapon |
|---|---|
| 74 | Spear, Short |
| 75 | Spear, Trident |
| 76 | Sword, Bastard |
| 77-81 | Sword, Broad |
| 82 | Sword, Cut and Thrust |
| 83 | Sword, Falchion |
| 84 | Sword, Flamberge |
| 85-86 | Sword, Gladius |
| 87-90 | Sword, Long |
| 91-95 | Sword, Short |
| 96 | Sword, Zweihander |
| 97 | Whip |
| 98 | Whip, Bull |
| 99 | Whip, Cat-o-nine tails |
| 100 | Whip, Scourge |

If a melee weapon was previously determined to be Extraordinary, then roll 1d100 and consult the following melee weapon.

**01-12 Berdeesh of Beheading:** Whosoever wields this weapon will always swing for the head, whether or not the head is the intended target. Modifiers from a Called Shot (see *Chap. 10: Combat*) do not apply. If struck successfully, then the head of the victim will be separated from their neck at the base of the skull, or just below the jaw if struck from the front. Armor does not impede a Berdeesh of Beheading.

**13-24 Bipennis of Bugbears:** Whosoever holds this weapon by its pole will refuse to let it out of their sight. If the wielder is a bugbear, then they receive an extra 3d10 LP damage per successful attack, and possess an extra 3d10 LP while touching this weapon. Any humanoid who is not a bugbear and touches this weapon, including those who are struck, will slowly transmogrify into a bugbear within 3d10 days unless a Health sub-ability check is passed at TH 30. First, they will grow body hair, and finally they will believe that they must dominate the surface world. Although the pole appears normal, the head has periodic holes from which fur grows.

**25-36 Flail of Fire:** Whosoever chants the inscription on this horseman's flail is able to attack their foe with fire. This flail has 2 spiked balls. When the inscription is chanted and the weapon is swung, the balls transmogrify from steel to fire and extend 3d10 feet toward the intended target. Regardless of the skill of the wielder or the CA of the foe, each ball of fire strikes the target if a TH of 17 is passed. Each ball of fire inflicts 3d10 LP of burning damage. This magical effect functions only once per day.

**37-48 Flamberge of the Flame:** The blade of this flamberge is engulfed by 1 flickering flame that becomes blue at the hilt. The flame cannot be extinguished, even when inserted in water. The weapon is not hot when held at the handle, but the blade causes an additional 3d10 LP of burning damage. If the tip of the blade is stuck in the ground, the handle will neither catch fire nor become hot.

**49-60 Fork of Lightning:** Whosoever wields this military fork may read the chant inscribed on the counterweight, and only during a storm, lightning will strike the blackened tines of the military fork and 3 bolts will extend forward in the direction pointed. Each bolt causes 3d100 LP of damage. A successful Aim skill check must be made to strike a creature or object.

**61-72 Short Sword of Scrotum Fullness:** Any male who touches this short sword will become reluctant to let it out of their sight. The firmness of the blade always relates to the Scrotum Fullness (see Sexual Adeptness in *Chap. 8: Skills*) of the last character who touched this sword. If his scrotum is empty, then the blade somehow hangs limp from the handle and it is impossible to injure a character with this blade. If his scrotum is full, then the blade will be so stiff that it will shatter into 3d10 metallic shards upon an impact with more than 3d10 pounds of force behind it. The optimum condition of this blade is when the Scrotum Fullness (SF) is 90. For each point of SF that deviates from this, a modifier of - 1 is applied to damage. When the sword relates to SF 90, it throbs. Only at this time will the blade deliver triple damage.

**73-84 Spear of Submission:** Whosoever wields this spear will cause any humanoid struck to become submissive to the wielder, unless the humanoid struck passes a Drive sub-ability check at TH 30. Roll 1d10 to determine the type of spear. It may be a (1-3) long spear, (4-8) medium spear, or (9-10) short spear. A kobold may wield this weapon without penalty, though any other race suffers a penalty of (- 3d10) to all attack skill checks. If the spear is hurled and a creature is struck, then the victim will not become submissive. This property functions only when the weapon is touched by the wielder, though affected victims remain submissive to the wielder until they die.

**85-100 Stiletto of Drilling:** Whosoever stabs a creature or character with this stiletto will notice that, upon insertion into flesh, the blade of the stiletto begins twisting, drilling its way deeper inside the victim. The handle will not spin with the blade. The stiletto will continue until it is embedded to the hilt. The speed of the drilling corresponds to the density of the creature at the tip of the stiletto, drilling faster through bone than organs. The blade revolves 3d100 times per minute through organs, and 6d100 times per minute through bone. The wielder will be unable to remove it, until it is finished, which takes 3d10 rounds. Once it begins drilling, the victim receives 1 LP of damage per round until it finishes, unless the blade emerges from the other side of the victim, such as if their hand were stabbed.

# Weapons, Miscellaneous

If a miscellaneous weapon is Ordinary, then roll 1d100 and consult the following table. If the miscellaneous weapon is Extraordinary, then bypass the following table.

| Roll | Miscellaneous Weapon |
|---|---|
| 01-10 | Axe, Hatchet |
| 11 | Bottle |
| 12 | Bucket |
| 13 | Chain |
| 14 | Chair |
| 15-25 | Cleaver |
| 26 | File, Metal |
| 27-30 | Flail, Grain |
| 31-40 | Fork, Pitch |
| 41 | Fork, Serving |
| 42-51 | Hammer, Tool |
| 52-61 | Hammer, Sledge |
| 62 | Hoe |
| 63 | Hook, Grappling |
| 64-67 | Knife, Hunting or Tool |
| 68-72 | Mallet |
| 73 | Quill |
| 74 | Pan, Frying |
| 75-77 | Pry Bar |
| 78 | Rolling Pin |
| 79 | Scissors |
| 80-91 | Scythe |
| 92 | Shoe |
| 93 | Shoe, Horse |
| 94 | Shovel |
| 95-99 | Sickle |
| 100 | Spade |

If a miscellaneous weapon was previously determined to be Extraordinary, then roll 1d100 and consult the following miscellaneous weapon.

**01-100 Sledge of Salvation:** Whosoever wields this sledge will cause any humanoid struck to feel as though they have been saved by the wielder. The feeling is odd and causes them to extend their hand, hoping that the wielder will shake it. If the wielder prepares to strike again, then the victim will look surprised as if they would never guess. Rumors abound that this magical weapon was created by anakim.

# Weapons, Missile

If a missile weapon is Ordinary, then roll 1d100 and consult the following table. If the missile weapon is Extraordinary, then bypass the following table.

| Roll | Missile Weapon |
|---|---|
| 01-10 | Arrows, Dozen |
| 11-15 | Axe, Hatchet |
| 16 | Bolas |
| 17-26 | Bolts, Score |
| 27 | Boomerang |
| 28 | Bottle |
| 29-45 | Bow, Short |
| 46-50 | Bow, Long |
| 51-55 | Cleaver |
| 56-58 | Crossbow, Hand |
| 59 | Crossbow, Wheel and Ratchet |
| 60-64 | Dagger |
| 65-66 | Dart |
| 67 | Flask |
| 68 | Hammer, Tool |
| 69 | Hammer, War, Horseman's |
| 70 | Hook, Grappling |
| 71 | Hurlbat |
| 72-73 | Javelin |
| 74-76 | Knife, Hunting or Tool |
| 77 | Net, Weighted |
| 78-81 | Pilum |
| 82 | Rock |
| 83-84 | Sling |
| 85-95 | Spear, Medium |
| 96-99 | Staff, Sling |
| 100 | Vial |

If a missile weapon was previously determined to be Extraordinary, then roll 1d100 and consult the following missile weapon.

**01-33 Short Bow of Light Elves:** Whosoever holds this bow will not need arrows, but may launch an arrow of energy that will cause any creature struck to value nature. A successful Aim skill check must be passed to strike a creature. The bow is made of yew, but the bowstring is made of copper that somehow has elasticity and does not break when pulled.

**34-66 The Black Spear:** This magical item is unique, made by cacodaemons, and related to the Black Helm. Each day a character possesses this spear, they accumulate a 1% chance of acquiring a random mental illness. If a character is alone and looks closely at the spear, then they will see something gaseous, seductive, and blood-curdling inside the spear; the spear whispers that its possessor should slay all characters within 3d100 feet. The Black Spear increases the wielder's attack skill checks by 3d10, which changes with each attack. The Black Spear is able to strike any being, even those protected by magic. A chant is inscribed on the pole. If chanted, then the spear appears in the hand of the character who spoke the chant, and this is usually spoken after it is thrown as a means of retrieval. At the moment of any action, such as combat, roll 3d10. The Black Spear is either (3-16) asleep or (17-30) awake. Everything described above applies to the spear while both asleep and awake. However, the Black Spear awakens after killing an angel and bathing in their blood. The spear remains awake for 3d10 days, becomes black in color, and is engraved with demonic markings unknown to mortals. The Black Spear is intelligent, but cannot speak other than to whisper its message as mentioned above. However, while the Black Spear is awake, it affects the dreams of its possessor, directing them to slay others. The Black Spear has its own goals, and constantly seeks the best killer to be its possessor. Each time it kills, The Black Spear enslaves a soul.

**67-100 Vial 8:** Whosoever hurls this vial at the base of a portal, such as a doorway, acquires mental control over any character or creature who passes through the portal. The vial will shatter once thrown, but thereafter any creature who passes through the portal will be affected while the character who hurled it remains alive. For a creature to be unaffected, they must pass a Drive sub-ability check at TH 30.

# Weapons, Sentient

Sentient weapons are weapons that some argue are living. While sentient weapons are genderless and have no skills unrelated to their type of weapon, they have abilities, disposition, temperament, and more. First, the type of weapon must be determined. Roll 1d100 and consult the table below:

| Roll | Result |
|---|---|
| 01-70 | Roll on the table under Melee Weapons as magical items. |
| 71-75 | Roll on the table under Miscellaneous Weapons as magical items. |
| 76-99 | Roll on the table under Missile Weapons as magical items. |
| 100 | Roll on the table under Siege Weapons as magical items. |

Abilities for sentient weapons use the same tables as those listed in *Chapter 3: Abilities* for characters. However, the ability scores are determined differently by rolling 2d100. All sentient weapons have the following sub-abilities: Strength, Hand-Eye Coordination, Agility, Reaction Speed, Math, Analytic, Spatial, Drive, Intuition, Common Sense, and Reflection. When figuring the abilities based on the sub-abilities, if a sub-ability is absent, consider it a score of 0.

Roll 1d100 to see if the sentient weapon is capable of speech. Results of 71-100 indicate a weapon that can speak. These weapons also have the sub-abilities of Vocal, Rhetorical, Enunciation, and Language. Further, sentient weapons capable of speech know a random number of languages as delimited by their Language Intelligence sub-ability.

Next, the disposition of the weapon must be determined. Roll 1d100 and consult the following table:

| Roll | Disposition |
|---|---|
| 01 | Ethical Moral |
| 02-13 | Ethical Neutral |
| 14 | Ethical Immoral |
| 15-16 | Neutral Moral |
| 17-76 | Neutral Neutral |
| 77-91 | Neutral Immoral |
| 92 | Unethical Moral |
| 93-95 | Unethical Neutral |
| 96-100 | Unethical Immoral |

The more the weapon's disposition differs with that of its wielder, the more the weapon is likely to reject or be uncooperative with the wielder. For each gradation of difference between both ethics and morals, there is a 20% chance of rejection upon touching the weapon for the first time. For example, an Ethical Moral weapon has an 80% chance of rejecting an Unethical Immoral wielder, or only a 40% chance of rejecting an Ethical Immoral wielder.

Now, determine the Temperament of the weapon, just as with a character. The more the weapon's temperament differs with that of its wielder, the more the weapon is likely to reject or be uncooperative with the wielder. Take the numeric difference of each of the 4 temperaments, add them together and divide the total by 4 to represent the average difference in Temperament. This is the chance of the weapon rejecting the wielder.

Finally, the sentient weapon may have magical abilities. Roll 1d100 to determine if the weapon has Ordinary magical effects. If the result is 50 or greater, then the weapon has at least 1 effect. Consult the tables in the beginning of this chapter for Ordinary magical effects.

Sentient weapons may have the following effects: they may intentionally or inadvertently cause a mental illness to develop after prolonged use. After engaging in combat with 1d100 characters or creatures, the wielder of the particular sentient weapon has a (1d100)% chance of acquiring a Random Mental Illness (see *Chap. 5: Mind*).

# Weapons, Siege Engines

If the siege engine has Ordinary magical effects, roll 1d100 to determine the specific type of weapon:

| Roll | Siege Weapon |
|---|---|
| 01-20 | Ballista |
| 21-50 | Battering Ram |
| 51-80 | Catapult |
| 81-100 | Trebuchet |

Following is a list of Extraordinary magical items:

**01-50 Battering Ram of the Bellipotent:** If this ram reaches the speed of 3d10 feet per round before impact, then only a natural object, such as a mountain, will hinder its movement. Unnatural objects, such as man-made walls, will not hinder its movement. Anything touched will vanish permanently. The battering ram will continue until it stops due to its own friction.

**51-100 Trebuchet of Trucing:** Whosoever uses this trebuchet against a fortification during a siege causes the defenders to offer a truce with reasonable terms within 3d10 minutes. The projectile must be perfectly spherical, made of white marble, and 2 feet in diameter. The maximum range of the projectile is 200 yards.

# Chapter 14: Treasure

Herein are descriptions of treasure, the predominant motivation for most characters. This chapter subdivides treasure into individual, hoards, gems, jewelry, and plunder.



## Individual

Often, characters have treasure in their possession when slain, subdued, beguiled, or taken prisoner. First, roll 3d10 and consult the following table. Creatures from Neveria often have modifiers to this first roll. Next, progress across the determined row and roll 3d10 for each column to determine if treasure exists. If magical items result, then consult *Chapter 13: Magical Items*.

| Individual Treasure | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| **Roll** | **Bronze** | **Copper** | **Silver** | **Electrum** | **Gold** | **Gems** | **Jewelry** | **Plunder** | **Magical** |
| < 16 | TH 30<br>1d12 | TH 30<br>1d10 | TH 17<br>1d8 | TH 30<br>1d6 | TH 29<br>1d4 | TH 30<br>1 | TH 30<br>1 | TH 30<br>1 | TH 30<br>1 |
| 16-18 | TH 30<br>1d20 | TH 30<br>1d12 | TH 17<br>1d10 | TH 30<br>1d8 | TH 29<br>1d6 | TH 30<br>1 | TH 30<br>1 | TH 30<br>1 | TH 30<br>1 |
| 19-21 | TH 30<br>2d20 | TH 30<br>1d20 | TH 17<br>1d10 | TH 30<br>1d10 | TH 29<br>1d8 | TH 30<br>1d4 | TH 30<br>1d4 | TH 30<br>1d4 | TH 30<br>1 |
| 22-23 | TH 30<br>3d20 | TH 30<br>2d20 | TH 17<br>1d12 | TH 30<br>1d12 | TH 29<br>1d10 | TH 30<br>1d4 | TH 29<br>1d4 | TH 26<br>1d4 | TH 30<br>1d4 |
| 24-25 | TH 30<br>4d20 | TH 30<br>3d20 | TH 17<br>1d20 | TH 30<br>1d20 | TH 29<br>1d12 | TH 26<br>1d6 | TH 26<br>1d4 | TH 24<br>1d6 | TH 30<br>1d4 |
| 26-27 | TH 30<br>1d100 | TH 30<br>4d20 | TH 17<br>2d20 | TH 30<br>2d20 | TH 29<br>1d20 | TH 24<br>1d8 | TH 24<br>1d6 | TH 23<br>1d6 | TH 30<br>1d4 |
| 28-29 | TH 30<br>5d100 | TH 30<br>1d100 | TH 17<br>3d20 | TH 30<br>3d20 | TH 29<br>2d20 | TH 23<br>1d10 | TH 23<br>1d6 | TH 22<br>1d8 | TH 30<br>1d6 |
| > 29 | TH 30<br>1d1000 | TH 30<br>5d100 | TH 17<br>1d100 | TH 30<br>1d100 | TH 26<br>3d20 | TH 23<br>1d12 | TH 22<br>1d6 | TH 21<br>1d8 | TH 26<br>1d6 |

# Hoards

Hoards are collections, accumulations, or amassments of treasure. Usually, hoards are hidden, put aside for safekeeping, or reserved for the future. While characters may certainly have hoards, most often hoards are the treasure from lairs, and may be the collective property of numerous creatures or the sole property of a powerful ruler.

In any case, if necessary, roll 3d10 to determine the size of the hoard, or select the appropriate size:

| Hoard Size | |
|---|---|
| **Roll** | **Size** |
| 3-17 | Small (manor) |
| 18-24 | Medium (lair) |
| 25-29 | Large (kingly) |
| 30 | Colossal (dragon) |

Now roll on the appropriate Hoard table below. Then, note that there are percentile chances of acquiring treasure in each of 8 categories. If it is determined that magical items exist, consult *Chapter 13: Magical Items*.

| Small Hoard | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| **Roll** | **Bronze** | **Copper** | **Silver** | **Electrum** | **Gold** | **Gems** | **Jewelry** | **Plunder** | **Magical** |
| < 16 | TH 23<br>1d1000 | TH 29<br>5d100 | TH 20<br>1d100 | TH 21<br>3d20 | TH 19<br>2d20 | TH 24<br>2d6 | TH 26<br>1d4 | TH 29<br>2d6 | TH 30<br>1d6 |
| 16-18 | TH 24<br>1d1000 | TH 29<br>5d100 | TH 13<br>1d100 | TH 21<br>3d20 | TH 20<br>2d20 | TH 23<br>2d6 | TH 24<br>1d4 | TH 25<br>2d6 | TH 29<br>1d6 |
| 19-21 | TH 25<br>1d1000 | TH 29<br>5d100 | TH 3<br>1d100 | TH 21<br>3d20 | TH 13<br>2d20 | TH 20<br>2d6 | TH 23<br>1d4 | TH 24<br>2d6 | TH 28<br>1d6 |
| 22-23 | TH 26<br>1d1000 | TH 29<br>5d100 | TH 13<br>1d100 | TH 21<br>3d20 | TH 3<br>2d20 | TH 13<br>2d6 | TH 20<br>1d4 | TH 23<br>2d6 | TH 27<br>1d6 |
| 24-25 | TH 27<br>1d1000 | TH 29<br>5d100 | TH 20<br>1d100 | TH 21<br>3d20 | TH 13<br>2d20 | TH 3<br>2d6 | TH 13<br>1d4 | TH 20<br>2d6 | TH 26<br>1d6 |
| 26-27 | TH 28<br>1d1000 | TH 29<br>5d100 | TH 23<br>1d100 | TH 21<br>3d20 | TH 20<br>2d20 | TH 13<br>2d6 | TH 3<br>1d4 | TH 13<br>2d6 | TH 25<br>1d6 |
| 28-29 | TH 29<br>1d1000 | TH 29<br>5d100 | TH 27<br>1d100 | TH 24<br>3d20 | TH 23<br>2d20 | TH 23<br>2d6 | TH 20<br>1d4 | TH 3<br>2d6 | TH 24<br>1d6 |
| > 29 | TH 30<br>2d1000 | TH 29<br>1d1000 | TH 28<br>5d100 | TH 26<br>1d100 | TH 25<br>3d20 | TH 23<br>2d10 | TH 20<br>2d6 | TH 13<br>2d10 | TH 3<br>2d6 |

ABQUE·ARGENTO·OMNIA·VANA

Without money, all efforts are useless.

| Medium Hoard | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Roll | Bronze | Copper | Silver | Electrum | Gold | Gems | Jewelry | Plunder | Magical |
| < 16 | TH 23<br>2d1000 | TH 22<br>1d1000 | TH 20<br>5d100 | TH 21<br>2d100 | TH 23<br>1d100 | TH 24<br>2d10 | TH 26<br>2d6 | TH 29<br>2d10 | TH 30<br>1d6 |
| 16-18 | TH 24<br>2d1000 | TH 23<br>1d1000 | TH 13<br>5d100 | TH 21<br>2d100 | TH 20<br>1d100 | TH 23<br>2d10 | TH 24<br>2d6 | TH 25<br>2d10 | TH 29<br>1d6 |
| 19-21 | TH 25<br>2d1000 | TH 24<br>1d1000 | TH 3<br>5d100 | TH 21<br>2d100 | TH 13<br>1d100 | TH 20<br>2d10 | TH 23<br>2d6 | TH 24<br>2d10 | TH 28<br>1d6 |
| 22-23 | TH 26<br>2d1000 | TH 25<br>1d1000 | TH 13<br>5d100 | TH 21<br>2d100 | TH 3<br>1d100 | TH 16<br>2d10 | TH 20<br>2d6 | Th 23<br>2d10 | TH 27<br>1d8 |
| 24-25 | TH 27<br>2d1000 | TH 26<br>1d1000 | TH 20<br>5d100 | TH 21<br>2d100 | TH 13<br>1d100 | TH 3<br>2d10 | TH 13<br>2d6 | TH 20<br>2d10 | TH 26<br>1d8 |
| 26-27 | TH 28<br>2d1000 | TH 27<br>1d1000 | TH 23<br>5d100 | TH 21<br>2d100 | TH 20<br>1d100 | TH 13<br>2d10 | TH 3<br>2d6 | TH 13<br>2d10 | TH 25<br>1d8 |
| 28-29 | TH 29<br>2d1000 | TH 28<br>1d1000 | TH 24<br>5d100 | TH 24<br>2d100 | TH 23<br>1d100 | TH 20<br>2d10 | TH 13<br>2d6 | TH 3<br>2d10 | TH 24<br>1d8 |
| > 29 | TH 30<br>5d1000 | TH 29<br>2d1000 | TH 26<br>1d1000 | TH 26<br>8d100 | TH 24<br>5d100 | TH 23<br>2d20 | TH 20<br>2d10 | TH 13<br>2d20 | TH 3<br>2d8 |

| Large Hoard | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Roll | Bronze | Copper | Silver | Electrum | Gold | Gems | Jewelry | Plunder | Magical |
| < 16 | TH 18<br>5d1000 | TH 13<br>2d1000 | TH 20<br>1d1000 | TH 21<br>8d100 | TH 23<br>5d100 | TH 24<br>2d20 | TH 26<br>2d10 | TH 29<br>2d20 | TH 30<br>1d12 |
| 16-18 | TH 20<br>5d1000 | TH 3<br>2d1000 | TH 13<br>1d1000 | TH 20<br>8d100 | TH 20<br>5d100 | TH 23<br>2d20 | TH 25<br>2d10 | TH 26<br>2d20 | TH 29<br>1d12 |
| 19-21 | TH 22<br>5d1000 | TH 13<br>2d1000 | TH 3<br>1d1000 | TH 20<br>8d100 | TH 13<br>5d100 | TH 20<br>2d20 | TH 23<br>2d10 | TH 24<br>2d20 | TH 28<br>1d12 |
| 22-23 | TH 24<br>5d1000 | TH 20<br>2d1000 | TH 13<br>1d1000 | TH 20<br>8d100 | TH 3<br>5d100 | TH 13<br>2d20 | TH 20<br>2d10 | TH 23<br>2d20 | TH 27<br>1d20 |
| 24-25 | TH 26<br>5d1000 | TH 23<br>2d1000 | TH 20<br>1d1000 | TH 21<br>8d100 | TH 13<br>5d100 | TH 3<br>2d20 | TH 13<br>2d10 | TH 20<br>2d20 | TH 26<br>1d20 |
| 26-27 | TH 28<br>5d1000 | TH 24<br>2d1000 | TH 23<br>1d1000 | TH 22<br>8d100 | TH 20<br>5d100 | TH 13<br>2d20 | TH 3<br>2d10 | TH 13<br>2d20 | TH 25<br>1d20 |
| 28-29 | TH 29<br>5d1000 | TH 26<br>2d1000 | TH 24<br>1d1000 | TH 23<br>8d100 | TH 23<br>5d100 | TH 20<br>2d20 | TH 13<br>2d10 | TH 3<br>2d20 | TH 24<br>1d20 |
| > 29 | TH 30<br>10d1000 | TH 29<br>5d1000 | TH 28<br>2d1000 | TH 26<br>1d1000 | TH 24<br>1d1000 | TH 23<br>1d100 | TH 20<br>2d20 | TH 13<br>1d100 | TH 3<br>2d20 |

| Colossal Hoard | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| **Roll** | **Bronze** | **Copper** | **Silver** | **Electrum** | **Gold** | **Gems** | **Jewelry** | **Plunder** | **Magical** |
| < 16 | TH 13<br>10d1000 | TH 13<br>5d1000 | TH 20<br>2d1000 | TH 22<br>1d1000 | TH 23<br>1d1000 | TH 24<br>1d100 | TH 26<br>2d20 | TH 29<br>1d100 | TH 30<br>2d20 |
| 16-18 | TH 13<br>10d1000 | TH 3<br>5d1000 | TH 13<br>2d1000 | TH 17<br>1d1000 | TH 20<br>5d100 | TH 23<br>1d100 | TH 24<br>2d20 | TH 26<br>1d100 | TH 29<br>2d20 |
| 19-21 | TH 20<br>10d1000 | TH 13<br>5d1000 | TH 3<br>2d1000 | TH 13<br>1d1000 | TH 13<br>5d100 | TH 20<br>1d100 | TH 23<br>2d20 | TH 24<br>1d100 | TH 28<br>2d20 |
| 22-23 | TH 23<br>10d1000 | TH 20<br>5d1000 | TH 13<br>2d1000 | TH 13<br>1d1000 | TH 3<br>5d100 | TH 13<br>1d100 | TH 20<br>2d20 | TH 23<br>1d100 | TH 27<br>1d100 |
| 24-25 | TH 24<br>10d1000 | TH 23<br>5d1000 | TH 20<br>2d1000 | TH 17<br>1d1000 | TH 13<br>5d100 | TH 3<br>1d100 | TH 13<br>2d20 | TH 20<br>1d100 | TH 26<br>1d100 |
| 26-27 | TH 25<br>10d1000 | TH 24<br>5d1000 | TH 23<br>2d1000 | TH 22<br>1d1000 | TH 20<br>5d100 | TH 13<br>1d100 | TH 3<br>2d20 | TH 13<br>1d100 | TH 25<br>1d100 |
| 28-29 | TH 29<br>10d1000 | TH 26<br>5d1000 | TH 24<br>2d1000 | TH 23<br>1d1000 | TH 23<br>5d100 | TH 20<br>1d100 | TH 13<br>2d20 | TH 3<br>1d100 | TH 24<br>1d100 |
| > 29 | TH 30<br>50d1000 | TH 29<br>20d1000 | TH 27<br>10d1000 | TH 25<br>1d1000 | TH 24<br>5d1000 | TH 23<br>1d1000 | TH 20<br>5d100 | TH 13<br>1d1000 | TH 3<br>1d100 |

# Gems

Gems are precious and semiprecious stones having value and beauty that are intrinsic and not derived from its setting. Gemstones are often cut and polished for ornament, and are highly prized.

Below is a table for the random determination of gems. Note, the prices on the table below assume that the gem is cut and finished, not rough. Rough gems are only worth a small fraction, possibly 1%, of their potential value. Roll 1d1000 and consult the table below:

| Roll | Finished Gem | Carats | Value/Carat |
|---|---|---|---|
| 001-050 | Obsidian | 6d1000 | 3 s.p. |
| 051-100 | Agate | 1d1000 | 5 s.p. |
| 101-150 | Turquoise | 1d100 | 6 s.p. |
| 151-160 | Bloodstone | 1d100 | 8 s.p. |
| 161-170 | Coral | 1d100 | 8 s.p. |
| 171-250 | Iolite | 1d100 | 8 s.p. |
| 251-351 | Cat's Eye | 1d100 | 9 s.p. |
| 352-500 | Quartz | 6d1000 | 9 s.p. |
| 501-550 | Citrine | 1d100 | 10 s.p. |
| 551-600 | Amber | 3d100 | 10 s.p. |
| 601-675 | Amethyst | 1d1000 | 20 s.p. |
| 676-800 | Onyx | 1d100 | 20 s.p. |
| 801-810 | White Opal | 1d100 | 30 s.p. |
| 811-850 | Peridot | 4d100 | 30 s.p. |
| 851-860 | Lapis Lazuli | 1d100 | 40 s.p. |
| 861-884 | Chalcedony | 1d100 | 40 s.p. |
| 885-935 | Fire Opal | 1d100 | 50 s.p. |
| 936-968 | Topaz | 1d100 | 70 s.p. |
| 969-983 | Moonstone | 1d100 | 80 s.p. |
| 984-991 | Green Tourmaline | 1d100 | 1,000 s.p. |
| 992-996 | Sapphire | 2d20 | 5,000 s.p. |
| 997-998 | Emerald | 1d100 | 10,000 s.p. |
| 999 | Diamond | 1d100 | 12,500 s.p. |
| 1000 | Ruby | 2d20 | 20,000 s.p. |

**Carats:** The weight of a gem is expressed in carats. An extremely small measure of weight, one carat equals 3 grains, 141 carats equal one ounce, or there are 2,267 carats in a pound.

**Gems:** Below is an alphabetical listing of each gem and a description:

**Agate:** Rock composed of layers of quartz, sometimes of different colors. Composition varies greatly, and it may be polished to a high gloss. Agate is often used for ornamental purposes. This stone is typically valued at 5 silver pieces per carat. It has been highly valued as a talisman or in amulets. This stone is said to quench thirst and protect from fevers. Mages have been known to use it to avert storms. It is mainly mined in the central mainland, and is commonly used to make bowls.

**Amber:** Actually made of fossilized pine tree sap, amber is especially valuable if it has an insect inside. Amber is more commonly found in the north. Some have claimed amber to be tears dried by the sun. Others declare that it is electrically charged by the sun and when rubbed by a cloth. Still, others persist that amber is the juice or essence of the setting sun congealed in the sea and cast up on the shore. Amber is often used as earrings and as a necklace of beads. It is especially valued when in the shape of little figurines, and has been known to be worth more in this form than the life of a living, healthy slave. Some call it "burn stone", and burn it as incense. Amber is typically worth 10 silver piece per carat.

**Amethyst:** A variety of quartz, this stone has a violet to purple color. It is a common stone and is associated often with the 2nd month. Some have said that amethysts dissipate evil and quicken intelligence. Further, it is thought to encourage celibacy and symbolize piety, so it is often a stone associated with moral churches. Many moral hierophants wear amethyst rings. Finally, this stone is thought to symbolize sobriety and is considered a strong antidote to drunkenness. For this reason, many wine goblets are carved from amethyst. Amethyst may be found in a wide variety of sizes and shapes. The value of amethyst is typically 20 silver pieces per carat.

**Bloodstone:** A semiprecious stone of dark green chalcedony, also called Heliotrope. In the finished stone, red spots resemble drops of blood. This stone serves as the birthstone for the 3rd month. Bloodstones are valued at 8 silver pieces per carat.

**Cat's Eye:** When cut in an oval, rounded form, it shows a light-colored line that changes position as the gem is turned, giving the stone a resemblance to the eye of a cat. It is a valuable gemstone commonly used in jewelry. The color ranges from a honey-brown to an soft-green, though rich golden colors are the most valued. It is reputed to have the presence of a familiar, and as a powerful talisman it may direct fortune. The most important factor for value is the strength and sharpness of the eye. Typically, this stone is valued at 9 silver pieces per carat.

**Chalcedony:** This stone varies in color and may be white, gray, yellow, brown, green, or blue. The many colors resulting from the high luster of polishing render it valuable for brooches, necklaces, and other ornaments. This stone is valued at 40 silver pieces per carat.

**Citrine:** This stone is one of the most affordable gemstones, and is also durable. Citrines have a juicy, lemon color. It has been carried as protection against snake venom and evil thoughts. This stone is available in large sizes and a variety of shapes. The darker stones are valued more. The value of citrine is typically 10 silver pieces per carat.

**Coral:** An ancient gem, coral has a history of religious significance. It is thought to be a powerful talisman that can stop bleeding, protect from evil spirits, and ward off hurricanes. Its color ranges from white to red. Found coastally, it grows in branches that look like underwater trees. The most valuable colors include red, black, and pink. It is a very soft and porous gem, and should be stored carefully to avoid scratches. Coral is typically valued at 8 silver pieces per carat.

**Diamond:** This precious stone is the hardest substance known, exhibited in its resistance to scratching. In fact, the origin of the word means 'invincible'. Diamonds exhibit a wide range of transparency and color. Good quality diamonds of clear, strong, and unusual color are highly prized. Colorless stones known as white diamonds are extremely valuable, while yellow or brown tinged stones are regarded as imperfect. Green and blue diamonds are rarities, and red diamonds are the rarest of all. The luster and fire for a diamond are higher than for any other natural, transparent, colorless stone. Diamonds have incredible resistance to the corrosive effects of acids and bases. Typically, diamonds are valued at 12,500 silver pieces per carat.

**Emerald:** This valuable green stone is alleged to have the power of healing regarding diseased eyes. Flawless specimens of good color and size are exceedingly rare and command higher prices than diamonds of equal weight. To some, this gem symbolizes love. Most emeralds are valued at 10,000 silver pieces per carat.

**Fire Opal:** In some cultures, possession of an opal brings bad luck to the owner. In other cultures, it is believed to be beneficial to eyesight, and is worn in necklaces by blonde women to protect the hair from losing its color. Some think the effect of the opal on eyesight can render the wearer invisible, and is recommended for thieves. The color of this stone is yellow to red. This stone should be protected from heat and strong light, which can dry it out, causing cracks. Likewise, acids should be avoided. Exposed corners or points are subject to wear, and the stone is best set in a protected mounting. Typically, fire opals are valued at 50 silver pieces per carat.

**Green Tourmaline:** This gem is valued at 100,000 silver pieces per carat. These stones are usually cut in long rectangular shapes, due to their long and narrow crystal shape. This is a hard and durable gemstone that can withstand years of wear, though it is advisable to avoid heat.

**Iolite:** Mined from the north, this stone, when cut properly, appears a violet-like, blue, almost like sapphire from one side, clear as water from the other, and honey-yellow from the top. Cutting this gem, however, demands great skill, and must be cut in precisely the right direction, or it is ruined. It is reliably hard, but should be protected from blows. Iolite is readily available and surprisingly affordable, considering its beauty. Typically, iolite is valued at 8 silver pieces per carat.

**Lapis Lazuli:** This blue rock has been loved by nearly every culture. It is popular in inlays, and is the shade of blue that artists use to paint the sky. Most believe it is a powerful aphrodisiac, and it is widely accepted that this stone keeps the limbs healthy, and frees the soul from error, envy, and fear. The stone is porous, not very hard, and easily susceptible to becoming scratched. Lapis Lazuli is typically valued at 40 silver pieces per carat.

**Moonstone:** The birthstone of the 6th month, this blue stone seems magical with a ghostly, shimmering glow. Some believe this stone is formed out of moonlight. This stone, however, may come in a variety of colors, such as gray, brown, and green, though blue is the most valuable. A favorite is to fashion these into beads and display them against a black dress. Typically, moonstone is valued at 80 silver pieces per carat.

**Obsidian:** This stone is not very valuable, and it is easy to shape by flaking. Ancient cultures used it to make weapons and tools. Typically, obsidian is valued at 3 silver pieces per carat.

**Onyx:** This stone has alternating straight bands colored black and white. Onyx is typically valued at 20 silver pieces per carat.

**Peridot:** An olive colored stone, peridot is associated with the 8th month. This gemstone is born in fire, and is known as the volcanic gem. Called "evening emerald", the green color does not darken at night, but is still visible by torchlight. Peridot has been found in large quantities, even over 200 carats apiece. Peridot is said by mages to have the power to drive away evil, and the power is said to be stronger when the gem is set in gold. Further, peridot is said to strengthen any medicine drunk from goblets carved from this gemstone. Typically, peridot is valued at 30 silver pieces per carat.

**Quartz:** The stone from which crystal balls are made, quartz is known as "rock crystal", and is also used to make bowls. Some believe it is a compact form of ice. Large instances of rock crystal quartz, such as those necessary to make a crystal ball, are rare. Typically, quartz is valued at 9 silver pieces per carat.

**Ruby:** This is a precious red stone, and the transparent deeper reds are highly prized. In ancient times, it was known as the "king of precious stones", and is the most valued, even more valued than the finest diamonds. Rubies larger than 5 carats are especially rare, and a 32 carat ruby is the largest found to date. Most rubies are worth 20,000 silver pieces per carat.

**Sapphire:** This stone is transparent blue, though true sapphires are deep blue. An ancient culture believed that the earth rests upon a giant sapphire, and its reflection colors the sky. The sapphire has long symbolized truth, sincerity, and faithfulness. This stone has been valued in talismans for protection, and is said to be so powerful, it protects a wearer even after it has been passed on to someone else. Aside from diamonds, sapphires are the toughest and most durable gemstones. Most sapphires are valued at 5,000 silver pieces per carat.

**Topaz:** This stone may be colorless, yellow, green, blue, or red. The most popular color for a topaz is a rich orange-yellow. Topaz is often associated with the 11th month. Topaz has been used in amulets to protect the faithful against harm. Legend has it that topaz dispels all enchantments and improves eyesight as well. Some believe that it has the power to increase strength and make its wearer invisible in times of emergency. Topaz is also said to change color in the presence of poisoned food or drink. Its mystical curative powers are said to wax and wane with the phases of the moon: it is said to cure insomnia, asthma, and hemorrhages. Topaz is a very hard gemstone, though it may be split from a single blow. As a result, it should be protected from hard knocks. Typically, topaz is valued at 70 silver pieces per carat.

**Turquoise:** This stone is of medium hardness and the color ranges from blue and blue-green to greenish-gray. It is used for ornamental purposes. Turquoise is thought to have powerful metaphysical properties. For instance, it is believed to be protection against Agas, the evil eye. Others believe that the health of a character can be assessed by the variations of the color in the stone. Finally, it is also thought that this stone promotes prosperity. This stone is commonly mined with copper deposits. Turquoise is porous and should be kept away from acids. Typically, this stone is valued at 6 silver pieces per carat.

**White Opal:** In some cultures, possession of an opal brings bad luck to the owner. In other cultures, it is believed to be beneficial to eyesight, and is worn in necklaces by blonde women to protect the hair from losing its color. Some think the effect of the opal on eyesight can render the wearer invisible, and is recommended for thieves. The color of this stone is white. This stone should be protected from heat and strong light, which can dry it out, causing cracks. Likewise, acids should be avoided. Exposed corners or points are subject to wear, and the stone is best set in a protected mounting. The typical value of a white opal is 30 silver pieces per carat.

## Jewelry

Regarding treasure, jewelry refers to non-magical and objects that decorate the body but serve little if any purpose. The exact description of the item is left to the Aedile. Roll 1d100 and consult the table below:

| Jewelry | | |
|---|---|---|
| **Roll** | **Type** | **Value** |
| 01 | Amulet | 2d100 s.p. |
| 02-10 | Anklet | 4d100 s.p. |
| 11-20 | Bracelet | 4d100 s.p. |
| 21-35 | Brooch | 2d100 s.p. |
| 36-50 | Charm | 1d100 s.p. |
| 51 | Crown | 1d10000 s.p. |
| 52-60 | Earring | 2d100 s.p. |
| 61 | Locket | 6d100 s.p. |
| 62 | Medallion | 8d100 s.p. |
| 63-73 | Necklace | 4d100 s.p. |
| 74-75 | Pendant | 4d100 s.p. |
| 76-85 | Religious Symbol | 4d100 s.p. |
| 86-99 | Ring | 2d100 s.p. |
| 100 | Talisman | 4d100 s.p. |

## Plunder

Regarding treasure, plunder refers to non-magical goods that a victor takes from a victim. Determine the type of plunder below, then proceed to the appropriate chart in *Chapter 9: Equipment* to determine the specific item. To randomly determine an item of plunder, roll 1d100:

| Plunder | | |
|---|---|---|
| **Result** | **Chart to Consult** | **Roll** |
| 01-50 | Common Equipment | 1d100 + 1d20 - 1 |
| 51-60 | Beverages | 1d6 |
| 61-68 | Food | 2d20 - 1 |
| 69-70 | Animal and Slave Trading | 1d10 + 1d20 - 1 |
| 71-72 | Vehicles | 1d6 |
| 73 | Vessels | 1d12 |
| 74 | Siege Equipment | 2d6 - 1 |
| 75 | Torture Devices | 1d8 |
| 76-80 | Weapons: Melee | 4d20 - 3 |
| 81-90 | Weapons: Miscellaneous | 1d20 + 1d12 - 1 |
| 91-94 | Weapons: Missile | 1d20 + 1d10 - 1 |
| 95-98 | Armor: Individual Pieces | 1d100 |
| 99 | Armor: Suits of Armor | 1d6 |
| 100 | Armor: Barding | 1d6 |

# Chapter 15: Conducting the Game



The goal of this chapter is to guide and aid Aediles in making their games an enjoyable experience. This chapter offers general suggestions for the game, covers game mechanics, different types of players and characters, maps, inventing adventures, magical research, Aedile Characters, and a sample adventure.

## Preparation

Never underestimate the value of preparation. It is possible that a game may be enjoyed when run by an unprepared Aedile. However, it is unlikely that unprepared games are more fun than prepared games in the long run. An unprepared Aedile may seem unenthusiastic, disinterested, or incompetent. Therefore, strategic preparation may contribute significantly to enjoying the game.

## Familiarity

The best advice for an Aedile is to observe that more preparation correlates to a better game. The more familiar the Aedile is with the rules of the game, the fewer times the game will come to a halt while rules are consulted. Obviously, no one can anticipate every choice of every player. In fact, oftentimes the unexpected is the most enjoyable part of the game. Nonetheless, within reason there is no such thing as being under-prepared.

If the Aedile is new, then the best way to acquire familiarity is to focus on basic game mechanics, such as how skills function, and learning the goals of each player as well as details of each character. Gain familiarity and gain respect.

### Atmosphere

The setting in which the game is played can have a substantial impact upon the enjoyment of the participants. While different groups prefer different gaming atmospheres, here are some suggestions:

Choose a quiet place where interruptions are unlikely to occur, such as a good room or a garage with a comfortable temperature. Some groups prefer a temperature slightly cooler than ideal so that players are not apt to fall asleep.

Anything suggestive of medieval times is a tremendous aid in setting the mood. Common choices include candles, a candelabra, incense, or possibly even supplying mead and tankards! Some gaming groups even display replicas of medieval weapons, hanging them on the walls near the gaming table.

### Proxemics

Use space wisely. Generally, the Aedile should be seated higher than the players, so that when the Aedile speaks, the players literally look up to the Aedile. 1 method of accomplishing this is for the Aedile to sit on a stool, while the players sit in regular chairs.

Should a particular player be suspected of dishonest dice-rolling, which among players should be visible to all anyway, this type of player may be requested to sit close to the Aedile so that this may be observed and handled if necessary.

### Condiments

As gaming is a time-consuming social event, a majority of gaming groups pitch in and get a pizza and beer or soda. While tastes may differ from group to group, most games last for several hours and snacks become nearly a necessity.

## Game Mechanics

### When Dice Contradict Reason

On occasion, the results of the dice may contradict reason or other rules. There is no easy answer for this dilemma, other than the fact that the Aedile must deliberate carefully. Altering the results of the dice can be a slippery slope and a bad habit to begin. Whenever possible, the results of the dice should be accepted, taking the good with the bad. After all, if people can pick or choose whether or not to accept the results of the dice, then there is no reason to roll them at all! Dice-rolling exists so that events occur according to probability, and when possible, need to remain that way. Logic, on the other hand, must also be exercised.

### Character Creation and Choice

Character creation has been considered carefully. The same rules that apply to the character of a player apply also to Aedile characters. Therefore, the average player character is not superior to the average Aedile character. In this game, realism is applied uniformly to all characters, so all characters are created with the same method.

Characters have enough depth that they are likely to be good at some things and bad at others. The realistic depth of a character is what makes them fun to play.

A consequence of realism is that players have little choice regarding character creation. However, if an Aedile needs an aspect of character creation to be altered so that it is consistent with their campaign or plot, then the Aedile may change what is necessary. For example, an Aedile may declare that race should not be determined randomly, and that all characters must be human because the plot requires all human characters. This remains realistic because characters still do not get to choose their race, just as no creature in reality got to choose its race. Although an Aedile may alter anything to fit their campaign or plot, it is recommended that as little is changed as possible. Changes may not be made without the approval of the Aedile.

### Leadership

Overall, the Aedile is the leader, so to speak, of the game. If issues and disagreements arise, especially over rules, then the Aedile is the final arbiter; the decision of the Aedile must be final. Of course, if an Aedile makes bad decisions and the gaming group is displeased with the Aedile's performance, then the players are not obligated to continue the game or return for another gaming session. It should always be the goal of the Aedile to make the best decision possible, though not necessarily the most entertaining decision, but the most fair or the decision that deviates the least from the rules or reason when a contradiction or conflict arises.

Oftentimes, 1 player will become a leader regarding the other players. Sometimes this is a good thing, and sometimes bad. Ideally, each player should be able to participate as much as any other, should they desire. Some players are naturally quiet or followers, while others tend to be assertive, aggressive, or natural leaders. Though it can be difficult, 1 duty of the Aedile is to attempt to referee a player's leadership behavior to correlate with the abilities and personality of their character. For instance, a character with a low Charisma, poor rhetorical skills, and phlegmatic temperament is unlikely to be a dominant party leader. Group dynamics will differ from group to group, but the ultimate goal of gaming is to have fun and should be remembered at all times. Try to make the game an enjoyable experience for everyone, if possible.

## Players and Characters

### Argumentative Players

Occasionally, gaming groups may be comprised of 1 or more argumentative players, players who seem to disagree with everything. These players need to understand that even though this is a game, 1 of the roles of the Aedile is as an authority figure, referee, or moderator. Assuming the Aedile is competent and familiar with the rules, the argumentative player must either accept the Aedile's authority or leave the game. Issues such as these are often handled best by not embarrassing the player and asking to speak privately with them.

### Dominating Players

Usually, 1 player will, either intentionally or unintentionally, dominate the others and the game. It is, in fact, rare to have perfectly even input from all participants; inevitably someone will participate more than others. However, if this becomes a problem, usually the best way to handle it is not to embarrass the player in front of the others, but to ask to speak privately with them. Those who are troublesome beyond this point, at the Aedile's discretion, should seek a new gaming group.

### Non-Participating Players

Some players do not participate very much, which may be indicative of many things. Some truly enjoy the game but feel inhibited, lack the confidence, or lack the experience necessary for them to feel comfortable participating. Conversely, others are simply disinterested and lack of participation is a symptom. If they are disinterested, then don't let a wet blanket spoil the fun for everyone else. Without embarrassing the person, pull them aside and speak privately with them. If they do not want to be in the game, then perhaps they should leave. More often than not, quiet or passive players are interested, but need encouragement. As the Aedile, you may attempt to make their character more integral to the plot, introduce an immediate encounter or incident that revolves around them, or anything else imaginable to evoke their participation.

### Powerful Characters

Here and there, a character may become too powerful, either in relation to the other characters or the gaming world around them. Many things may be done to balance the situation. Perhaps a bandit will steal their silver or a disease will sap their superhuman Strength. Regardless of what it is that specifically is so unbalancing about this character in question, there is always an easy means of maintaining game balance.

### Powerless Characters

Sometimes players end up with characters who are simply undesirable. As a general rule, if all 5 abilities together average less than 90, then the Aedile may consider telling the player to discard the character and try again.

If characters have survived, advanced several levels, and are powerless compared to other characters or the world around them, then they should consider changing their occupation. Generally, no compensation should be yielded. If they have low LP or MP from several low rolls, then it may be unfortunate, but this is simply what they have.

Many players become so concerned with the numbers on their character sheets that they overlook the fact that this is a role-playing game. Oftentimes, a character who looks terrible on paper may be extraordinarily fun to role-play.

### Mortification

Unfortunately, not everyone will enjoy this game. This game is not meant for minors and can be blunt and politically incorrect in a politically correct world. If someone is mortified by the inherent violence or sexual content, then the game may be unsuitable for them. Whenever possible, the material and rules for this game have a firm historical or mythological basis. For instance, a quote from Homer's Odyssey reveals the prevalence of violence and sexual content in much classical mythology, "...I sacked the city, killed the men, but as for the wives and plunder, that rich haul we dragged away from the place – we shared it round..."

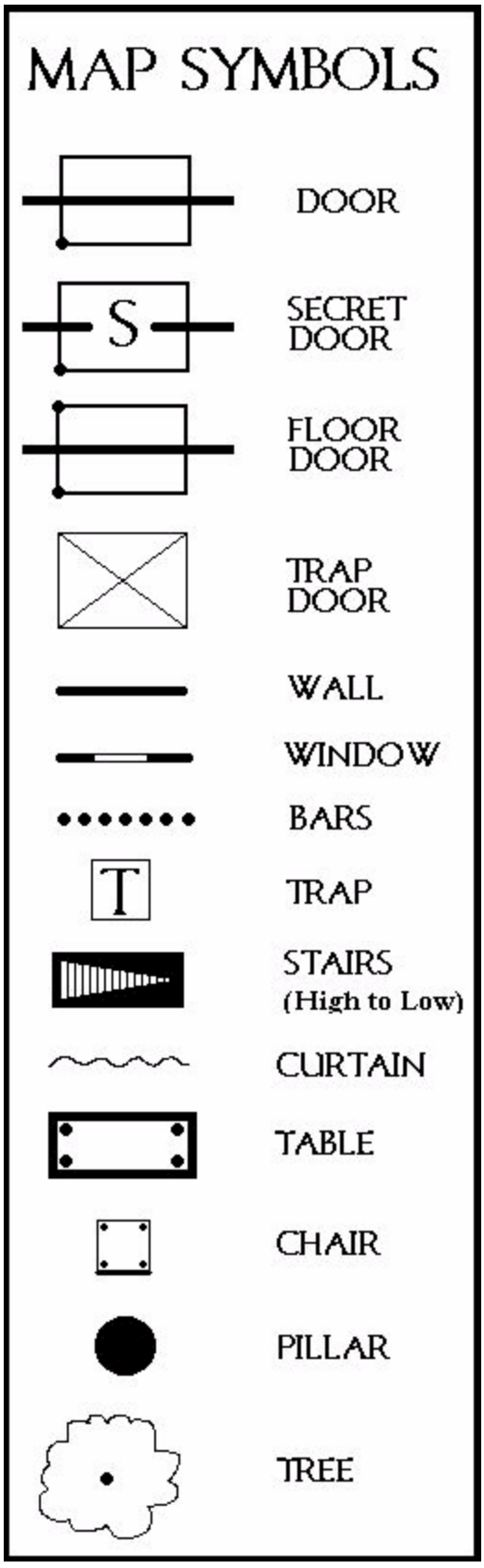
## Maps

Many characters adventure and explore. Both the players and Aedile must be able to communicate clearly regarding the movement of the characters. In order to communicate clearly, the players and Aedile must agree upon the use of certain symbols and standards. All maps in F.A.T.A.L., such as in pre-written adventures, will conform to the following guidelines for maps.

First, purchase some graph paper. F.A.T.A.L. does not use hexagonal graphing paper, only square graphing paper. In a corner of the map, note the directions. Directions are usually indicated by an arrow and an 'N' to represent North. Nearby, indicate the scale, such as 1 square equals 5 feet. Different scales may be selected depending on the needs of the adventure. Usually, designating 1 square to equal 5 feet is the most convenient and appropriate.

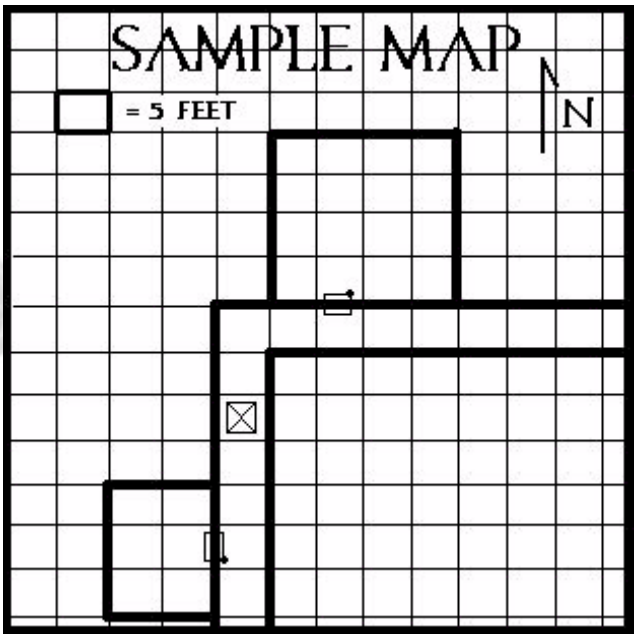
### Map Symbols

Next, consider the map symbols. The map symbols presented are an incomplete list. Instead, this list is merely sufficient to develop maps. Additional symbols may be introduced with different adventures, and those symbols will be particular to the adventure in which they are introduced. Note that for the symbols for doors, a dot appears in the corner of the symbol. The dot represents the location of the hinges.




### Sample Map

An excerpt of a map is presented to facilitate familiarity with mapping. The following sample map is, perhaps, the simplest map that may be used. The sample map illustrates a corridor that progresses north and turns east. 10 feet before the corridor turns east, a trap door exists in the floor. Farther south, a door exists along the west wall of the corridor. This door opens outward, into the corridor. Once the corridor turns east, another door may be encountered along the northern wall. This door opens inward, into the room. 2 rooms exist. The northern room measures 20 feet by 20 feet. The room to the southwest measures 15 feet by 10 feet.




## Inventing Adventures

### Plot

The most important part of any game session is the plot. Something must give the overall session coherence and purpose. Perhaps the characters have been captured and the plot is to escape. Below is a compilation of some ideas to stimulate brainstorming:

- A dungeon has been discovered and the party is hired to explore it.
- A mystery must be solved.
- A party member discovers something dangerous, secret, or magical, and must deal with it.
- A sage hires the party to find an obscure ingredient.
- An army of darkness marches on the town, and the characters must defend their homes.
- A foe has done something, fled, and must be chased, retrieved, found, or killed.
- Arena combat with no plot other than to stay alive.
- The local town is at war with a neighboring town. The characters must engage in battle.
- The party has been captured and must escape.
- The party must escort someone or something valuable to a destination, and it won't be easy.
- The party or another character is being blackmailed.

## Setting

The Aedile must decide on the setting for the adventure. Will this game session be primarily in town, the wilderness, a dungeon, the desert, at sea, the underworld, etc. While many hours of enjoyment may be had in any setting, usually the best advice is to attempt to include a small number of settings per session – usually 3 works best.

## Organization

Since adventures are primarily stories, they often share the same organization. Most stories have an introduction, a body, and a conclusion. These 3 elements are integral to any adventure. Most often, the introduction consists of the Aedile reading a few paragraphs of background information, describing circumstances to the players as well as background history. The body is the adventure itself, and may take numerous forms. Finally, the conclusion is the end of the adventure. Closure of some form is sought in the conclusion, though sometimes suspenseful hooks in the plot are useful to maintain interest until the next session.

In addition to this basic organizational structure, other methods may be considered. Typically, there is a climax just before the conclusion. Further, the timing of major events throughout the story may be significant regarding how well the adventure is received among the players. If most major events occur together, for instance, and the majority of game time consists of hours of minor events, then the players may become bored and disinterested.

## Novelty and Predictability

Juggling these opposites can be an art in itself. Each adventure should be novel or new. If the players can easily second-guess the Aedile, then the group will surely be bored. On the other hand, being entirely novel would be the same as being unpredictable. Gamers will lose interest if they never know what to expect, or if every time they take a guess at what will happen they are thoroughly wrong or taken by surprise. Predictability and unpredictability are both desirable, though only in moderation. When in doubt, it is safer to err in the direction of novelty than predictability.

## Combat and Challenge

While this can be difficult to assess and implement, the goal of each combat in an adventure is to offer the participants an enjoyable challenge, prevent boredom, and facilitate the plot. Generally, encounters should not occur with foes who are powerful enough that the characters do not stand a reasonable chance. However, occasionally characters should encounter forces who they cannot defeat; otherwise, the characters may attempt to fight every creature they meet, thinking the Aedile would never put them in a blatantly losing situation. On the other hand, if combats are consistently too simple for the characters, then the players may lose interest. The balance of challenge in combat is difficult and different for each group. As a guideline, the Life Points of the party should equal roughly the LP of the foe encountered.

### Disposition

When preparing each adventure, the Aedile must consider the dispositions of the characters. Oftentimes, the goal of an adventure may conflict with the disposition of the group. For example, a predominantly moral group will probably refuse to perform an assassination for an employer who lacks credibility. Conversely, a group that is predominantly immoral will probably refuse a potential employer when not offered enough compensation, and may get angry and slay the potential employer. An Aedile needs to be prepared for these contingencies.

### Occupation

When preparing each adventure, the Aedile must consider the occupations of the characters. Oftentimes, the goal of an adventure may conflict with the occupations of the group. For example, a group of characters comprised mostly of militiamen would consequently not only be most likely to refuse an employer who attempts to hire them to assassinate someone in town, but would probably arrest the soliciting employer. An Aedile needs to be prepared for these contingencies.

### Role-playing

Since F.A.T.A.L. is a role-playing game, the purpose is to role-play a character. The definition of good role-playing differs among players. The definition[1] of a role is either "a character assigned to or assumed by someone," or "a part played by an actor." Therefore, role-playing will be defined here as *when a player or Aedile performs the role of a character*. 2 words must be discussed: *performs* and *role*.

Different players or Aediles will perform differently according to their talent for acting. This may be the most difficult aspect of the game. Some feel inhibited by other players regarding acting. Others are inept at acting or have little experience. Still, some act too freely, often overdoing their performance. Proper performance is an ideal. It involves becoming familiar with fine details of a character, and improvising the rest until a coherent and consistent role is developed. The performance focuses on the player or Aedile, while the role focuses on the character.

The role of a character differs from character to character. Different characters are better suited performing different functions, and therefore different styles of role-playing emerge. The proper role of a choleric ruffian may be to brawl, and so all aspects of this character's violent lifestyle should be explored by the player. For this ruffian to refrain from violence and engage in excessive displays of Etiquette, for instance, would be to fail to play his role properly, regardless of how well or poorly the player performs it.

With experience, many players develop role-playing habits and preferences. Some prefer combat, others interpersonal interaction. To ensure good role-playing, a player or Aedile should think critically about the role of the character whom they will role-play, as well as how best to perform that role.

When preparing each adventure, the Aedile must consider the roles of the characters and the aptitude of each player for performing.

## Magical Research

As wizards and sages increase in level, they often desire to research magic, aspiring to develop their own spells or create magical items. Generally, this should not be allowed until they advance to the 10th occupational level. However, depending on circumstance and the specific research, at the Aedile's discretion it may be possible to research minor magic as early as 5th level.

Developing new spells will always require experimentation. The Aedile should encourage the player to role-play the experiments of their character. Whenever a new spell is developed, the Aedile must be consulted, and may approve or disapprove of a spell. The effects of the spell should be appropriate to its spell level.

To create a magical item, a sorcerer must be able to cast Imbue Item, though Immutability and Wish are also helpful (see *Chap. 12: Spells*). The Aedile must be consulted whenever a magical item is created.

1. The definition was taken from Webster's Third New International Dictionary, and is referenced in the References section.

## Aedile Characters

As the Aedile conducts a game, the characters of the players will inevitably interact with other characters, such as tavernkeepers and wenches, militia and criminals, and employers as well as others. These characters are controlled by the Aedile. The work involved in fully developing each character with whom a player's character may interact may be overwhelming and unrealistic. Therefore, some shortcuts are offered as suggestions:

- Only the most important of the Aedile's characters should be fully developed. The less significant the role of a character of the Aedile, the less detail should be devoted to them. On the other hand, if time allows for the information to be determined, then this is always better. For pre-rolled characters, consult *Appendix 6: Aedile Characters*.
- Oftentimes, abilities need to be determined on the spot, usually to determine skill checks. Instead of rolling [(10d100/5) - 1] each time an ability needs to be determined, other methods may be more convenient. The most convenient is to simply decide that the ability in question is 100 and therefore has no adjustment. This can be boring if overused, as every character would be identical. If only a small amount of variation is desired, then (2d10 + 89) will yield an average character every time, yet still allow for small variation. Perhaps the best method overall is (1d100 + 50), since it is simple, fast, and allows for wide variation.
- As interaction occurs, try to portray different characters differently. Use different voices and inflections, speech rates, habitual words, and mannerisms. In this respect, characters presented by the Aedile will seem more alive or real to the players, and hopefully the players will react with more interest and realism.

## Sample Adventure

This chapter concludes by providing the ultimate test of conducting the game; it concludes by providing a sample adventure. The following sample adventure may be unsuitable for all gaming groups. Nonetheless, it has been included so that the game may be played and explored. The sample adventure is purposely short and suitable as an introductory adventure.

## Campaign of the Lost Souls

Introductory Adventure suitable for 1st level characters.

### Plot

Each character lives in a small hamlet. One morning, they are routinely selected by the hamlet to gather firewood. Hours later, the group returns and discovers that every character in the hamlet is missing. Together, the characters must unite and investigate the disappearance of their families. For immoral purposes, a sorcerer has cast Mass Teleportation and kidnapped the inhabitants of each hamlet.

### Plot Hook

If the Aedile would like to retain this plot as a basis for future adventures, then the sorcerer responsible for the kidnappings must not be defeated at the end of this adventure. Otherwise, the sorcerer may be defeated. It is easy to continually make the sorcerer seem 1 step ahead of the characters who are trying to capture or slay him. If used properly, then this device could entertain the players for several gaming sessions.

### Format

Boxed text may be read to the characters, while un-boxed text may not. This adventure is not presented in a linear format. The body of the adventure may occur in any sequence to the whim of the Aedile, and encounters may be ignored as desired.

## Preparation

The Aedile must observe the character sheets of the players. Specifically, the Aedile must note the Race, Disposition, Birthplace, and Social Class of each character. Next, the Aedile must create an explanation of how each character lives in the hamlet.

Different dispositions may respond differently to this plot. A character with an ethical or moral disposition may seek to discover what happened to their hamlet, ultimately hoping to either return or avenge their family. A character with an unethical or immoral disposition may despise their hamlet and see this as an opportunity for looting and personal gain or the ideal time to begin adventuring. Whatever disposition is involved, this plot should provide motivation to adventure.

Invent a basic description of the hamlet that compliments the group of characters. If different races exist in the group, then invent a reason why these races live together. The hamlet should be comprised of a number of families equal to the number of characters in the group, so that 1 character belongs to each family. The population of the hamlet should not exceed 100. For the sake of simplicity, the following information assumes the hamlet and all families are human. The name of the hamlet is Acedia, and it is comprised of 6 families. The population is roughly 50, and the average family has 8 members. Invent names and basic information of prominent family members and inhabitants, and any background deemed relevant. Finally, prepare a reason for each player why they have not extensively explored the world beyond their hamlet but have always been content with their small community.

## Introduction

One wintery day, snow covers the ground. The cold is not overwhelming today in this northern territory, but the wind irritates you. As is routine, each of you have been selected by your family today to venture forth into the surrounding forest and gather firewood. Your hamlet is merely a community of a few families amidst a northern forest. Successfully, you return as a group with more than enough firewood. Upon entering the hamlet, you hear only silence. As your group explores your hamlet, each of you enter the main house of your family to find them empty or abandoned. Slowly, you congregate together in the middle of the hamlet, surprised to be alone.

Introduce information specific to the hamlet. Explain to each player why their character has not extensively explored beyond their hamlet in the past. Allow the characters time to interact. Either individually or as a group, characters may attempt to loot either their own family or another family. In this instance, each family should be poor and have little of value. If a character has any adventuring gear, such as weapons and armor, now would be an ideal time to equip it.

## Clues

Following are clues to the truth behind the disappearance of the inhabitants of the hamlet. Each clue may be discovered when deemed appropriate by the Aedile:

- One set of tracks from a horse suggest that a horse walked into the hamlet from the north and left to the south. The horse walked up to each cottage before leaving. The horse tracks are recent, probably only a few minutes old. Steaming horse defecation is in the middle of the hamlet.
- The prized weapon of the hamlet, a Goring Zweihander + 6, has been stolen from one of the cottages. In its place is a rusted and nicked zweihander.
- No other tracks exist, indicating that none of the inhabitants walked out of the hamlet.

## Combat: Simple

At sunset, read the following:

> This evening, a campfire can be seen to the south. Judging by the smoke in the air, the campfire does not appear to be more than a few hundred feet in the distance.

When the adventurers get close enough to see the campfire, read the following:

> A small campfire casts light on a horse that is tied to a nearby tree and a humanoid figure who apparently lies asleep by the fire. The figure is covered by a wool blanket. Periodically, the campfire crackles.

The figure asleep by the fire is known as Mauger, the Mutilator. Mauger is an experienced mercenary who has been employed by Seman to slay any remaining inhabitants of the hamlet. He rode through the hamlet and found no one. However, he did find the prized weapon of the hamlet, a Goring Zweihander + 6. Mauger replaced his old zweihander with this one, but has not yet discovered its magical properties. Now, Mauger sleeps and plans to continue south to report to Seman that the hamlet was empty. He is the only hope the characters have of discovering the whereabouts of their families and Seman, the sorcerer who abducted them.

Mauger Stats: Height = 6'2", Weight = 211 lbs., Age = 22, Sexuality = Hetero, Eyes = Brown, Hair Color = Brunette, Hair Thickness = Thick, Hair Length = 19", Hair Type = Wavy, Most Attractive Feature = Chest, Most Repulsive Feature = Hands, Level 3 Mercenary, Skin Color = Tan, Physical Fitness = 111, Strength = 182, Bodily Attractiveness = 123, Health = 131, Facial = 98, Vocal = 148, Kinetic = 111, Rhetorical = 86, Hand-Eye = 152, Agility = 124, Reaction Speed = 136, Enunciation = 92, Language = 97, Math = 107, Analytic = 108, Spatial = 112, Drive = 103, Intuition = 109, Common Sense = 73, Reflection = 84, LP = 32, CA = 13, PP = 7, Disposition = NI, Temperament = CM, Languages = Sapien, Equipment = Goring Zweihander + 6, dagger, chainmail hauberk, (4-in-1), and 544 s.p.

## Combat: Challenging

> As you progress through the forest, you happen upon an earthen aperture or opening at the base of what appears to be a small, wooded hill. Due to the trees overhead, no snow is on the ground near the opening. The hole is approximately 10' in height and 8' in width. The opening is not man-made, but appears to exist naturally. Peering in, you see only darkness.

Inside the cave is a troll, who has recently kidnapped a maiden. If the characters search around the opening, then they may find tracks, though they will not be obvious. The maiden's name is Sanuuicula. She was originally abducted by a villain after she insulted him. However, the troll happened across the villain and slew him, kidnapping the maiden. Sanuuicula knows the sorcerer responsible. His name is Seman and he used to take advantage of her, until a dashing prince took her away from all of this. She was forced to perform every lecherous act imaginable for Seman.

Troll Stats: Height = 8', Weight = 400 lbs., Age = 31, Sexuality = Hetero, Eyes = Black, Hair Color = Black, Hair Thickness = Thick, Hair Length = 3", Hair Type = Stringy, Most Attractive Feature = Chest, Most Repulsive Feature = Feet, Skin Color = Green, Physical Fitness = 100, Strength = 215, Bodily Attractiveness = 50, Health = 100, Facial = 60, Vocal = 150, Kinetic = 80, Rhetorical = 105, Hand-Eye = 80, Agility = 100, Reaction Speed = 100, Enunciation = 10, Language = 155, Math = 110, Analytic = 95, Spatial = 120, Drive = 150, Intuition = 50, Common Sense = 40, Reflection = 40, LP = 146, PP = 1, Disposition = UI, Temperament = CP, Languages = Troll, Equipment = None.

Sanuuicula Stats: Height = 5'4", Weight = 100 lbs., Age = 19, Sexuality = Hetero, Eyes = Green, Hair Color = Brunette, Hair Thickness = Thick, Hair Length = 20", Hair Type = Wavy, Most Attractive Feature = Chest, Most Repulsive Feature = Feet, Level 1 Laundress, Skin Color = Pale, Physical Fitness = 111, Strength = 82, Bodily Attractiveness = 154, Health = 132, Facial = 178, Vocal = 148, Kinetic = 141, Rhetorical = 93, Hand-Eye = 94, Agility = 83, Reaction Speed = 101, Enunciation = 91, Language = 105, Math = 73, Analytic = 98, Spatial = 59, Drive = 104, Intuition = 139, Common Sense = 123, Reflection = 128, LP = 17, PP = 87, Disposition = NM, Temperament = SP, Languages = Sapien, Equipment = Torn Dress.

## Conclusion

The adventurers happen upon a keep in the middle of the forest.

> Ahead in the forest you see a large clearing. The clearing appears to be nearly a quarter-mile across. In the middle of the clearing is a keep. No road is seen that approaches the keep. Periodically, the carcass of an animal litters the clearing. The keep seems to be square in shape and is roughly one hundred feet per side. No entrance is visible from here. Smoke rises from the center of the keep and the abhorred smell of what can only be burning tissue assaults your nostrils.

This keep has no entrance; it merely consists of 4 stone walls, each 100 feet long and 15 feet high. In the center of the keep is a small, stone building, which is the home of Seman. Seman's home may be accessed by a thick, wooden door. The surrounding courtyard is littered with the bodies of the inhabitants of several hamlets.

Seman has a magical weapon, a Dagger of Soul-Stealing + 63. This dagger currently has 521 souls. Seman knows that if the dagger collects 1,000 souls, then he may be granted godhood. Therefore, Seman has paid to have this keep constructed around his home, and he casts Mass Teleportation to abduct humanoids who will serve as fresh souls. Once their souls are swallowed by the Dagger of Soul-Stealing, their bodies litter the courtyard. Hence, he seems to be continually lighting bonfires and burning bodies.

Presently, Seman is vomiting due to severe intoxication. For the last hour or so, he has been repeating the lyrics of his favorite song:

> Cause and effect, carve and dissect
> By trial and error I experiment
> I chop up the bodies and then I reject
> Those who are an impediment
> To MYYYY REEEE-SEARCH
> The secret of a golem I want
> For I shall make a horde
> The secret's discovered, it cannot be bought
> And I will never be bored
> With MYYYY REEEE-SEARCH
> Stop shaking and crying and lie still for now
> Or you will perish much faster
> I am not evil, I'm good and here's how
> Just listen to my laughter
> You're MYYYY REEEE-SEARRRRCH

Seman will continue to repeat these lyrics when the characters enter the courtyard and his home. On the other hand, if the Aedile desires to extend the plot of this adventure over several gaming sessions, then Seman may be absent from the keep while he gathers ingredients.

If Seman is encountered, then his foremost concern will be to slay whoever happens upon, and especially into, his keep and collect their souls. Seman's strategy will be to cast Mass Bidding on the

characters. If any characters are unaffected by the spell, then Seman will attack them with his magical dagger, and command those who are affected by Mass Bidding to help him attack those who were unaffected. If an affected character seems likely to do a killing blow to an unaffected character, and if the unaffected character seems physically stronger than Seman, then Seman is likely to command them to stop attacking so that Seman's magical dagger has a chance to collect the soul of the unaffected character. Once Seman has eliminated all unaffected characters, he will slay each affected character who seems physically stronger than he. Seman will use his dagger and collect their soul. Characters who seem physically weaker than Seman will be slaughtered anyway, though with a knife, not his magical dagger.

Seman's Stats: Height = 6'0", Weight = 169 lbs., Age = 29, Sexuality = Hetero, Eyes = Blue, Hair Color = Brunette, Hair Thickness = Thick, Hair Length = 21", Hair Type = Straight, Most Attractive Feature = Eyes, Most Repulsive Feature = Waist, Level 10 Sorcerer, Skin Color = Pale, Physical Fitness = 111, Strength = 122, Bodily Attractiveness = 129, Health = 114, Facial = 135, Vocal = 163, Kinetic = 104, Rhetorical =142, Hand-Eye = 157, Agility = 104, Reaction Speed = 103, Enunciation = 122, Language = 128, Math = 106, Analytic = 173, Spatial = 119, Drive = 185, Intuition = 102, Common Sense = 105, Reflection = 103, LP = 32, MP = 453, PP = 22, Disposition = NM, Temperament = SP, Languages = Sapien, Equipment = Robe/Knife/Impaling Dagger of Soul-Stealing +17/33 e.p./674 s.p.

Accessible Disciplines: Earth, Ether, Fire, and Water

Spells Known: Ascertain Properties, Beguile Foe, Bestow Blistering Boils, Detect Air, Detect Ether, Detect Lie, Detect Magic, Determine Magic, Ejaculate Blood, Electrical Field, Flight, Force Fear, Force Mass Fear, Force Missile, Force Rancor, Force Slumber, Greater Healing, Heating, Immutability, Lesser Electrical Discharge, Lesser Healing, Lesser Mending, Lesser Vulnerability to Discipline (Fire), Lesser Vulnerability to Fire, Lesser Vulnerability to Weapon, Mass Bidding, Mass Teleportation, Possession, Protection from Discipline (Ether), Protection from Fire, Re-animation, Regeneration, Seal Orifice, Spermatozoa Rejuvenation, Stronger than Before, and Teleportation.

# Chapter 16: Advancement

Advancement Points (AP) are points that measure how well a character meets the goal of their current occupation. Different occupations have different goals and advance in different ways. For instance, wizards gain AP for casting spells, while warriors get them for physically attacking creatures. The means for advancement in the different occupations is provided in *Chapter 7: Occupation*. It is the responsibility of each player to keep track of how many points their character has earned. It is recommended that every instance in which a character gains AP, the player should inform the Aedile of the amount and write it down on their character sheet (see *Appendix 1: Character Sheets*).

In addition to occupational goals, other rewards may be granted by the Aedile to deserving players. Before the adventure begins, determine the average number of AP needed to advance a level among the characters. Consider this to be the maximum possible number of Bonus Points (BP) to be granted as described below. Upon the conclusion of the game, consider the following adjustments:

### Group Cohesiveness

When all participants in a group work well together, then the group is cohesive. If a group experienced substantial conflict that detracted from entertainment, then no AP should be awarded for Group Cohesiveness. If the group performs better than merely the sum of its parts, then the Aedile may award up to a maximum of 25% of the BP to each surviving character.

### Task Performance

Each gaming session is organized around a plot and a purpose. Depending on the adventure that the Aedile has designed for the players, the goal of the characters may be to plunder a dragon's lair, explore a nearby dungeon, find a missing character, and too many other possibilities to list here. If the task is performed well, then up to a maximum of 25% of the BP may be awarded to each surviving character.

### Insurmountable Odds

Whenever a character beats insurmountable odds, such as surviving when the vast majority of characters would not, they deserve a maximum BP of 10% awarded to that character alone. A good example is that once a muscular gladiator named Boeotos became trapped in a kobold lair with roughly a hundred kobolds. Most characters would clearly die, but amazingly, Boeotos hacked and slashed his way through dozens of them, living to tell the tale.

### Noteworthy Creativity

Should a player do something that constitutes noteworthy creativity, then up to a maximum of 10% of the BP may be awarded to that player's character at the Aedile's discretion.

## Initial Advancement Points

Once created, most characters do not begin with 0 Advancement Points (AP), because most characters begin with an occupational level greater than 1. For example, the average beginning age of a human character is 20, and human characters begin their occupations at age 10, so they have accumulated AP for 10 years.

If a character begins with years of experience in their occupation, then the Aedile must determine their occupational level. As a general rule, the occupational level of a character is the square root of the number of years of experience in the occupation. Therefore, a character with 18 years of experience is most likely to have achieved the 4th occupational level.

## Rate of Advancement

While the appropriate rate of advancement may differ somewhat among gaming groups, a few guidelines are recommended. First, assuming that each gaming session is at least 6 hours in duration, a character should not be allowed to advance at a rate faster than 1 occupational level per game session. If they have earned more than enough AP to advance 2 levels, for instance, then their AP should be truncated just below this 2nd level. Usually, even this rate is far too fast, as most adventures organized around a plot take multiple gaming sessions to accomplish.

What, then, is not too fast a rate of advancement? Generally, a level should at least require 1-2 adventures, therefore several gaming sessions, before advancement occurs.

Conversely, if the rate of advancement is too slow, then the gaming sessions probably lack enough adventuring tasks to be exciting, though this is not always the case. It is probably worse to err in the direction of slow rather than fast advancement, and this is a dynamic that each Aedile will have to tailor to the gaming group and their style.

## Advancing a Level

Upon advancing an occupational level, many aspects of a character may need to be updated. As characters advance in occupational level, they usually improve in skills related to their occupation. Because each character is unique, a player should review the entire character if time permits.

Otherwise, the most important elements of increasing a character level are as follows:

- Training (see the occupation)
- SP
- MP
- Spell Level

### Advancement and Skills

As explained in *Chapter 8: Skills*, when a character advances in occupational level, the character acquires 1d10 Skill Points (SP) to be applied to their occupational skills, if applicable. For example, a gladiator gains 1d10 SP, the player rolls a 6, and chooses to invest 3 SP in Weapon (Specific) and 3 SP in Disarm. The Aedile may role-play the acquisition of new, or enhancement of old, skills. If occupational skills do not exist, such as for a laborer, then the character who advances does not receive 1d10 SP.

SP gained from age, however, may be invested in any skill desired by the player. However, the Aedile should encourage the player to invest SP in skills that were used in the previous year, not in skills the player hopes to develop in the future. SP reflect practice and training.

For example, if a merchant's caravan is attacked by bandits, and he survives, returning to town after a year of adventures, then the merchant should invest SP in fighting and adventuring skills, not Haggling.

After a player invests SP in skills that were used, then it is reasonable to invest the remainder in desired skills. The chosen skills should be approved by the Aedile, who must consider the appropriateness of the skill in terms of its availability and practice.

# Multiple Occupations

Most characters pursue only 1 occupation. However, a character may advance in 1 occupation at a time or multiple occupations simultaneously. Although a character must begin with only 1 occupation, a character may do many things once they advance an occupational level, such as: continue in their current occupation, change occupations, add a new occupation but pursue 1 at a time, or add a new occupation and pursue them simultaneously.

## Changing Occupations

An occupation may be changed at any time. When a character advances an occupational level is the most convenient time to change. Since each occupational level gained is never lost, a character who has changed occupations may revert at any time to a previous occupation, unless noted otherwise.

For example, if a mercenary renounces violence after reaching 2nd level, abandons the occupation and becomes a cobbler, then this character may fight in the future as a 2nd level mercenary, if necessary or desired.

## Multiple Simultaneous Occupations

Only 1 occupation may be added per level. For example, a character must reach the 2nd occupational level of their 1st occupation before they can add another occupation. A character with multiple simultaneous occupations may incorporate and pursue them together, or pursue them separately.

An example of multiple simultaneous occupations that are incorporated and pursued together may be when a sorcerer adds the new occupation of assassin. When this character kills by casting a spell, this character receives AP as both an assassin and a sorcerer.

An example of multiple simultaneous occupations that are pursued separately may be when a laundress learns that a fair is coming to town and adds the new occupation of whore after sunset. When this character washes clothes during the day she receives AP as a laundress, yet when she delights men at night she receives AP as a whore.

# Successive Occupations

Some occupations are usually obtained after experience in another. For instance, it is normal to be a squire prior to becoming a knight, or a prince before a king. It is possible for a new king to have either little or extensive experience as a prince.

In some respects, a new and successive occupation replaces the old. For example, once a prince becomes a king, this character will never again pursue the occupation of a prince. However, the skills acquired in the prior occupation may still be useful. Any SP invested from the new occupation are added to any SP acquired during the prior occupation.

Unless noted otherwise, there is no rule with successive occupations in which a condition must be satisfied in the prior occupation before the new occupation may be gained.

# Character Concept

A character is more than a list of features, abilities, numbers, and equipment. Now, the finishing touches must be applied. A player must consult with the Aedile and develop the character's background, motivations, and goals.

The information determined previously must be considered as the player suggests explanations to the Aedile. At the least, the player should write an explanation for their character's family history, major events in the past, reasons for choosing their occupation if they have one, and future goals.

Above all, the character concept should be consistent with the information determined previously during character creation. A character concept is subject to change throughout the life of the character, though it is less likely to change as the character ages.

Once the Aedile approves of a character concept, the player should make decisions while role-playing that do not deviate sharply from the character concept. Any player who refuses to role-play the character concept should not be allowed to continue role-playing.

The following page consists of a sample character concept.

## Sample Character Concept

A sample character concept is provided below. The character is a human male slave-trader who is age 31 and named Godricus.

Godricus was born and raised in a human city with a flourishing slave-trade. As a serf and an only-child, Godricus entered the occupation of slave-trader like his father, Thorald, due to familiarity. Thorald taught Godricus that slavery is part of nature, and like anything else, can be good or bad. For instance, the mother of Godricus, Imania, was once a slave who Thorald bought and intended to sell. She was one of many. But, Thorald fell in love with Imania. A few years after Godricus was born, a customer was observing Thorald's slaves for sale, and offered Thorald a large sum of silver for Imania. Godricus protested instantly and hurled the bucket in his hand at the customer. Thorald apologized to the customer for the actions of his son, punished Godricus, and sold Imania. One of the first lessons learned by Godricus was that everything and everyone has a price. Thorald and Godricus lived richly for many years. When Godricus became old enough, Thorald taught him how to buy and sell slaves.

Thorald died recently. After Godricus overcame his grief, he decided to travel abroad while trading slaves. After he is satisfied with adventuring the lands, Godricus hopes to find an exotic beauty and settle down. However, he vows never to trade her away. At the moment, Godricus looks forward to distant horizons and adventure.

# Chapter 17: Natural Substances

Natural substances, as far as this chapter is concerned, include acids and bases, herbs, and poisons.

## Acids and Bases

### Acid

Following is a list of common acids and their damaging effects per round on either flesh or metal, as well as how long a quantity of a vial splashed on flesh or metal will continue to corrode. Acids taste sour, provided the sample is small enough not to do damage. Further, acids generally dissolve in water, and the stronger the acid, the better it conducts electricity. As a general rule, acids do not react with glass, react poorly with wood, and strongly with metal and flesh. Bases are explained below. Acids and bases are both summarized in the table: *Acids and Bases*.

**Hydrochloric** (stomach) acid is a strong acid, reacting strongly with metals (though not silver and gold), and in small amounts may be used to clean or galvanize metals, and in a very small amount, it also coats our stomach. It is either a colorless liquid with a pungent odor or a colorless to slightly yellow gas. Hydrochloric acid also reacts well with flesh and is nonflammable. However, it reacts most violently with alcohol, aluminum, and sulfuric acid. Moderate reactions occur with water. Hydrochloric acid is toxic by inhalation and is a highly corrosive irritant of the skin and eyes.

**Nitric** acid is a colorless, yellow, or red fuming liquid. It has a characteristic choking odor that is acrid and suffocating. It is not combustible, but may give off poisonous fumes when heated in a fire. It will react with water or steam to produce toxic, corrosive, and flammable vapors. It stains animal tissue a bright yellow. If it comes into contact with flesh, it may cause damage, but death is not likely. However, 1/3 of a vial (roughly 10 ml) is usually fatal for a human if ingested. Nitric acid corrodes steel and reacts violently with alcohol or copper. To prevent nitric acid from breaking down, store cold and in the dark. Nitric acid eats cork.

**Perchloric** acid is a colorless, odorless, noncombustible liquid that is highly corrosive to all tissues. This acid is a severe reactant with a body wherever it may contact it, causing severe burns upon contact. Reactions with wood or paper usually produce fires and are explosive.

**Phosphoric** acid exists as a clear liquid that is oily, thick, colorless, and odorless. It reacts with most metals to form flammable hydrogen gas. The liquid can solidify in arctic temperatures. It is soluble in alcohol and hot water. It also reacts strongly with flesh and will burn it away.

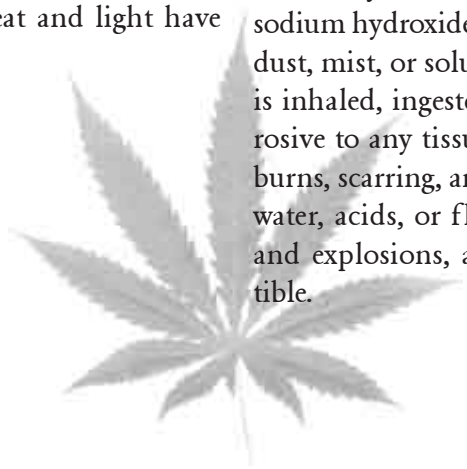
**Sulfuric** acid is a clear, colorless, oily, dense, and odorless liquid. Concentrated sulfuric acid can catch fire or explode when it comes into contact with alcohols or metals, although alone it is not combustible. It is reactive with organic materials (flesh) and water. It can cause severe, deep burns upon skin contact, destroying tissue due to its dehydrating effect. Permanent scars will result with contact. Eye contact often results in permanent blindness. Sulfuric acid mist severely irritates the eyes, respiratory tract, and skin. When mixed with water it gets very hot due to its powerfully dehydrating effect. Sulfuric acid stores very well; heat and light have little, if any, effect on it.

## Base

Similar and yet opposite to an acid, bases react with non-basic substances, and most notably with acids. Bases conduct electricity and taste bitter. Since water is a weak base, adding it to a base is generally not a good idea.

**Lithium Hydroxide** is an off-white, translucent solid that is odorless. This base affects the body if it is inhaled, ingested, or contacts the skin. Ingestion may cause nausea, muscle twitches, mental confusion, blurring of vision, coma, and death. It is a severe eye irritant and may cause tissue damage. Contact with acids will cause fires and explosions. Contact with water will cause the formation of flammable and explosive gas. Due to its dehydrating effect, this base will ignite in moist air even at ambient temperatures.

**Lye** is a white, odorless solid (formally, it is sodium hydroxide). It may be in the form of a solid, dust, mist, or solution. Lye can affect the body if it is inhaled, ingested, or contacts the skin. It is corrosive to any tissue it contacts. It will cause severe burns, scarring, and death may result. Contact with water, acids, or flammable liquids may cause fires and explosions, although alone it is not combustible.





**Acids and Bases**

| Acid | Life Points of Damage/Round | Inches of Metal Eaten/Round | Vial on Flesh Duration | Vial on Metal Duration |
|---|---|---|---|---|
| Hydrochloric | 1d6 | 1 | 1d4 rounds | 1d4 rounds |
| Nitric | 1 | - (1 if copper) | (1d6 + 1) rounds | - |
| Perchloric | 2d4 | - | 1 round | - |
| Phosphoric | 1-2 | 0.5 | 1d4 rounds | 2d4 rounds |
| Sulfuric | 1d4 | 2 | (1d4 + 1) rounds | 1 round |
| **Base** | **Life Points of Damage/Round** | **Inches of Metal Eaten/Round** | **Vial on Flesh Duration** | **Vial on Metal Duration** |
| Lithium hydroxide | 1-2 | - | 1d4 rounds | - |
| Lye | 1-2 | - | 1d4 rounds | - |

# Herbs

Herbs[1] may be used for many purposes, such as healing, stimulants, aphrodisiacs, etc. Oftentimes, herbs are incorporated as ingredients in spells. Here, however, herbs are noted for their physical effects and uses.

**Anemone**, also known as wildflower or pasque flower, is commonly used for healing. Gather a perfect bloom when the first are seen in spring, tie them up in a red cloth, and carry as a guard against disease.

**Angelica**, also known as masterwort and archangel, this herb bears leaves that, when dried, assist exorcisms. Angelica is believed to be protection against contagion, purify the blood, a remedy against poisons, and able to cure nearly every malady.

**Basil** is a plant of the mint family. It is a sweet herb used for fragrance and as a seasoning for food. It grows about 12 inches tall. Basil is reputed to have protective properties, as well as assist in purification and banishing.

**Cypress** trees are symmetrical evergreens resembling poplar trees and often grow over 90 feet in height. Cypress trees have a close-grained yellow or reddish wood so resinous that it resists rotting even after prolonged submersion in water. It has been used to assist in banishing.

**Daffodil** is a common herb, though the bulb is used, not the flower. The bulbs should be gathered in the winter. The daffodil is used as an application to wounds. When applied, daffodil helps heal burns, strained sinews, and stiff or painful joints. Also, daffodil is successful at withdrawing thorns from the body. The daffodil is the basis of an ointment called narcissimum. When ingested, daffodil is an effective emetic, causing prolific vomiting.

**Dill** grows wild in grain fields and is cultivated as an herb. Dill has a strong, aromatic taste. Its leaves are used for flavoring and sauces. Dill is used by mages in spells and charms against sorcery.

**Elder** is a tree that produces berries. Elder is also called eldrun, ellhorn, hollunder, hylder, and hylantree. The wood of this tree is used to make musical pipes. This tree is connected with magic. Within the branches lives a dryad called a Hylde-Moer, the Elder-tree Mother, who watches over it. If the tree is cut down and used to produce furniture, then the dryad will follow and haunt the owners. Many believe the tree wards away sorcerers and evil spirits. The bark of an elder tree is used in producing black dye. In large doses, an infusion of elder bark functions as an emetic. An extract of the berries is believed to promote longevity. Elder leaves are used in an ointment that helps bruises and sprains.

**Fennel** is a plant characterized chiefly by its aromatic leaves and seeds that grows between 2 and 4 feet tall. Also called fanculum, fenkel, and marathron, fennel leaves and seeds are used for flavoring and its seeds are used as a medicine. The plant is associated with protection from sorcery and immorality. Fennel is hung over doors on the eve of midsummer to ward off evil spirits. When ingested, it is believed that fennel bestows 1d10 Strength sub-ability points, and it increases longevity and courage.

**Frankincense** is obtained from the bark of the northern Spruce tree. When boiled in water and strained, the resin becomes burgundy pitch and is used for medicinal purposes. The resin contains volatile oils that diffuse a strong fragrance in burning. Frankincense is an antidote for hemlock. The most popular form of incense is frankincense.

**Garlic** is a strongly scented herb. The bulbs of these plants are used as a flavoring. In medicine, garlic is used as a digestive stimulant, diuretic, and antispasmodic. Garlic is associated with protection, namely against vampires.

**Horehound** is a plant of the mint family that grows as tall as 12 inches and bears grayish-white, hoary leaves. An aromatic oil may be obtained from the leaves and is used to make a syrup tonic. White horehound is an anti-magical herb. It is a lesser antidote against poison, specifically spider venom.

1. Information on herbs has been referenced from www.botanicals.com, as cited in the References section at the end of this book.

**Hyssop** grows about 2 feet in height and has aromatic leaves. The leaves are used as a medicinal herb for pulmonary disorders as well as the common cold and influenza. Otherwise, hyssop is used to clean religious places.

**Ivy** is a common plant that is an evergreen climber. When the flowers of ivy are decocted in wine, it restrains dysentery. To remove sunburn, a character must smear their face with tender ivy twigs.

**Juniper** shrubs and trees are conifers that contain an oil that often deters moths and is used to line chests. Further, juniper oil is used as a diuretic.

**Marijuana**, though an herb, has an intoxicating effect, and is dealt with in detail in *Chapter 2: Body*.

**Magic Mushrooms** have an intoxicating effect and are dealt with in detail in *Chapter 2: Body*.

**Mistletoe** grows on nearly any deciduous tree. It is an evergreen plant with small, greenish flowers and white berries. The white berries ripen in the 12th month. Also called misteltan, mistletoe is held in great reverence by druids. Druids search for mistletoe while wearing white robes. Druids climb oak trees and separate mistletoe from an oak with a golden knife. Druids only seek mistletoe when they have visions that direct them to seek it. Mistletoe is always cut by druids during a particular phase of the moon and at the beginning of the year. Druids believe that the mistletoe protects its possessor from all immorality, is used as a cure for sterility, and as an antidote for poisons.

**Rosemary** is an evergreen shrub of the mint family that is widely cultivated in dry soils for its aromatic leaves used for seasoning, which yield a volatile oil. Rosemary oil is used in medicine as a stimulant, though it is also used in perfumes. Also known as incensier, this shrub is renowned for temporarily boosting Reflection by 1d10 sub-ability points. Due to the increase in memory, rosemary represents faithfulness in lovers and is used at weddings. Rosemary is used as incense at religious rituals and as an ingredient in magical spells. Also, rosemary is used to flavor ale and wine. This herb has been considered to be protection from immorality and sorcery. It is believed that if rosemary leaves are put under the bed, immoral dreams will be thwarted.

**Rue** is a medium-sized flowering plant, both shrubs and trees. Rue grows just about anywhere, and the whole plant has a nauseating odor. It is useful in medicine and perfumery, as well as aromatically. Rue has anti-magical properties and diminishes the effects of sorcerous spells. Also, this herb has been used as an antidote that negates the effects of the following poisons: aconitine, destroying angel, histamines, snake venom, and spider venom. For ages, rue has been eaten to preserve Vision; it also makes Vision sharp and clear. When sprinkled in a house, rue is reputed to kill all the fleas. The dried herb may be used to make tea.

**Sage** is a plant of the mint family. This plant roughly grows 1 foot in height. The flowers of this plant blossom in late summer. Sage grows along the temperate seashore. Bees gather nectar from sage. Also called sawge, it is grown for its leaves, which contain a pungent oil and are used in stuffing meats, poultry, and sausage. Fresh sage leaves may be rubbed on the teeth serves to cleanse the teeth and strengthen the gums. A tea may also be made from the leaves.

**Tarragon** is an aromatic, bitter herb that reaches a height of 2 feet and is commonly found in many areas. Tarragon is also called dracunculus, little dragon, and mugwort. The green parts of the plant are used as seasoning for food. The plant is associated with protection. It is thought that this plant cures bites of mad dogs and stings of venomous beasts. The root of tarragon is eaten to cure a toothache.

**Thyme** is a plant of the mint family that is used for healing. Commonly, thyme grows 6 to 10 inches in height and flowers in the summer. This plant is associated with elves. Bees are fond of thyme and extract honey from the plant. Thyme is also associated with death. This plant contains an aromatic, essential oil. Thyme helps purify the bloodstream regarding mild poisons. This spice is used as a remedy for melancholic characters, lowering their melancholic temperament by 1d10 points for 1d10 hours. An infusion of thyme is used for chest maladies, weak digestion, and sore throat. The infusion is usually sweetened with honey. Wild thyme tea remedies headaches and nervousness.

**Valerian** shrubs vary in height from 2 to 5 feet and have thick, acrid-smelling roots. Valerian roots are also called all-heal, amantilla, and setwall. Growing in cool and northern regions, this plant may be found in marshy thickets and along riverbanks. The roots of this shrub have many uses. In ordinary doses, valerian root serves to quiet and soothe. However, large doses cause pain in the head, heaviness, and stupor. Made from the roots, a tea is renowned to alleviate cramps. The roots are also used as a diuretic and for its aroma. Aside from medicinal uses, this root is used as a spice and as a perfume. It is a custom to lay the roots with the clothes as perfume. Magically, valerian roots are also used to assist in banishing. Valerian root affects more than characters. Both cats and rats are greatly attracted to the scent of valerian root, which has an intoxicating effect on them. Consequently this root is used to bait rat traps.

**Willow**, as a shrub, occurs most often in the tundra and above the timberline on mountains, although it may be found nearly everywhere. Willow bark is used medicinally to counter fever and pain. If ingested, however, it is bitter and irritates the stomach. Willow bark is a popular first choice for fevers, mild to moderate pain, and inflammation due to injury. Willow bark may be applied only once per day per subject and heals 1 LP per wound. Repeated applications soothe pain, but do not heal more Life Points.

**Yarrow** is found in pastures and by roadsides, and ranges in height from 1 to 3 feet. Other names for yarrow include: milfoil, old man's pepper, soldier's woundwort, knight's milfoil, herbe militaris (the military herb), thousand weed, nose bleed, carpenter's weed, bloodwort, staunchweed, sanguinary, bad man's plaything, yarroway, gearwe, and yerw. It flowers durring summer and early fall. Yarrow promotes the healing of wounds. Some directly apply the plant to the wound, while others prefer to make an ointment from it and apply the ointment to the wound. Direct application instantly heals 1d4 LP per wound. An ointment heals 1d6 LP per wound. Yarrow tea decreases the melancholic temperament by 1d10 points. If a character has a nosebleed, the application of yarrow will stanch the bleeding. If a character does not have a nosebleed and part of the yarrow plant is placed inside the nose, the nose will begin to bleed. Nosebleeds induced by yarrow serve to alleviate headaches. Yarrow is used in divination spells and has been dedicated to immoral gods. Flowers and leaves of the plant have a taste that is bitter, astringent, and pungent. As an infusion, yarrow is good for severe colds. Aging males wash their scalp with yarrow and believe it prevents baldness.

## Forms of Extracted Herbs

Herbs are often extracted into the following forms described below: decoctions, infusions, macerates, oils, ointments, poultices, syrups, tinctures, and washes.

**Decoctions:** A decoction is comprised of herbs that have been simmered in water. It is the best method for drawing the healing elements from tough plant parts such as bark roots, stems and heavy leaves. To make a decoction use 1 ounce of dried herbs to 1 pint of water that has been brought to a boil. Keep water just below boiling for about 30 minutes and let herbs simmer. Simmering may take up to 1 hour, depending on the plant used. A higher heat than what is appropriate for infusions is necessary because of the toughness of the plant parts.

**Infusions:** This is the origin of the idea of witches potion. It is a process of soaking herbs in water. To make an infusion, boil water. Add the boiled water to 1 teaspoon of a dried herb. Cover and let steep for 9-13 minutes. Strain, and cool. Infusions are drank, added to bath, rubbed into furniture and floors, and used to anoint the body.

**Macerates:** This is to steep an herb in fat, such as done with salves and ointments. The best oils to use are almond and sesame. Warm 1 cup of oil over a low flame and place $^1/_2$ ounce of herbs wrapped in cheesecloth to soak. Continue until the herbs have lost their color and the oil is rich with their scent.

**Oils:** Oil extracts are made from fresh herbs that contain volatile oils used for healing. Fresh herbs are necessary for the extraction of the oils. The fresh herbs are crushed with a mortar and pestle. Olive or sesame oil is then added, at the ratio of 1 pint of oil for every 2 ounces of herbs. The mixture is allowed to stand in a warm place, out of direct light, for 3 days. The oils are stored in dark, glass containers. This process is best done during the new moon.

**Ointment:** This is a fatty substance such as lard to which herbs are added. Choose herbs according to the desired effect, or enchant them, or both. For healing ointments, choose according to the physical ailment. 3 teaspoons of herb to 1 cup of fat, steeped and heated several times should prove adequate. All ointments should be kept cool and in airtight containers for best results. For magic, ointments work best when applied to parts of the body where the pulse may be felt.

**Poultices:** To make a poultice, use fresh or dried herbs that have been soaked in boiling water until soft. Mix with enough slippery elm powder to make a poultice stick together. Place on affected part then wrap body part and poultice with clean cloth.

**Syrups:** To make an herbal syrup, add 2 ounces of dried herbs with 1 quart water in a large pot. Boil down and reduce to 1 pint, then add 1-2 tablespoons of honey. If you want to use fresh fruit, leaves, or roots in syrups, you should double the amount of herbs. Store for no more than 1 week. Honey-based syrups are a simple and effective way to preserve healing qualities of herbs. Syrups can soothe sore throats and provide some relief from coughs.

**Tinctures:** To make a tincture, grind plant parts with mortar and pestle. Add just enough high-quality alcohol to cover the herbs. Let sit for 21 days then add a small quantity of glycerine (about 2 tbs per pint) and about 10% volume of spring water. Strain and store in airtight, amber-colored glass. If kept cool and dry, it will last for up to 5 years. A dose is usually 20 drops in a cup of warm water, and taken 4 times per day.

**Washes:** This is an infusion meant only for external use. A mild form of a wash would be ¼ ounce of herb to 1 pint of boiling water, steeped until lukewarm, then applied.

# Poisons

A poison is any substance that produces disease conditions, tissue injury, or otherwise interrupts natural life processes when in contact with or absorbed by the body. Most poisons, taken in sufficient quantities, are lethal. Sources of poison include minerals, plants (zootoxins), or animals (phytotoxins). Poisons may take the form of a solid, liquid, or gas. Types of poisons are classified according to their effects: corrosives, irritants, or narcotics.

**Corrosives** include strong acids or alkalies that cause local tissue destruction, externally or internally; that is, they 'burn' the skin or the lining of the stomach. Vomiting occurs immediately, and the vomitus is intermixed with blood. Diluted corrosive poisons commonly act as irritants. (Common corrosive poisons include hydrochloric acid, carbolic acid, bichloride of mercury, and ammonia.)

**Irritants** (such as arsenic and mercury) act directly on the mucous membrane, causing gastrointestinal irritation or inflammation accompanied by pain and vomiting; diluted corrosive poisons also have these effects. Irritants include cumulative poisons, those substances that can be absorbed gradually without apparent harm until they suddenly take effect.

**Narcotic poisons** act upon the central nervous system or upon important organs such as the heart, liver, lungs, or kidneys until they affect the respiratory and circulatory systems. These poisons can cause coma, convulsions, or delirium. Narcotic poisons include alcohol, belladonna, and cyanide. Also included in this category is 1 of the most dangerous poisons known, botulin toxin, a potent bacterial toxin that causes acute food poisoning (Botulism).

Blood poisoning, also bacterial in nature, is a condition that occurs when virulent microorganisms invade the bloodstream through a wound or an infection. Symptoms include chills, fever, prostration, and often infections or secondary abscesses in various organs. Most poison gases also affect the bloodstream. Because these gases restrict the body's ability to absorb oxygen, they are often considered in a separate category called asphyxiants, to which group ordinary carbon monoxide belongs. Gas poisons, however, may also be corrosives or irritants.

Regarding the ingestion of poisonous plants, usually more than 2 ounces of the plant must be ingested by an adult before effects are noticeable, though some are toxic in small amounts.

**Treatments:** in most cases dilution is advisable by ingesting large quantities of water or milk. In other cases, an emetic is necessary, a substance that induces vomiting and rids the stomach of the poison, though they should not be used on a character who has ingested corrosive poison. An antidote, unlike an emetic, chemically counteracts the effects of the poison, although it may indirectly result in vomiting. An antidote may work against a poison by neutralizing it, rendering it insoluble, absorbing it, or isolating it. Charcoal, mistletoe, and olive oil are often used as an antidote.

**Descriptive Terms:** Each poison listed below is categorized in several ways. The format is as follows:

These terms are also described in the skill Toxicology in *Chapter 8: Skills*. *Find* refers to the likelihood of finding the poison in an average setting (common, uncommon, rare, very rare). *Identify* refers to the chance of being able to identify the poison once it has been extracted and prepared, such as detecting whether or not a tankard of beer handed to a character by an evil kobold is poisoned or not (obvious, ordinary, obscure). *Extract* refers to the difficulty of extracting the poison from its natural setting, such as removing venom from a spider's sac (simple, moderate, difficult, impossible). Finally, *Prepare* refers to how hard it is to prepare the extracted poison for use (easy, average, hard).

| Poisons | | | | |
|---|---|---|---|---|
| **Poison** | **Find** | **Identify** | **Extract** | **Prepare** |
| Aconitine | Common | Obvious | Simple | Average |
| Arsenic | Very Rare | Obscure | Difficult | Easy |
| Baneberry | Common | Obvious | Simple | Easy |
| Belladonna | Rare | Ordinary | Moderate | Average |
| Bittersweet | Rare | Ordinary | Moderate | Average |
| Botulism | Very Rare | Obscure | Moderate | Average |
| Cantharides | Uncommon | Ordinary | Moderate | Average |
| Cocklebur | Uncommon | Ordinary | Moderate | Average |
| Daphne | Common | Obvious | Simple | Easy |
| Destroying Angel | Uncommon | Uncommon | Simple | Easy |
| Diphtheria | Very Rare | Ordinary | Impossible | Hard |
| Dysentery | Very Rare | Obscure | Impossible | Hard |
| Ergot | Rare | Obscure | Moderate | Easy |
| False Hellebore | Uncommon | Ordinary | Simple | Easy |
| Henbane | Uncommon | Obvious | Simple | Easy |
| Histamines | Common | Ordinary | Moderate | Easy |
| Mercury | Rare | Obvious | Moderate | Average |
| Oleander | Common | Obvious | Simple | Easy |
| Poison Hemlock | Common | Obvious | Simple | Easy |
| Poison Ivy | Common | Obvious | Simple | Average |
| Rhubarb | Uncommon | Obscure | Moderate | Easy |
| Sapremia | Very Rare | Obscure | Impossible | Hard |
| Serums | - | Ordinary | Difficult | Easy |
| Snake Venoms | Uncommon | Obvious | Moderate | Easy |
| Spider, Black Widow | Rare | Obvious | Difficult | Easy |
| Spider, Brown Recluse | Rare | Obvious | Difficult | Easy |
| Spider Venoms | Common | Obvious | Difficult | Easy |
| Tetanus | Very Rare | Obscure | Difficult | Hard |
| Water Hemlock | Uncommon | Obvious | Moderate | Average |
| Yew | Common | Obscure | Simple | Easy |

**Aconitine** is known as "the queen mother of poisons." It is a common toxin and is easily obtained from such deceptively pretty flowers as monkshood or wolfsbane. Aconitine has no smell, but tastes bitter. Only 1/6$^{th}$ of a vial of this extract or 1 gram of the plant is fatal to a character when ingested. A fatal dose for a horse is 12 ounces of the plant. Within 1d10 minutes of ingestion, aconitine produces a freezing sensation that creeps outward from the core of the body. Provided a lethal dose was imbibed, paralysis stops the workings of the victim's heart within 2d100 minutes. Symptoms during the onset may include chest pain, extreme anxiety, irregular heart beat, loss of speech control, nausea, pinpoint pupils, numb throat, numb hands, numb mouth, and vomiting. Life Points will decrease proportionally.

**Arsenic** is found in many ores, is gray-metallic in appearance though also occurs as a gas underground, and is a favorite poison of assassins. It is easily prepared by heating a common ore called arsenopyrite, although occasionally the pure element is found in nature. Typically, when the ore is roasted, the arsenic sublimes and can be collected from the dust as a byproduct. Arsenic is poisonous in doses significantly larger than 1 grain. Interestingly, repeated exposure to minute amounts of arsenic allows a character to build a tolerance, so that doses normally fatal to others do not affect the character with tolerance. For each grain ingested, 15 LP of damage occur. If the character survives their contact with arsenic, then they acquire a cumulative 1% chance of immunity to the damage of it the next time the character contacts arsenic.

**Baneberry** is a poisonous plant widely distributed in the woods and it grows up to 2 feet in height. Small, feathery, white flowers bloom in the spring. Black berries ripen in autumn. The berries are poisonous, containing an oil that causes abdominal pain, fever, nausea or vomiting, and diarrhea. After ingesting the berries, it takes from 8d6 hours for the effects to occur, and they last for (1d6 + 2) days. This poison is only rarely lethal. Each berry eaten lowers the character's LP by 1 until the effects wear off or the character dies from ingesting too many. Add 17 to the number of berries eaten to obtain a TH. The character who ingested these berries must pass a Health sub-ability check at this TH for each of the symptoms to avoid them (abdominal pain, fever, nausea, vomiting, diarrhea).

**Belladonna**, a variety of nightshade known as deadly nightshade, is a plant with large simple leaves and bell-shaped flowers. The fruit is a single green berry that becomes purple to black with maturity. All parts of this plant are poisonous and narcotic. The leaves and roots contain atropine, which dilates the pupils of the eyes. Female characters use extracts of belladonna for the cosmetic value of this dilating effect. Each berry does 2 LP damage. If a fatal amount is eaten (enough to reduce a character to 0 LP), then they will die in 6d4 hours. Otherwise, after this time they will recover 2 LP per hour.

**Bittersweet**, a variety of nightshade, is a woody and vine-like northern plant with small and greenish flowers. While the flowers are inconspicuous, the fruits are brightly colored. All parts of this plant are poisonous, and if eaten in generous quantities, may be fatal. 1-10 pounds of plant material may be lethal to a horse. Therefore, 1d10 ounces of the plant are a lethal dose to a character. If at least an ounce is ingested, then Health sub-ability checks must be passed at TH 18 to avoid each of the following signs of poisoning, which will appear in 1d6 hours and last for 1d6 hours. Signs of poisoning include vomiting, poor appetite, abdominal pain, depression, difficulty breathing, weakness, collapse, convulsions, and diarrhea, which may become bloody.

**Botulism** is a poison resultant from bacteria. Symptoms begin (1d20 + 16) hours after ingestion. Botulism affects the central nervous system and interrupts nerve impulses, though the mind continues functioning normally. Disability progresses from difficulty in walking and swallowing and impaired vision and speech to occasional convulsions and ultimately to paralysis of the respiratory muscles, suffocation, and death, all within a few hours or days depending on the amount ingested. 66% of those who ingest botulism die.

**Cantharides** are powders made from poisonous beetles. If placed on clothing, when worn this produces suppurating skin lesions. For each vial of powder ingested, 1d4 LP of damage occurs.

**Cocklebur** is a poisonous plant that is poisonous when young, but harmless after it matures. The seeds and seedlings contain the highest quantities of poison, yet the whole plant may be considered toxic. Any species may become poisoned upon consumption. Once ingested, death may follow in (2d20 + 1d8) hours. LP decrease proportionately.

**Daphne** is a poisonous shrub in which the poisonous parts are the berries, bark, and foliage. Its flowers are yellow-greenish, its foliage is like an evergreen, and its berries are either bluish-black or bright red. When taken into the mouth, the berries produce an immediate and intense burning. Chewing the bark or fruits causes painful blistering of the lips, mouth, and throat, with salivation, thirst, and inability to eat or drink, followed by swelling of the eyelids and nostrils, intense burning of the digestive tract, vomiting, bloody diarrhea, weakness, headaches, and in severe cases, delirium, convulsions, coma, and death. Eating only a few berries may be lethal to a small child. Each berry eaten causes 2 LP damage. The sap of Daphne may cause severe skin irritation and ulceration, and the poison may enter the body through skin contact.

**Destroying Angel** is a large, white, poisonous mushroom. A lethal dose for a healthy adult human male is about half of a mushroom cap. Symptoms will begin 10 hours after ingestion, though death may be delayed as long as 1d10 days later. The toxin causes severe abdominal upset, followed by failure of the liver, kidney, and circulatory system. It is a painful experience and is known for the inherent suffering. No known antidote prevents death once eaten. Each half of a mushroom cap eaten causes 25 LP damage, which is distributed proportionally over the progression of symptoms prior to death.

**Diphtheria** is poison that is destroyed by gastrointestinal juices, though it carries a highly infectious airborne disease that mostly affects children. If breathed, it forms a false membrane in the passages of the upper respiratory system. From here, a toxin seeps in, damaging the heart and central nervous system, and may lead to death. If they survive, then 5 days after the initial infection, a gray-white exudates is formed on the walls of the nose and throat. It increases in size and thickness, eventually blocking off air passages and suffocating the character. If infected, a character must pass a Health sub-ability check at TH 15 or die in 1d10 days.

**Dysentery** is caused from a parasite, which in turn is usually caused by unsanitary conditions. This toxin is most commonly spread by water or uncooked food. Dysentery is a an acute or chronic disease of the large intestine, characterized by frequent passage of small, watery stools, often containing blood and mucus, accompanied by severe abdominal cramps. If infected, a character must pass a Health sub-ability check at TH 13 or die in 2d10 days.

**False Hellebore** is a plant with numerous wide leaves that are narrow at both ends, and is widely distributed in swamps. The vegetation, if eaten at a particular time during pregnancy by sheep and other animals, may produce birth abnormalities. The susceptible period is less than 1 day. The common deformity produced, called cyclopia, is malformation of the face resulting in (01-50) a single median eye or (51-100) 2 eyeballs in a single central socket. If a pregnant animal or character ingests this plant during pregnancy, then 1d1000 must be rolled. If the result is 001, then the child will be malformed.

**Ergot** is a hard, blackish fungus that grows on various cultivated and wild grasses, most notably on rye, wheat, and barley. Characters who eat bread from infected grain suffer from a disease called ergotism. Animals are subject to ergot poisoning as well as humanoids. Symptoms include digestive irritation such as abdominal pain, nausea, vomiting, diarrhea, thirst, headache, loss of 1d100 points in Health, loss of 1d100 points in Agility, loss of 1d100 points in Hand-Eye Coordination, muscle tremors, and convulsions. The above symptoms are followed by drowsiness and temporary paralysis. Large ingested amounts produce severe convulsions, hyperexcitability, belligerency, and trembling.

**Henbane** is a coarse, hairy, and foul-smelling herb that bears alternate, bluntly lobed leaves. The flowers are bell-shaped, displaying dull yellow streaked with purple and surrounded with green. The leaves and seeds of henbane are poisonous, contain atropine, and have been used for medicinal purposes since ancient times. If the roots are ingested, characters develop symptoms of thirst, dry mouth, dilated pupils, warm and flushed skin, increased heart rate, purposeless motions, and hallucinations. If the flowers are ingested, characters develop symptoms of agitation, restlessness, dry skin, and pupil dilation. If more than an ounce of either is ingested, a Health sub-ability check must be passed at TH 18 to avoid death. Each ounce eaten beyond the first increases the TH by 10.

**Histamines** are poisons that result from insect stings, producing irritation and swelling. Histamine also causes contractions of involuntary muscles, especially of the genital tract. If at least 1 fluid ounce of histamines is in the body of a character, then the character must pass a Health sub-ability check to remain alive. The TH is 13 for each fluid ounce of histamines in the body of a character.

**Mercury**, also known as quicksilver, varies greatly in toxicity depending on the route of exposure. Ingestion is largely without effects. Inhalation of the vapor – which is colorless, odorless, and tasteless – causes severe respiratory irritation, digestive disturbances, and marked kidney damage, often instantly. It has been known to cause violent vomiting and eventual circulatory or kidney failure in its victims. It is a silvery, noncombustible, and odorless liquid.

**Oleander** is a poisonous plant that affects the heart. Also called rose laurel, this is an evergreen shrub with flowers and leathery leaves. Its sap is highly toxic, and a single leaf may contain a lethal dose. A lethal dose for a character is 1d10 leaves. A lethal dose for a horse is ¼ pound of leaves, usually (30 + 1d10) leaves. Occasionally, animals die after ingestion without warning. Otherwise, symptoms include depression, vomiting, diarrhea, abdominal pain, irregularities in the heart rate and rhythm. Each of these symptoms may be avoided by passing a Health check at TH 18. As the poison progresses, the extremities may become cold. Symptoms occur in a few hours. Trembling and collapse (2 Health checks at TH 20) can occur, followed by coma (30% chance) and death (70% chance) within a few hours.

**Poison Hemlock** is a poisonous plant that may reach 10 feet in height, and in which the poison is distributed throughout the entire plant and upon reacting with the nervous system, causes paralysis. This plant is of the parsley family and is a large, coarse, unpleasant-smelling plant. Poison hemlock induces trembling, loss of coordination, respiratory paralysis, and eventually death. As it takes effect, it ascends the body, progressing from the feet to the head. The victim's mind remains clear to the end. A lethal dose is 4-5 pounds of leaves for a horse, 1-2 pounds for cattle, and less than ½ pound for sheep. A fatal dose for a character is (1d8 + 8) ounces of the plant or the equivalent when extracted. Each ounce does 2 LP damage. Within 2 hours of eating the plant, characters become nervous, tremble, and grow uncoordinated. After the excitement phase, the character becomes depressed; the heart and respiratory rates slow down. The legs, ears, and other extremities become cold and bloating may occur. In lethal cases, the character dies (1d6 + 4) hours after ingestion.

**Poison Ivy** is a poisonous plant that brings about skin irritation. A lacquer-like resin in the sap is the source of irritation. The effects do not become apparent for hours. First, the skin reddens and begins to itch. Small, watery blisters soon appear and the itching becomes intense. Recovery occurs in 1d4 weeks. Scratching may cause it to spread.

**Rhubarb** is a plant with edible stalks and poisonous leaves. When the leaves are eaten, the poison passes to the bloodstream and crystallizes in the kidneys, rupturing the tubules. Affected creatures will appear depressed, may stagger and tremble (Health sub-ability check at TH 18), and appear weak. Often, they will drink and urinate more as kidney function declines. A lethal dose of ingested leaves for a character may only be 1.5% of their body weight (Health check at TH 13), 3% of body weight (TH 16), 4.5% of body weight (TH 18), 6% of body weight (TH 21, or 7.5% of body weight (TH 28). Additional symptoms include abdominal pain, nausea, vomiting, and drowsiness.

**Sapremia** is a form of blood poisoning caused by toxic products that result from the action of putrefactive microorganisms on dead tissue. Sapremia often accompanies gangrene. If a character acquires sapremia, then they must pass a Health sub-ability check at TH 16 to overcome it. Otherwise, the infected character will feel weak and lose 1d100 points of Strength and Drive. In another 2d4 days, the character may attempt another Health check in order to overcome sapremia. When making Health checks, if the result is 9 or less, the character instantly dies.

**Serums** against venoms can be obtained by injecting animals (such as horses) with small amounts of the venom and extracting the immune serum or antivenin that the animal's body produces in defense.

**Snake venoms** are broadly classified as either hemotoxic (damaging blood vessels and causing hemorrhage) or neurotoxic (paralyzing nerve centers that control respiration and heart actions), though sometimes are a combination of the 2 categories. If affected by snake venom, a character must make a Health sub-ability check at TH 17 to avoid its effects. If the character is affected, then the Aedile must determine the percentile chance that death occurs. If the venom is hemotoxic, then the character loses 1d100 points of Strength and Drive. If the venom is neurotoxic, then symptoms include local pain and swelling, nausea, and difficulty in breathing.

**Spider, black widow** – only the female is poisonous and she bites only defensively, not aggressively. Her poison is neurotoxic (paralyzing nerve centers that control respiration and heart actions) and is followed by local pain and swelling, nausea, difficulty in breathing, and is sometimes fatal (Health sub-ability check at TH 17).

**Spider, brown recluse** – the bite of this spider causes a long-lasting sore that involves tissue death, and severe reactions to it may become life-threatening (Health sub-ability check at TH 17).

**Spider venom** – all spiders are venomous, though many cannot break a character's skin or lack the potency in small doses to be dangerous to characters. Spider (arachnid) venom is neurotoxic (paralyzing nerve centers that control respiration and heart actions). Symptoms include local pain and swelling, nausea, and difficulty in breathing.

**Tetanus** is a poison that is destroyed by gastrointestinal juices. The infection of the nervous system causes muscle spasm. Also called lockjaw, it is obtained from contact with rust in wounds. The incubation period lasts from 2 weeks to several months, but most often is 2 weeks (80% of the time, otherwise roll 2d8 weeks). The first symptoms are headache and depression, followed by difficulty in swallowing and in opening the jaws. Stiffness of the neck develops and gradually a spasm of the cheek muscles sets the face in a peculiar, sardonic grin. Eventually, the spasms spread to other muscles of the body. About 2 in 3 cases are fatal (Health sub-ability check at TH 19).

**Water Hemlock** is a poisonous plant in which the most poisonous part is the roots. Water hemlock, when eaten, brings about convulsions. The roots grow in clusters of tubes roughly 2 feet in length. The amount of root that must be eaten to cause death is very small; 1 or 2 bites of the root may be fatal to a character. Only 8 ounces will kill a horse. The root does 20 LP damage per bite to characters. The plant grows in swamps, along streams, and in other moist conditions. Once ingested, signs will develop within an hour, though often within 10-15 minutes [50% chance of developing in (8 + 2d4) minutes, otherwise roll 1d6 and 1d10 for a result from 1-60 minutes]. The syndrome is very violent. First, nervousness occurs and the pupils become dilated. Later, muscle tremors occur, the character has difficulty breathing, falls down and goes into convulsions. Death from respiratory paralysis and terminal convulsions is a typical outcome, occurring within 3d10 minutes of the onset of symptoms.

**Wild Black Cherry** is a poisonous plant in which the poisonous part is damaged foliage. Cyanide is released in the plant whenever the leaves are damaged. Most animals can safely consume small amounts of healthy leaves, bark, and fruit. As little as 2 ounces of damaged leaves, however, may be fatal. 10 LP of damage occurs in a character per ounce of damaged leaves ingested. Some make poisonous tea from the leaves. Cyanide prevents the body from being able to utilize oxygen, so although animals may be physically capable of breathing, their entire bodies are suffocating. After ingestion, signs will (60% of the time) manifest within a 1d4 minutes, though it may take as long as an hour (in this case, roll 1d6 and 1d10 to determine 1-60 minutes). The character will try to breathe more rapidly and deeply, and then become anxious and stressed. Later, trembling, incoordination, attempts to urinate and defecate and collapse is noted, which can proceed to a violent death from respiratory and/or cardiac arrest within 3d20 minutes. If an affected character is still alive 2 or 3 hours after consumption, chances are good that they will live.

**Yew** is an evergreen, needle-bearing tree and shrub that persists through the winter. The fruit is an attractive scarlet berry. The wood is slow-growing, strong, fine-grained, and is utilized in cabinetry and archery bows. The branches are often twisted or gnarled, and the bark is red and scaly. Yew trees are often sacred to druids. The foliage and seeds contain potent poisons that act to stop the heart of an animal so suddenly that no symptoms are seen; the animal simply drops dead. The poison reacts with the nervous system, causing heart block. The berries are the least poisonous part of the plant. 1 mouthful is enough to kill a horse or cow in 1d6 minutes. As little as 0.1 – 0.6% (roll 1d6) of the fresh plant per body weight is lethal.

# Chapter 18: Warfare



In F.A.T.A.L., warfare means combat involving large numbers of combatants. The difference between *Chapter 10: Combat* and this chapter is scale. It is appropriate to consult the former regarding combats that may be enacted on an individual basis, where each combatant is considered individually. Warfare, on the other hand, is concerned with large-scale combats in which it is infeasible to proceed individually.

The larger the scale of combat, the more abstract it is. Regarding warfare and the game, there are several ways to conduct it depending on circumstance. In some cases, it is most desirable and appropriate to conduct warfare round by round. In other cases, it is more useful to be able to determine the result of a battle with 1 roll of the dice.

# End-Focused Warfare

The following is a step by step procedure for determining the outcome of a battle with 1 roll of the dice. Each leader or general of a force in a battle must complete the following procedure. For the following calculations, round all numbers to 2 decimal places.

1. **Size and Power of Forces**
    a. For each force in the battle (usually, there are only 2) sum the total number of combatants and multiply them by their Life Points. For example, a force comprised of 80 bugbears (let's say averaging 30 LP each) and 20 subterranean trolls (averaging 35 LP each) is summed into (80 x 30) + (20 x 35) = (2400 + 700) = 3100. Consider this sum to be called 'A' for the attacker's forces and 'F' for the foe's forces. For the sake of a complete battle example, another force may simply consist of 31 human farmers (average of 20 LP each) defending their hamlet. This force is summed into (31 x 20) = 620.
    b. Each general or leader of a force must calculate the following: A/F. That is, divide the total from the previous step (1a.). For instance, the example above, from the human side of the force, would become 620/3100 = 0.2. However, for the nonhuman force, the result is 3100/620 = 5.
    c. If the result from the previous step (1b.) is greater than 1, then take 1 divided by the number. For example, the nonhuman force would become (1/5) = 0.2. Next, subtract this result from 1. For example, the nonhuman force would become (1 - 0.2) = 0.8. Square this result. For example, the nonhuman force would become (0.8 x 0.8) = 0.64. Finally, multiply this number by 100 to have the result for "Size and Power of Forces", which will be entered in the final calculation.
    d. If the result from 1b is less than or equal to 1, then consider the result, which represents advantage, for this force for "Size and Power of Forces" to be 0 in the final calculation.
2. **Home Advantage**
    a. If a force battles on its home territory, such as in the example above when the bugbears and trolls attack the human hamlet, then the force battling on its home territory gains a Home Advantage of 5.
    b. Those who are not fighting on home territory do not gain a bonus or suffer a penalty.
3. **Leader Age**
    a. Refer to *Chapter 2: Body* for Lifespan and age categories, such as Middle-Age.
    b. If the leader of a force is in the Middle-Age category, then that force gains + 10 for Leader Age.
    c. If the leader of a force is in the Old-Age category, then that force gains + 5 for Leader Age.
    d. If the leader of a force is in the Puberty or Venerable category, then that force suffers - 5 for Leader Age.
4. **Leader Competence**
    a. Here, the competence of a leader is the number of previous cumulative victories in battles. Leaders who have prior success leading forces in battle are more likely to make good decisions regarding battle and also to instill Drive from the combatants and fear or cautious respect in their foes.
    b. Multiply the number of cumulative victories of a leader by 3 and consider this number "Leader Competence" in the final calculation for each force.

5. **Fortification**
    a. If a defending force has a fortification, then this adds to their overall effectiveness in battle.
    b. If a defending force has only a town wall, then add 5 for "Fortification".
    c. If a defending force has only a town wall and siege engines, then add 10 for "Fortification".
    d. If a defending force has a castle, then add 15 for "Fortification".
    e. If a defending force has a castle on a mountaintop with a moat and siege engines, then add 20 for "Fortification".
6. **Miscellaneous Variables**
    a. The Aedile may determine other miscellaneous variables are relevant to the battle, such as soldier sickness, technological or training superiority, the extent of the use of magic, etc.

## Calculation for All Variables

(Size and Power of Forces) + (Home Advantage) + (Leader Age) + (Leader Competence) + (Fortification) + (Miscellaneous Variables) = Bonus Per Force

Finally, the leader of each force must roll 1d100 and add the Bonus Per Force calculated above. The force with the highest number wins. The winner of the force may slaughter and give their foes no quarter at their own discretion. Otherwise, the winner may roll 1d100 to determine what percent of the foe's forces are subdued and may be taken prisoner. When the trolls and bugbears attacked the human hamlet, the remainder of the foe's forces were slaughtered in battle.

To determine the casualties of the winner, simply subtract the number of survivors or prisoners of the loser's force at the time victory is determined above from the winner's initial total number of forces. Roll (1d100)% and apply it to this amount to determine what percent of this number is the casualties for the winner.

For example, above we determined that a human force had a "Size and Power of Forces" of 0, while a nonhuman force had 64. The human force gains a "Home Advantage", while the attacking nonhuman force does not. The human farmers, we'll say, end up being led by a middle-aged leader, so they gain 10, while the nonhuman force is led by a young adult, which results in no modifier. Next, we'll say that these particular farmers have never participated in combat before, and so the leader has not demonstrated "Leader Competence", earning no bonus. Meanwhile, the leader of the nonhuman force has successfully destroyed 5 other hamlets, equating to gaining 15. Finally, the hamlet has nothing to qualify it for a "Fortification" bonus. In sum:

Human Force = (0 + 10 + 0 + 0) = + 10.
Nonhuman Force = (64 + 0 + 15 + 0) = + 79.

The leader of the human force rolls 1d100, gets a 55, adds the +10 bonus, and has an end result of 65. The leader of the nonhuman force rolls 1d100, gets an 09, adds +79 bonus, and has an end result of 88. The nonhuman force successfully slaughters the human force, giving them no quarter.

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BELLUM·INTERNECINUM

a war of extermination

# Warfare by Time-Unit

Since it is possible for battles to last for days on end, the unit of time for battles will not be a round consisting of 3 seconds, but a round consisting of 30 minutes.

## Organization

Different kingdoms and races have differing methods, if any, of organizing their combatants. This system of warfare will utilize a dominant method of organization for the sake of consistency. However, depending on the kingdom and race in question, organization may be quite different.

Since soldiers and mercenaries are different occupations, warriors refer to general combatants. The table below illustrates how warriors are organized into groups:

| Number of Warriors | Name of Group |
|---|---|
| 10 | Squad (or contubernium) |
| 100 | Century (10 squads) |
| 1,000 | Cohort (10 centuries) |
| 10,000 | Legion (10 cohorts) |

The use of these differentiations is to separate types and races of warriors, as well as to allow for varying tactics (see below).

All warriors in a century, which must consist of 2-10 squads, are typically unable to fight at once. However, combinations of infantry are common, such as a frontline of swordsmen who are reinforced by warriors with polearms. Usually, only the warriors on the frontline of combat may fight, which is the first squad. Meanwhile, the duty of the second squad is to wait for the first squad to die so they may advance. Most often, the inexperienced and youngest warriors are placed in front, while the older and more experienced warriors stand behind them.

The warriors of each squad share a tent when on campaign. It is assumed that squads are comprised of warriors who do not differ from each other; they are the same race, wear the same armor, swing the same weapons, etc. The characteristics of a squad include the following:

**LP:** The sum of all Life Points
**CA:** The average Current Armor of the warriors
**Drive:** The average Drive
**Sprint:** The slowest Sprint speed applies to the squad

Typically, centuries are all comprised of the same type of as well, such as heavy cavalry, light cavalry, charioteers, heavy infantry, light infantry, archers, shield-bearers, or slingers

Officers are trained and educated warriors. Few armies have officers, but those that do benefit from organization tend to be significantly more effective. Very few officers command warriors. The commanding officer of an army is called a legate. Below the legate are tribunes. 1 tribune, called a senior tribune, is in charge of each legion. Beneath the senior tribune are 5 tribunes, each in charge of 2 cohorts.

Instead of officers, most armies are led by nobles, who are educated, but often they are untrained or inexperienced warriors.

As far as demonstrating combat in miniature scale, it depends on the scale of combat and the size of your tabletop. It is recommended that a 1" x 1" grid is used, and that 1" represents 1 squad, or roughly 30'.

### Types

Below are discussed the type or function of warriors within an army. The type of warriors are arranged alphabetically:

**Archer, Crossbow:** Archers are trained warriors, usually either soldiers or mercenaries. This type of archer specializes with the crossbow and often has experience with the shortbow. The shortbowmen with the finest aim are selected to be crossbowmen, also called arbalestiers. Crossbowmen are renowned to require very little training, as the crossbow is one of the easiest weapons to use. Archers are usually organized into centuries, as explained below. The common archer wears a gambeson and uses their crossbow.

**Archer, Longbow:** Archers are trained warriors, usually either soldiers or mercenaries. This type of archer specializes with the longbow and usually has experience with the shortbow. The finest shortbowmen are selected to be longbowmen. Archers are usually organized into centuries, as explained below. The common archer wears a gambeson and uses their bow.

**Archer, Shortbow:** Archers are trained warriors, usually either soldiers or mercenaries. This type of archer specializes with the shortbow. Archers are usually organized into centuries, as explained below. The common archer wears a gambeson and uses their bow.

**Cavalry, Heavy:** Cavalry are trained and mounted warriors, usually either soldiers or mercenaries. Heavy cavalry use heavy warhorses capable of sustaining the great weight of the armored warrior. Heavy warhorses usually wear barding as armor for their protection. These warriors often resemble heavy infantry, except that the most common weapons tend to be battle axes, flails, or war hammers. Special warriors who are heavy cavalry are called knights (see Chivalry in *Chap. 6: Sociality*).

**Cavalry, Light:** Cavalry are trained and mounted warriors, usually either soldiers or mercenaries. Light cavalry use light horses capable of speed, and they are not weighed down with barding. These warriors usually resemble light infantry, except that the most common weapons tend to be battle axes, flails, or war hammers.

**Charioteer:** A charioteer is a trained warrior, usually either a soldier or a mercenary. Charioteers usually have experience as both infantry and cavalry. The most common charioteer wears leather armor and wields a spear and sword.

**Infantry, Heavy:** Infantry are trained warriors, usually either soldiers or mercenaries. Heavy infantry are usually experienced veterans. Heavy infantry tend to have sufficient armor and may have a variety of weapons. While heavy infantry may vary considerably depending on the army, the most common type of heavy infantry wears chainmail, holds a shield, and wields a broadsword.

**Infantry, Light:** Infantry are trained warriors, usually either soldiers or mercenaries. Light infantry are usually inexperienced and young. Light infantry tend to have little armor and simple weapons. While light infantry may vary considerably depending on the army, the most common type of light infantry wears a gambeson and wields a short sword.

**Peasants:** Peasants are commoners who lack military training. Peasants tend to have adequate abilities pertinent to warfare such as Health or Physical Fitness. Generally, peasants only join an army or partake in military action in extreme situations, such as home defense. Peasants often do not have armor, though some may wear a gambeson. The weapons of peasants are only those which are easily available, such as pitchforks, knives, cleavers, clubs, or other such weapons.

**Shield-bearers:** A shield-bearer is a warrior with minimal training who bears a large shield. The purpose of a shield-bearer is to protect others, usually archers, from missile attacks.

**Siegeworks artisan:** A siegeworks artisan, also called a siegeworks technician, is a common laborer, usually either a carpenter or a miner. They accompany an army so that siege engines may be built or tunnels may be dug to topple a wall of a foe's fortification. Siegeworks artisans do not command the operation of siege engines (see *Chap. 9: Equipment*), but assist siegeworks master artisans. A siegeworks artisan typically wears a gambeson and carries either a military pick if they are a miner, or common tools if a carpenter.

**Siegeworks master artisan:** A siegeworks master artisan is a siegeworks artisan with previous experience as a siegeworks artisan. The duty of a siegeworks master artisan is to command the siegeworks artisans regarding siege engines and warfare. For instance, it is the siegeworks master artisan who commands the siegeworks artisans to adjust the aim of a catapult, its tension, and the weight of the projectile.

**Slingers:** Slingers are warriors skilled with the use of the sling, which is a difficult weapon (see *Chap. 9: Equipment*). Slingers require substantial room to adequately use a sling, so they may not be as concentrated as archers.

# Tactics

Tactics is the art and science of maneuvering warriors or vessels in relation to each other and the foe in warfare. For most human cultures, tactics are extremely simple. Most armies are undisciplined masses of warriors. Both sides simply line up their masses of cavalry with infantry in the front. The infantry usually open the battle. When a leader on one side or the other judges the moment to be appropriate, cavalry are commanded to charge. The timing of the charge of the cavalry usually decides the victor.

Armies that value organization utilize the cohort and consider it to be a good formation. Such armies often organize a legion into 3 lines. The frontline consists of 4 cohorts abreast, while the middle and rear groups each consist of 3 cohorts.

As 2 opposing fronts rush to meet each other, a thoughtful maneuver is called a wedge. To enact a wedge tactic, 1 small portion of the front is allowed to be farther ahead than the others, who successively hang farther back the farther they are away from the small portion in front. When warriors in a wedge formation rush at an even front, a break may be forced in the foe's frontline, which allows the foe to be attacked from within and behind their own ranks.

## Archers

Archers are often organized into centuries of 10 ranks in depth. The commander of a century of 100 archers is called a Centenaur. When trained to function as a unit, archers quickly learn at which angle to aim their bows to strike a target at a certain distance. The most experienced archers are placed in the front row to provide a guide for the others. The Centenaur specifies the distance and the century releases arrows accordingly, even though only the archers in the first few ranks can see the foe. A typical army may have 50 centuries of such archers available. In overall command of the centuries is the Master of the Archers, an experienced knight who is, unlike most knights, skilled with the bow.

When appropriate, the Master of the Archers yells to the Centenaurs "Ready," then his estimate of the range to the foe, then yells "loose." Then, the Centenaurs echo the command and thousands of arrows fly skyward. On occasion, the Master of the Archers might only order specific archery centuries to fire if the foe's warriors are advancing only on a portion of the front. In most battles, however, the onslaught is either all or nothing.

## Council of War

As armies march across land, word of the approaching army may be brought to a foe by a scout, peasant, or traveler. If the presence of an army is reported, then most military leaders attempt to hold a council of war. Heralds often work out the details of conflicts before warfare is necessary. If unsuccessful, then the location of the battle is often determined mutually. If an agreement cannot be reached or heralds are murdered, then a siege is often the result.

## Siege Warfare

A siege is a method of warfare in which an attacking army surrounds a defender's fortification. Warfare is 99% siege, 1% battle. Armies take siege technicians with them on campaign. Siege technicians are carpenters and miners, while master siege artisans have years of experience with siege warfare. Once the defender's fortification is surrounded, siege technicians employ the use of various siege engines or techniques, such as catapults, battering rams, scaling ladders, and digging under walls to topple them.

By custom among foes of the same species or race, if the defenders surrender without a fight, then the fortification will not be plundered. Both sides prefer to end the confrontation through negotiation, which is usually a war of nerves. In general, the besieger does not want to attack due to the expense, death of many troops, the fact that sieges are difficult endeavors, and since a siege can ruin the value of the fortification. For different reasons, the defender wants to avoid confrontation. For instance, time is often on the side of the besieger, and the prospect of losing one's home and life is discouraging. Therefore, negotiations via heralds are usually underway since the beginning of the siege.

During a siege, the besiegers may attempt to mine through or under a wall. A tunnel may only be dug in ground that is neither marshy or rocky. When underneath a moat or wall, miners support the ceiling of the tunnel with wooden timbers. If the goal is to collapse the wall, then the miners fill the end of the tunnel with flammable materials, ignite them, and retreat. Another goal of mining is to tunnel into the fortification so that soldiers may enter with surprise. However, it is common for defenders to set a small bowl of water atop a wall and watch for ripples, which may detect mining. Defenders may dig a counter-mine to intercept the miners. Once intercepted, they may be attacked or smoked out of the mine. If successful, the counter-miners will collapse the mine.

If a portion of a wall is toppled, then defenders often surrender when the wall topples to avoid bloodshed. Throughout the siege, the heralds of the besieger attempt to convince the defender that it is never too early to surrender. The defender, however, has much at stake. Even if a surrender is successful and honored, the defender may be sentenced to death by their allies for allowing the loss of the fortification without every possible measure taken.

Assuming that time is not a concern and that reinforcements will not arrive for the defender, a common strategy for the besieger is not to attack at all, but to prevent all entry and exit. In time, the defenders will starve, quarrel with each other, and surrender. However, this strategy might take months, and in the meantime, the besieger's army must be paid and fed.

Upon encountering moats and ditches, besiegers often attempt to fill them with dirt or bundles of wood. Nevertheless, depending on the quality of the fortification, the defender usually has the favored position when a besieger simply attempts to directly storm the fortification.

When storming a fortification, a thoughtful tactic is called a testudo formation. Warriors in a testudo formation carry body shields, stand close together, and hold their shields over their heads. This formation significantly reduces damage from missiles above.

### Using Siege Weapons

Most siege weapons require multiple characters to use. To use such a siege weapon, whoever is in charge of the siege weapon must make a Weapon (Specific) skill check (see *Chap. 8: Skills*). However, aiming at characters or objects is different with siege weapons than it is with traditional melee or missile weapons. Consult the table below to determine the CA of a target when using a catapult, lithobolus, onager, or trebuchet:

| Target Size | Current Armor |
|---|---|
| Humanoid | 10 |
| Carriage | 15 |
| Building (20' x 20' x 20') | 20 |
| Small keep (100' x 100' x 100') | 25 |
| Castle (1,000' x 1,000' x 1,000') | 30 |
| Large city | 35 |

## Raising an Army

While cultures and states differ, generally speaking the most effective humanoid armies consist of professional, paid warriors. Mercenaries play a vital role, as well as soldiers (see *Chap. 7: Occupation*). Mercenaries are popular because maintaining private armies is expensive. Oftentimes, each landholder is obligated to render 40 days of armed service to their lord. Though, this depends on how much land is held and the original arrangement. It is expected that landowners are the most motivated warriors, because they may lose their homes. However, raising landowners as warriors is often ineffective. For instance, when the obligatory term of 40 days expired, landowners quickly abandon the army. Since most military campaigns outlast 40 days, this can be disruptive and dangerous.

Elsewhere, it is popular for the landowners to be paid for service instead of obligated to 40 days. Usually, enlisted soldiers are paid every 90 days. Moreover, upon retirement from the army, it is customary that a plot of land or fixed sum of money will be granted to the warrior. Regardless, of how an army is raised, it is rare to find an army larger than 10,000 warriors.

1. Information on siege warfare has been referenced from The Medieval Fortress and Life in a Medieval Castle. For more information, see the References section at the end of this book.

## Wages

Below are common wages for military personnel. Pay is listed per 90 days of service:

| Military Wages | |
|---|---|
| **Wage** | **Type of Troop** |
| 400 s.p. | Untrained peasant |
| 900 s.p. | Infantry, light |
| 1,100 s.p. | Infantry, heavy |
| 1,400 s.p. | Cavalry, light |
| 2,200 s.p. | Cavalry, heavy |
| 2,700 s.p. | Charioteer |
| 4,500 s.p. | Knight |
| 10,800 s.p. | Noble, lesser or officer |
| 22,500 s.p. | Noble, greater or officer |
| 900 s.p. | Slinger |
| 900 s.p. | Shield-bearer |
| 900 s.p. | Archer, shortbow |
| 1,100 s.p. | Archer, longbow |
| 1,400 s.p. | Archer, crossbow |
| 900 s.p. | Siegeworks artisan or technician |
| 9,000 s.p. | Siegeworks master artisan |

## Movement

Armies move across land at the rate of the slowest member of the army. Consult the headings of Walk and Forced March under the Sprint skill (see *Chap. 8: Skills*), as well as the Physical Fitness sub-ability (see *Chap. 3: Abilities*), and Encumbrance (see *Chap. 9: Equipment*). Consider the slowest member of the army to determine the maximum that an army may move.

For instance, if the slowest member of an army is a human of average Physical Fitness (55 Sprint Speed), and he is unencumbered, then the army may move at 2 (55/20) miles per hour, or 16 miles after 8 hours of marching.

Next, consider the terrain over which the army moves. Armies are more hindered by terrain than individuals. Multiply the number of miles covered in a given terrain by its Movement Modifier below:

| Terrain | Movement |
|---|---|
| City Blocks | 1.00 |
| Plains w/Road | 1.00 |
| Plains w/Trail | 0.95 |
| Plains | 0.90 |
| Forest w/Road | 0.95 |
| Forest w/Trail | 0.90 |
| Forest | 0.80 |
| Hills w/Road | 0.80 |
| Hills w/Trail | 0.75 |
| Hills | 0.70 |
| Forested Hills w/Road | 0.75 |
| Forested Hills w/Trail | 0.70 |
| Forested Hills | 0.65 |
| Mountains w/Road | 0.40 |
| Mountains w/Trail | 0.35 |
| Mountains | 0.30 |
| Forested Mountains w/Road | 0.35 |
| Forested Mountains w/Trail | 0.30 |
| Forested Mountains | 0.25 |

# Logistics

The method of supplying warriors with food is known as logistics. Few armies have a system of logistics. Without such a system, the warriors have to live off the land. This, however, is not as easy as it sounds.

Each human needs 3 pounds of food per day, and 20 for each horse. If these requirements are unmet, first hunger occurs, then desertion or they starve to death. The horses may be grazed, but grazing does not leave much time for the army to travel. Grazing requires 4-6 hours per day. During this time, however, the warriors may forage the countryside for food. The local peasants of the foe's territory consider the foraging of invading armies to be pillaging. However it is termed, armies that are foraging or pillaging move between 5-10 miles per day. Armies may not forage more than 60 miles from their line of march. Foraging or pillaging armies strip the surrounding 10 miles clean of all food, grass, and hay. Any character entering that area in the next few days finds only a wasteland. Local peasants flee when an invading army is sighted.

If an army can support itself, then it may move 20 or more miles per day. If close to a coast or river, then vessels may carry their supplies.

Warriors can carry about a week of food with them. In most armies, each warrior is expected to tend to their own needs of supply. While warriors might purchase food from the locals, warriors on military campaign often take what they want by force. This is especially true in the foe's territory, where the thefts are considered part of the damage done to a foe.

Well organized armies set up regular foraging parties for each major contingent, rather than allowing warriors to wander freely. Foraging, however, can be a risky means of logistics. For example, sometimes local peasants become irate, arm themselves, and murder the foragers.

# Pillage, Plunder, and Ransom

## Pillage

The loyalty of warriors may be maintained by occasional opportunities to pillage the countryside and plunder particularly rich locales, such as towns. The warriors know that rich opportunities do not always present themselves during a military campaign. But, a share of the plunder can make even a common soldier rich beyond their wildest dreams. As armies travel, the warriors live off of unarmed locals, taking food and other valuables by force or Intimidation. Pillage is usually discouraged by military leaders while in friendly territory. Once in the foe's territory, however, pillage is encouraged. After all, pillaging the foe's lands and characters serves to demoralize their population, and at the same time pillage pleases warriors and allows military leaders to skip a payday without too much complaining.

## Plunder

Plunder, however, is quite different from pillage. Plunder is organized pillage, and is encouraged only when concentrated wealth is nearby. Communities and castles are the most likely objects of plunder. The loyalty of warriors is often maintained during long sieges because they anticipate plunder. Being unable to plunder a community is a big disappointment to warriors. Maybe more than anything, warriors look forward to raping the local women.

## Ransom

A custom of warfare is to capture nobles and knights alive, if possible. The family of a captured noble or knight will pay ransom to get them back. On the battlefield, the strategy is to knock down the valued and armored character, pile on them, and disarm them. At this point, surrender usually comes quickly.

# Military Training

Though military training differs depending on the kingdom or state, and race or species, the following typifies organized training.

Rounded shields of wicker are woven so that the frame is double the weight of a battle shield. Similarly, recruits are given wooden foils that are double the weight of battle swords. Training grounds consist of adult-sized wooden stakes driven into the ground. Recruits practice attacking these stakes just as if they were their foes. Practice occurs in the morning and afternoon. During training, recruits are instructed to attack the head foremost, and the hamstrings or shins secondarily. In fact, besides soldiers, gladiators also train with such stakes. Training with the stake has proven to be significant preparation for actual warfare.

Recruits are often taught with a wooden sword to stab, not hack. Most trained swordsmen mock those who attack by hacking with swords. A hack with a sword, even if delivered with force, frequently does not kill when the vitals are protected. In contrast, stabbing proves fatal when a point is inserted 2 inches into a human, on average. Next, it is reasoned, that when a hack is delivered, the right arm and flank are exposed. A stabbing point, however, is delivered with the cover of the body and often wounds the foe before they see it.

During training, recruits are given a heavy wooden sword and heavy wicker shield so that when the recruit takes up the real and lighter weapons, the warrior will fight faster, more safely, and feel freed from the weight. Besides the sword, other weapons are utilized in training at the stakes, such as spears and bows.

Vaulting onto horses is always insisted upon not only of human recruits, but also of serving warriors. Practice is continued until it seems easy. In winter, wooden horses are set up under a roof – in summer, in the open. Recruits are first encouraged to mount these unarmed. When used to it, they arm themselves and practice until comfortable. Warriors learn to leap both on and off, and from the right side as well as the left.

Recruits, as well as seasoned warriors, are made to march with the burden of carrying 60 pounds while keeping a military pace. In this way, during an actual military campaign, warriors will be able to carry their armor, weapons, and supplies.

At all times, military training is done in proper armor. It is believed that if this tenet is relaxed, then the warriors will get used to it and consider armor a burden. If this happens, then this perception will negatively affect the performance of the warrior in actual warfare.

# Aerial Warfare

Not all warfare occurs on land. It is possible for anakim with wings, dwarves, and elves to fly. Before aerial warfare may be considered, a few things must be determined for each flying creature, such as: Flight Speed, Ceiling Limit, Maneuverability, Climb Rate, and Dive Rate.

## Flight Factor

A Flight Factor is a number that determines Flight Speed. To determine a Flight Factor, consider a particular creature and calculate the following equation:

$$FF = (WI/HL)(PFS/W)$$

Let FF = Flight Factor. Let WI = Wingspan in feet. Let HL = the Height or Length in feet of the creature. Let PFS = the average of the Physical Fitness and Strength sub-ability scores. Let W = Weight.

For example, if a human male who is 6 feet tall were given wings that spanned 8 feet, and the human had average Physical Fitness and Strength, and Weight, then the human would have a FF of (8/6)(117/150) = 1.03.

Next, consider the FF and consult the following table:

| FF | Flight Speed | Ceiling Limit |
|---|---|---|
| < 0.75 | NA | NA |
| 0.75-0.79 | 100 | 500 |
| 0.80-0.84 | 120 | 1,000 |
| 0.85-0.89 | 140 | 1,500 |
| 0.90-0.94 | 160 | 2,000 |
| 0.95-0.99 | 180 | 2,500 |
| 1.00-1.24 | 200 | 3,000 |
| 1.25-1.49 | 220 | 3,500 |
| 1.50-1.74 | 240 | 4,000 |
| 1.75-1.99 | 260 | 4,500 |
| 2.00-3.99 | 280 | 5,000 |
| 4.00-7.99 | 300 | 5,500 |
| 8.00-15.99 | 320 | 6,000 |
| 16.00-31.99 | 340 | 6,500 |
| 32.00-63.99 | 360 | 7,000 |
| 64.00-127.99 | 380 | 7,500 |
| 128.00-255.99 | 400 | 8,000 |
| > 255.99 | 500 | 10,000 |

For example, when considering the winged human from above, the winged human would have a Flight Speed of 200, which is, in this case, nearly 4 times the Sprint Speed of a 6' human without wings.

## Flight Speed

Flight Speed is the number of feet per round at which a creature may fly. The higher the number, the faster the creature may fly.

## Ceiling Limit

The Ceiling Limit is the highest altitude to which the creature may climb. The creature is incapable of flying higher than their Ceiling Limit.

## Maneuverability

The Maneuverability of a flying creature is its ability to move as it pleases with respect to momentum. A flying creature with high Maneuverability is barely hindered by momentum and may greatly change its direction while flying. Conversely, a flying creature with low Maneuverability is greatly hindered by momentum and may barely change its direction while flying.

Maneuverability is a function of the creature's Agility sub-ability and the creature's weight. To determine the Maneuverability Factor of a flying creature, divide the creature's weight by their Agility sub-ability points. Then, consult the table below:

| MF | Maneuverability |
|---|---|
| < 1 | 30 degrees |
| 1-89 | 60 degrees |
| 90-119 | 90 degrees |
| 120-149 | 120 degrees |
| 150-179 | 150 degrees |
| 180-209 | 180 degrees |
| 210-239 | 210 degrees |
| 240-269 | 240 degrees |
| 270-299 | 270 degrees |
| 300-329 | 300 degrees |
| 330-359 | 330 degrees |
| > 359 | 360 degrees |

Maneuverability is the maximum number of degrees a flying creature may turn in 1 round of flight. For example, if a flying creature can turn 90°, and flying due north, then at the end of the round they may be facing west, north, east, or anywhere in between.

## Climb Rate

Climb Rate is a rate in feet per round at which a flying creature may climb to a higher altitude. Climb Rate is determined as a function of Strength and weight.

To determine the Climb Factor of a flying creature, divide the creature's Strength sub-ability score by its weight. Consider the Climb Factor and consult the table below:

| Climb Factor | Climb Rate |
|---|---|
| < 0.50 | 1% of their height or length |
| 0.50-0.59 | 10% of their height or length |
| 0.60-0.69 | 20% of their height or length |
| 0.70-0.79 | 40% of their height or length |
| 0.80-0.89 | 60% of their height or length |
| 0.90-0.91 | 80% of their height or length |
| 0.91-1.00 | 100% of their height or length |
| 1.01-1.25 | 200% of their height or length |
| 1.26-1.50 | 500% of their height or length |
| 1.51-1.75 | 1,000% of their height or length |
| 1.76-1.99 | 2,500% of their height or length |
| > 1.99 | 5,000% of their height or length |

For example, if a flying dragon is presently 100 feet above the ground and has a Climb Rate of 100% of its length (30 feet), then the dragon may increase its altitude to 130 feet at the end of the current round if so desired.

## Dive Rate

Dive Rate is not determined for each character. Instead, consult *Falling Damage* in *Chapter 10: Combat*.

## Aerial Attacks

A flying creature may attack another, provided the attack does not hinder their flight. If an attack does hinder flight, then it is best determined by the Aedile how it hinders the flight. An attack may reduce the Flight Speed or Maneuverability of the flying creature.

## Aerial Wounds

If a flying creature is wounded, then there is a chance that flight is disrupted. For each wound suffered by a flying creature, the flying creature must pass an Agility sub-ability check at TH 17 to remain in flight. If failed, then the flying creature will fall for 1d10 rounds before it can regain control of flight. Oftentimes, a wounded flying creature hits the ground below before it can regain control of flight.

If a flying creature falls below 50% of their maximum possible LP or BPP for wings, then the flying creature is unable to fly and will fall until the fall is broken, usually by the ground below. Similarly, if either wing, or arm that controls the wing, is damaged, then the flying creature must make an Agility sub-ability check at TH 21 or fall until the fall is broken. Consult *Falling Damage* in *Chapter 10: Combat*.

## Loss of Aerial Control

If a flying creature loses aerial control, such as when wounded and after failing an Agility sub-ability check, then the Aedile must roll 1d8 to determine the direction each round. Let 1 = N, 2 = NE, 3 = E, 4 = SE, 5 = S, 6 = SW, 7 = W, and 8 = NW.

# Naval Warfare

Warfare on the seas is prevalent. Different states and races approach naval warfare differently. Sailors are often peasants or slaves. For most humans, service in a military fleet is for 26 years, after which sailors receive citizenship. Occasionally, sailors are drafted as recruits into an army. All bugbear males participate in naval warfare as part of their ritual into adulthood.

Waterways are patrolled to control piracy and allow shipments of supplies and warriors to travel unhindered. Bugbears travel by ship to raid human coastal communities. For these and many other reasons, naval warfare is common.

For naval military, 10 vessels comprise a squadron. However, different races and states may have different military units.

The military commander of a war galley is known as the vessel's captain or a trierarch. The commander of a naval squadron bears the title of navarch. Each war galley also has a full detachment of soldiers.

Commonly, warships are equipped with a battering ram on the front of the vessel. Some rams are heavy, such as those made of bronze and weighing over 1,000 pounds. Historically, it has been noted that the window of opportunity to make a successful attack with a ram is 8 seconds, so this translates well to 3 rounds.

If possible, then a large boarding plank called a corvus is dropped onto the foe's vessel so that warriors may attack the foe. The corvus is 35 feet in length, 4 feet wide, and has a side rail that is 2 feet high. A corvus is mounted on a swivel so that it can be turned and dropped on an adjacent foe's vessel. Also, a large spike at the end of the corvus digs into the foe's vessel when dropped upon it, locking the 2 vessels together. Warriors can cross this plank 2 abreast behind shield and weapons.

Sometimes a siege tower is mounted on 2 vessels that have been latched together. A siege tower bestows many advantages. For instance, archers may attack sailors or soldiers of nearby vessels better, due to their downward angle of attack, which offers exposure.

## Naval Tactics

A wide variety of naval tactics exist. Here, tactics mean immediate ship-to-ship methods of combat. Some captains prefer to maintain a distance between their vessel and others. Maintaining a distance may be safer for the crew and the vessel, and it may enable casters or archers to attack the other vessel outside of their capacity to retaliate.

Ramming is another common tactic. Ramming occurs when a vessel that has a battering ram slams into another vessel. Usually, the side of a vessel is targeted because it is weaker than the bow or the stern. More than bugbears, humans favor ramming.

Another tactic is to feign as if the attacker's vessel will ram the foe's vessel, but then turn away at the last minute and attempt to shear off their oars, rendering the foe's vessel immobile.

Perhaps the most popular tactic is to simply park a vessel parallel to the foe's vessel, force the 2 vessels together by using grappling hooks, drop a plank or corvus, and board the foe's vessel. 2 vessels may board 1 of the foe's vessels at the same time, 1 on each side. More than humans, bugbears favor boarding and melee combat.

Often, all tactics above are combined in 1 assault. For example, a vessel may sight a foe's vessel, maintain their distance and use missile weapons or spells. Then, when the captain deems appropriate, ram the foe's vessel. If this is ineffective and the foe's vessel does not sink, then the captain may attempt to break the oars of the foe's vessel. Finally, the captain may attempt to board the foe's vessel.

## Naval Strategy

Several different naval strategies exist. Here, strategy refers to the planning of an assault when multiple vessels are involved. Strategy often depends upon circumstances.

The most common naval strategy is to use no planned strategy at all – to rush and attack the foe. This strategy, if it may be so called, is influenced by the tenets of chivalry (see *Chap. 6: Sociality*).

Otherwise, strategies not heavily influenced by chivalry include the attempt to isolate the foe's vessel, such as to encircle them. By encircling the foe's vessel, they may surrender without bloodshed.

Multiple vessels can try to force the foe's vessel to run aground, or go close enough to land that siege engines on land can be used.

## Fire

In warfare, the foe's vessels are often attacked with flammable weapons, in hopes that the foe's vessel will catch fire and sink. To determine if a vessel catches fire, roll 1d100 for each flammable attack. If the result is 80 or greater, then the vessel caught fire. Damage occurs as follows over the next several minutes: 1d4, 1d6, 1d8, 1d12, 1d20, 1d100, 1d1000 and 1d10000. Each minute that a vessel is burning, the crew may attempt to extinguish each fire. They must roll 3d10 for each fire. The odds are represented as a TH and correlate with how long the fire has been burning as discussed above: TH 9, 10, 14, 17, 21, 24, 25, 29. As damage accumulates, consult Sinking Vessels below:

## Sinking Vessels

Vessels, as other objects, have Integrity Points. (For more on Integrity Points, see *Chap. 9: Equipment*). Further, since vessels are made of wood, they are especially susceptible to burning damage. If a vessel is reduced to 50% of its initial IP, then the vessel will sink in 5d100 rounds. Once reduced to 40% of its initial IP, the vessel will sink in 1d100 rounds. Once reduced to 30% of its initial IP, the vessel will sink in 1d10 rounds. Once reduced to 25% of its initial IP, any vessel is immediately sunk.

## Movement

Traditionally, the rate at which vessels move is measured in knots. 1 knot equals 6,040 feet per hour, compared to the otherwise popular measure of miles per hour, which is 5,280 feet in 1 hour. In F.A.T.A.L., movement for vessels is the maximum rate at which a vessel may move in 1 round, and is represented in feet per round. On the following table, movement does not include factors such as current or wind. Vessels may move in 3 ways: rowing, sailing, and the combination of sailing and rowing. Consult the table below to determine base movement:

| Vessel | Rowing | Wind Potential |
|---|---|---|
| Barge | 0 | - |
| Bireme | 35 | - |
| Cog | - | 40% |
| Deceres | 55 | - |
| Fishing Boat | 12 | - |
| Karve | 15 | - |
| Knarr | 6 | 30% |
| Log | - | - |
| Longship | 50 | 20% |
| Quinquereme | 50 | 10% |
| Raft | - | - |
| Septireme | 55 | - |
| Trireme | 45 | 10% |
| Unireme | 30 | - |

## Rowing

The most consistent and laborious means of propelling a vessel is by rowing. Rowing consists of oarsmen thrusting oars through the water. Rowing has the potential of making noise, though it is still a quieter means of movement than riding on horseback. Oars are often made of spruce.

Oaring equates to the Sprint skill. However, each oarsman does not need to pass a Sprint skill check. Instead, 1 check is made for the entire crew. Attempting to race a vessel equates with sprinting, while ramming or battle speed equates with running. Similarly, a pace at which rowers work for hours equates to walking. Attempting to urge a crew beyond 8 hours of rowing per day equates to a Forced March.

## Sailing

Sailing is the least consistent means of propelling a vessel. If winds are favorable, then it is possible for a sailing vessel to move faster than a rowing vessel. However, if wind does not exist, then sailing vessels do not move. Many vessels are capable of both rowing and sailing. An advantage of sailing is stealth. It is possible for a sailing vessel to move without sound, since oars are not splashing in the water. Sails are made from wool. Waterborne ventures are rare in winter and common in spring, summer, and fall.

## Current Direction

A current is moving water. Currents may exist in the ocean, seas, and rivers. Currents do not exist in lakes or ponds.

To randomly determine the direction of a current in an ocean or sea, roll 1d8. Let 1 = N, 2 = NE, 3 = E, 4 = SE, 5 = S, 6 = SW, 7 = W, and 8 = NW. If a 1 is rolled, then the current is moving from from the south to the north.

To randomly determine the direction of a current in a river, roll 1d10. If a 1 is rolled, then the current is upstream. If 2-10, then the current is downstream. Otherwise, water runs downhill, so elevation is the best determinant of which direction is downhill.

## Current Strength

The strength of a current is the amount of feet per round that it will carry anything in it, whether a vessel or a character.

A current does not have to exist in the ocean or the sea. To randomly determine whether or not a current exists in the ocean or the sea, roll 1d10. If 1-5, then a current does not exist. If 6-10, then a current exists. A current always exists in a river.

If a current exists, then the strength of the current may be determined by rolling 1d100 and consulting the table below:

| Roll | Feet per Round |
|---|---|
| 01-20 | 1 |
| 21-30 | 1 |
| 31-35 | 2 |
| 36-40 | 2 |
| 41-45 | 3 |
| 46-50 | 3 |
| 51-55 | 4 |
| 56-60 | 4 |
| 61-65 | 5 |
| 66-69 | 6 |
| 70-73 | 7 |
| 74-75 | 8 |
| 76-77 | 9 |
| 78-79 | 10 |
| 80-81 | 12 |
| 82-83 | 14 |
| 84-85 | 16 |
| 86-87 | 18 |
| 88-89 | 20 |
| 90-91 | 23 |
| 92-93 | 27 |
| 94-95 | 30 |
| 96 | 40 |
| 97 | 50 |
| 98 | 60 |
| 99 | 80 |
| 100 | 100 |

The strength of the current, in feet per round, is added to the movement of the vessel if the vessel is moving with the current. The strength of the current is subtracted from the movement of the vessel if the vessel is moving against the current. If the vessel is moving 90° to the current, then the current will move the vessel accordingly, and the vessel will still move in the intended direction at its normal movement. If the vessel is moving 45° with the current, then the vessel gains 50% of the feet per round of the Current Strength. If the vessel is moving 45° against the current, then the vessel loses 50% of the feet per round of the current strength.

## Wind Direction

Wind is moving air. Winds may exist over any body of water. To randomly determine the direction of the wind, roll 1d8. Let 1 = N, 2 = NE, 3 = E, 4 = SE, 5 = S, 6 = SW, 7 = W, and 8 = NW. If a 1 is rolled, then the wind is moving from the south to the north.

## Wind Strength

The strength of the wind is the amount of feet per round that the wind moves. To randomly determine the strength of the wind, roll 1d1000 and consult the table below:

| Roll | Feet per Round |
|---|---|
| 001-200 | 10 |
| 201-400 | 20 |
| 401-600 | 30 |
| 601-749 | 60 |
| 750-859 | 100 |
| 860-887 | 125 |
| 888-894 | 150 |
| 895-932 | 200 |
| 933-943 | 230 |
| 944-953 | 270 |
| 954-964 | 300 |
| 965-972 | 350 |
| 973-979 | 400 |
| 980-985 | 450 |
| 986-990 | 500 |
| 991-994 | 550 |
| 995-997 | 600 |
| 998-999 | 650 |
| 1000 | 700 |

Unlike Current Strength (see above), the strength of the wind is not simply added to or subtracted from the movement of the vessel. Different types of sails catch the wind with varying success. Also, sailors vary in their effectiveness with the Sailing skill (see *Chap. 8: Skills*) when attempting to maximize the use of their sail(s).

Instead, consider the Wind Potential on the movement table listed previously. This is the maximum percent of the wind that this vessel is able to capture and use for propulsion.

Next, whoever is in charge of manipulating the sail(s), usually the commander or a sailor, must make a Sailing skill check. The result of this check is multiplied by 3, and is the percent of effectiveness with which they manipulate the sail(s).

For example, if a cog is in waters without a current and a wind of 100 feet per round that moves from the south to the north, then since a cog has 40% Wind Potential, the cog has the potential to capture 40% of the wind's 100 feet per round. Since 40% of 100 is 40, the cog may move at 40 feet per round if the cog is moving to the north. However, the sailor in charge of the sails rolls a 27 for their Sailing skill check. In this case, 27 x 3 = 81, and 81% of 40 is 32. Therefore, a cog traveling north moves at 32 feet per round in calm waters with a north wind of 100 feet per round when its sailor rolls an 27 for their skill check.

## Wind Duration

No character ever truly knows which way the wind will blow. For this reason, once a direction of wind is determined, its duration is also important. To determine the duration of the current wind, roll 1d100 and consult the table below:

| Roll | Wind Duration |
|---|---|
| 01-45 | 3d20 minutes |
| 46-90 | 1d20 hours |
| 91-100 | 1d20 days |

Once the duration of the current wind expires, a new direction and strength must be determined.

# Appendix 1: Character Sheets



Character sheets are provided so that all relevant information may be recorded regarding each character. Each player should photocopy the pages of this appendix for their character so that the information pertinent to their character may be adequately organized and accessible. With a set of blank character sheets in hand, progress through the chapters of this book and follow the instructions to create a character.

The relevant information for a character is the responsibility of the player, though the Aedile may complete character sheets for prominent characters under their control. Always record the information with a pencil and have a good eraser handy. From experience, it is suggested that a player should write softly to preserve the paper of their character sheets, since the act of erasing occurs often.

Once the character is created and all relevant information is recorded, staple the sheets together so that they do not become confused with the character of another player. Seeking realism, some players draw a sketch of their character and attach the drawing to their character sheets. Character sketches are useful, though certainly not required, since they allow the Aedile and other players a better perception of the character.

When a character dies, and when the character will not be resurrected, the fate of the character sheets for the dead character are left to the player's whim. Sometimes, the character sheets are donated to the Aedile, who stores them for either future reference (such as regarding possessions or wealth) or future use as a character who, after only minor modifications, may be reintroduced into the game as someone new. In this way, Aediles have been known to accumulate stockpiles of characters. Some players prefer to honor their fallen character, giving the character a symbolic funeral by setting the character sheets ablaze outdoors. Other players simply prefer tossing the character sheets in the trash. Finally, it is common for Aediles to have a houserule that the character sheets of dead characters must be destroyed, usually torn to pieces, to prevent the player from fraudulently reintroducing the character in a future game or to another Aedile.

In any case, players are not obligated to use the character sheets provided in this appendix, though using these sheets is probably the easiest and least confusing method to organizing the information of a character.

# F.A.T.A.L.

| | | | |
|---|---|---|---|
| Character Name: | | Gender: | Race: |
| Player Name: | | Occupation: | |
| Homeland: | | Level: | Religion: |
| Height: | Weight: | Siblings: | Social Class: |
| Age: | Eyes: | Skin Color: | Birth Rank: |
| Sexuality: | Debauchery: | Marital Status: | Birth Status: |
| Hair Color: | Hair Thickness: | Facial Feature: | Birthplace: |
| Hair Length: | Hair Type: | Birthday: / / | Vision: |
| Most Attractive Feature: | | Breadth: | BMI: |
| Most Repulsive Feature: | | Appearance: | |
| Notes: | | | |
| | | | |

| (Sub)Ability | Score | Skill Modifier | | | | |
|---|---|---|---|---|---|---|
| PHYSIQUE | | | | | | |
| Physical Fitness | | | Sprint: | | | |
| Strength | | | Dmg: | C&J: | Bench: | DL: |
| Bodily Attractiveness | | | | | | |
| Health | | | Int/Vom: | All: | Ill. Im.: | |
| CHARISMA | | | | | | |
| Facial | | | Description: | | | |
| Vocal | | | Description: | | | |
| Kinetic | | | Description: | | | |
| Rhetorical | | | Average Speech Rate: | | | |
| DEXTERITY | | | | | | |
| Hand-Eye Coordination | | | Finger Movement Precision: | | | |
| Agility | | | CA Bonus: | Brawling: | Stand: | |
| Reaction Speed | | | Deep Sleep Recovery: | | | |
| Enunciation | | | Maximum Speech Rate: | | Casting: | |
| INTELLIGENCE | | | | | | |
| Language | | | #: | Vocabulary: | | |
| Math | | | Highest Possible Math: | | | |
| Analytic | | | | | | |
| Spatial | | | Unfamiliar Object Assembly (# pieces): | | | |
| WISDOM | | | | | | |
| Drive | | | Unconsciousness: | | Hours Resting: | |
| Intuition | | | | | | |
| Common Sense | | | Likely to: | | | |
| Reflection | | | Earliest Memory at: | | | |

| | |
|---|---|
| Life Points | Magic Points |
| Unconscious (at 20% L.P.) | Piety Points |

| DISPOSITION | TEMPERAMENT | |
|---|---|---|
| Ethical Points: | Sanguine | |
| Moral Points: | Choleric | |
| Disposition: | Melancholic | |
| | Phlegmatic | |
| | Primary Temperament: | |
| | Secondary Temperament: | |

| INITIATIVE Modifier | Total | | Reaction Speed Mod. | | Breadth | | Stabbing Reach | | Delivery Penalty |
|---|---|---|---|---|---|---|---|---|---|
| | _____ | = | _____ | + | _____ | + | _____ | - | _____ |

| WEAPONS | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Weapon | Skill Mod. | Breadth | Type | Size | Weight | Weight Dist. | Fulc./ Range | Delivery Penalty | Damage | L | M | H |
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| ARMOR | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Armor/ Shield/ Protective Item | Type | Armor Bonus | IP | Agility Loss | Weight | Modifier to Hide | Modifier to Silence | Spell Failure | Special Properties |
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| SEXUAL AND RARE FEATURES | | |
|---|---|---|
| Manhood Length: | Areola Diameter: | Areola Hue: |
| Manhood Circumference: | Nipple Length: | Foot Size: |
| Anal Circumference Potential: | Cup Size: | Fist Circumference: |
| Vaginal Circumference Potential: | Tongue Size: | Head Circumference: |
| Vaginal Depth Potential: | Hymen Resistance: | Handedness: |

| LANGUAGES SPOKEN | LANGUAGES READ AND WRITTEN |
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| SPECIAL ABILITIES | |
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| EQUIPMENT | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| Left Side | | | Front/Back | | | Right Side | | |
| Item | Location | Weight | Item | Location | Weight | Item | Location | Weight |
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| ADVANCEMENT POINTS | WEALTH |
|---|---|
| | Bronze: |
| | Copper: |
| | Silver: |
| | Electrum: |
| | Gold: |
| | Gems: |
| | Jewelry: |
| Needed for Next Level: | Plunder: |

| ENCUMBRANCE | | | | |
|---|---|---|---|---|
| Unencumbered (100% Sprint) (100% Agility) | Light Load (75% Sprint) (95% Agility) | Medium Load (50% Sprint) (85% Agility) | Heavy Load (25% Sprint) (75% Agility) | Pull/Push |
| | | | | |

| HENCHMEN/FAMILIARS/SLAVES | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| Name | Race/ Occupation | Current Armor | Attack Skill Bonus | # of Attacks | Damage | Life Points | Sprint | Drive |
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Allergies: _____

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Mental Illnesses:_____

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Miscellaneous Notes: _____

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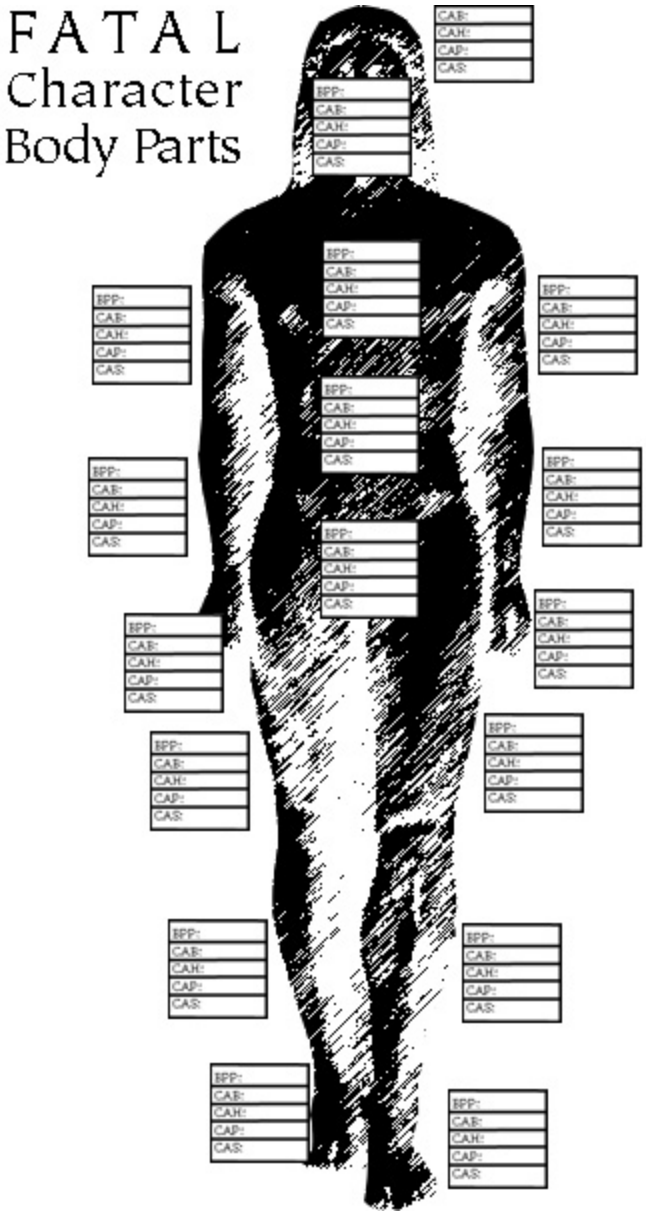
| SKILLS | | | | | |
|---|---|---|---|---|---|
| **Skill** | **Related Ability** | **Total Modifier** | **Skill Modifier** | **Points Invested** | **Learning Curve** |
| Acting, Drama | Charisma, Intelligence | | | | |
| Agriculture | Common Sense | | | | |
| Aim | Hand-Eye Coordination, Vision | | | | |
| Ambidexterity | Hand-Eye Coordination | | | | |
| Anatomy | Intelligence | | | | |
| Animal Conditioning | Drive, Intuition | | | | |
| Animal Handling | Intuition | | | | |
| Appraise | Analytic | | | | |
| Architecture | Math, Spatial | | | | |
| Armor, General Type | Agility | | | | |
| Armor, Specific | Agility | | | | |
| Armorsmithing | Spatial | | | | |
| Balance | Agility | | | | |
| Basketweaving | Hand-Eye Coordination, Common Sense | | | | |
| Blacksmithing | Strength, Spatial | | | | |
| Blindfighting | Hand-Eye, Reaction Speed, Intuition | | | | |
| Bookbinding | Common Sense | | | | |
| Brass-smithing | Strength, Spatial | | | | |
| Brawling | Agility | | | | |
| Brewing | Common Sense | | | | |
| Brickmaking | Common Sense | | | | |
| Candlemaking | Common Sense | | | | |
| Carpentry | Spatial | | | | |
| Cartography | Spatial | | | | |
| Catching | Hand-Eye Coordination | | | | |
| Charioteering | Dexterity | | | | |
| Chemistry | Math, Analytic, Intuition | | | | |
| Cleaning | Common Sense | | | | |
| Climb | Physical Fitness and Agility | | | | |
| Clockmaking | Spatial | | | | |
| Cobbling | Common Sense | | | | |
| Comedy, Buffoonery | Charisma | | | | |
| Comedy, Physical | Charisma, Agility | | | | |
| Comedy, Pun | Charisma | | | | |
| Constellations | Reflection, Spatial, Vision | | | | |
| Contortion | Physical Fitness, Agility | | | | |
| Cooking | Common Sense | | | | |
| Coppersmithing | Strength, Spatial | | | | |
| Cosmetics | Spatial Intelligence, Intuition | | | | |
| Cosmos, General Planes | Intelligence | | | | |
| Cosmos, Specific Plane | Intelligence | | | | |
| Dance | Kinetic Charisma, Agility | | | | |
| Delousing | Hand-Eye Coordination | | | | |
| Diagnosing | Intelligence, Wisdom | | | | |
| Direction Sense | Intuition | | | | |
| Disarm | Hand-Eye Coordination, Agility | | | | |
| Disguise | Charisma, Common Sense | | | | |
| Dismemberment | - | | | | |
| Divination, Alectromancy | Intuition | | | | |
| Divination, Anthropomancy | Intuition | | | | |
| Divination, Aspidomancy | Intuition | | | | |

| SKILLS | | | | | |
|---|---|---|---|---|---|
| Skill | Related Ability | Total Modifier | Skill Modifier | Points Invested | Learning Curve |
| Divination, Astrology | Intuition | | | | |
| Divination, Austromancy | Intuition | | | | |
| Divination, Axinomancy | Intuition | | | | |
| Divination, Belomancy | Intuition | | | | |
| Divination, Ceraunoscopy | Intuition | | | | |
| Divination, Chiromancy | Intuition | | | | |
| Divination, Cleromancy | Intuition | | | | |
| Divination, Crystalomancy | Intuition | | | | |
| Divination, Dririmancy | Intuition | | | | |
| Divination, Gastromancy | Intuition | | | | |
| Divination, Gyromancy | Intuition | | | | |
| Divination, Hydromancy | Intuition | | | | |
| Divination, Libanomancy | Intuition | | | | |
| Divination, Lithomancy | Intuition | | | | |
| Divination, Lunomancy | Intuition | | | | |
| Divination, Necromancy | Intuition | | | | |
| Divination, Numerology | Intuition | | | | |
| Divination, Omphalomancy | Intuition | | | | |
| Divination, Oneiromancy | Intuition | | | | |
| Divination, Onomancy | Intuition | | | | |
| Divination, Oomancy | Intuition | | | | |
| Divination, Ornithomancy | Intuition | | | | |
| Divination, Pyromancy | Intuition | | | | |
| Divination, Scatomancy | Intuition | | | | |
| Divination, Sortilege | Intuition | | | | |
| Divination, Stichomancy | Intuition | | | | |
| Divination, Urimancy | Intuition | | | | |
| Divination, Xenomancy | Intuition | | | | |
| Dying | Hand-Eye Coordination | | | | |
| Enameling | Hand-Eye Coordination | | | | |
| Engraving | Hand-Eye Coordination | | | | |
| Etiquette | Intuition, Common Sense, Reflection | | | | |
| Fishing | Common Sense | | | | |
| Fletching | Spatial | | | | |
| Foresting | Common Sense | | | | |
| Forgery | Hand-Eye Coordination | | | | |
| Gambling | Math, Common Sense | | | | |
| Gemcutting | Spatial | | | | |
| Genealogy | Common Sense | | | | |
| Girdlemaking | Common Sense | | | | |
| Glassblowing | Spatial | | | | |
| Glovemaking | Spatial | | | | |
| Goldsmithing | Spatial | | | | |
| Grooming | Common Sense | | | | |
| Haggling | Rhetorical Charisma, Intuition | | | | |
| Hairstyling | Hand-Eye Coordination, Spatial | | | | |
| Hatmaking | Common Sense | | | | |
| Heraldry | Common Sense | | | | |
| Herbalism | Intelligence | | | | |
| Hewing | Strength | | | | |
| Hide | Agility, Common Sense | | | | |

| SKILLS | | | | | |
|---|---|---|---|---|---|
| **Skill** | **Related Ability** | **Total Modifier** | **Skill Modifier** | **Points Invested** | **Learning Curve** |
| History, Cultural | Intelligence | | | | |
| History, Legendary | Intelligence | | | | |
| History, Local | Intelligence | | | | |
| History, Military | Intelligence | | | | |
| Hunting | Hand-Eye Coordination, Vision | | | | |
| Hurl | Hand-Eye Coordination, Vision | | | | |
| Impaling | - | | | | |
| Inkmaking | Common Sense | | | | |
| Intimidation | Physique, Charisma | | | | |
| Juggling | Hand-Eye Coordination, Agility | | | | |
| Jump | Physical Fitness | | | | |
| Language, Read/Write | Language | | | | |
| Language, Speak | Language | | | | |
| Law | Intelligence | | | | |
| Locksmithing | Spatial | | | | |
| Lock-picking | Hand-Eye Coordination | | | | |
| Logic | Analytic | | | | |
| Mangling | - | | | | |
| Massage | Kinetic Charisma, Hand-Eye | | | | |
| Math, Algebra | Math | | | | |
| Math, Fundamental | Math | | | | |
| Math, Geometry | Math | | | | |
| Math, Trigonometry | Math | | | | |
| Milking | Hand-Eye Coord., Common Sense | | | | |
| Milling | Common Sense | | | | |
| Mining | Common Sense | | | | |
| Minting | Common Sense | | | | |
| Mountaineering | Phys. Fitness, Strength, Agility | | | | |
| Mounted Archery | Hand-Eye Coordination, Agility, Vision | | | | |
| Music, Counterpoint | Math, Analytic | | | | |
| Music, Theory | Math | | | | |
| Musical Instrument | Hand-Eye Coordination, Spatial | | | | |
| Nature, Animals | Intelligence | | | | |
| Nature, Beasts | Intelligence | | | | |
| Nature, Birds | Intelligence | | | | |
| Nature, Fish | Intelligence | | | | |
| Nature, Geography | Intelligence | | | | |
| Nature, Humanoids | Intelligence | | | | |
| Nature, Minerals | Intelligence | | | | |
| Nature, Mycology | Intelligence | | | | |
| Nature, Plants | Intelligence | | | | |
| Nature, Trees | Intelligence | | | | |
| Painting | Hand-Eye Coordination, Spatial | | | | |
| Papermaking | Spatial | | | | |
| Parry | Hand-Eye Coordination, Agility | | | | |
| Perfumemaking | Common Sense | | | | |
| Persuasion | Charisma | | | | |
| Pewtersmithing | Common Sense | | | | |
| Philosophy | Intelligence | | | | |
| Pick Pocket | Hand-Eye Coordination | | | | |

| SKILLS | | | | | |
|---|---|---|---|---|---|
| **Skill** | **Related Ability** | **Total Modifier** | **Skill Modifier** | **Points Invested** | **Learning Curve** |
| Pottery | Common Sense | | | | |
| Pursemaking | Common Sense | | | | |
| Read Lips | Intuition | | | | |
| Religion, Cultural | Intelligence | | | | |
| Religion, Specific | Intelligence | | | | |
| Remember Detail | Reflection | | | | |
| Research, Library | Intelligence | | | | |
| Riding | Agility | | | | |
| Ritual, Complex | Hand-Eye Coordination, Intelligence | | | | |
| Ropemaking | Common Sense | | | | |
| Rope Use | Hand-Eye Coordination | | | | |
| Saddlemaking | Common Sense | | | | |
| Sailing | Intelligence, Vision | | | | |
| Sailmaking | Spatial | | | | |
| Sculpture | Hand-Eye Coordation, Intuition | | | | |
| Search | Intuition, Common Sense | | | | |
| Seduction | Bodily Attractiveness, Charisma | | | | |
| Sexual Adeptness | Bodily Attractiveness, Facial, Kinetic | | | | |
| Sheathmaking | Common Sense | | | | |
| Shipwright | Spatial | | | | |
| Sight | Vision | | | | |
| Silence | Agility, Common Sense | | | | |
| Silversmithing | Strength, Spatial | | | | |
| Skinning | Common Sense | | | | |
| Smell | See description | | | | |
| Soapmaking | Common Sense | | | | |
| Sound | See description | | | | |
| Spellcasting, Combat | Drive | | | | |
| Spellcasting, Famiarity | Intelligence | | | | |
| Spellcasting, Specific | - | | | | |
| Spitting | Enunciation | | | | |
| Sprint | Physical Fitness | | | | |
| Stonemasonry | Strength, Spatial | | | | |
| Storytelling | Charisma | | | | |
| Surgery | Hand-Eye Coordation, Intelligence | | | | |
| Swim | Physical Fitness, Strength | | | | |
| Symbology | Intelligence | | | | |
| Tailoring | Hand-Eye Coordation, Spatial | | | | |
| Tanning | Common Sense | | | | |
| Taste | See description | | | | |
| Teaching | Intelligence, Intuition, Common Sense | | | | |
| Thatching | Common Sense | | | | |
| Tilemaking | Common Sense | | | | |
| Tinkering | Common Sense | | | | |
| Touch | See description | | | | |
| Toxicology | Intelligence | | | | |
| Tracking | Intelligence | | | | |
| Transcribing | Language | | | | |
| Trapping | Common Sense | | | | |
| Trickery | Charisma | | | | |

| SKILLS | | | | | |
|---|---|---|---|---|---|
| **Skill** | **Related Ability** | **Total Modifier** | **Skill Modifier** | **Points Invested** | **Learning Curve** |
| Tumble | Agility | | | | |
| Urinating | Health, Hand-Eye Coordination | | | | |
| Ventriloquism | Intelligence, Enunciation | | | | |
| Wainwrighting | Common Sense | | | | |
| Weapon, General | See Description | | | | |
| Weapon, Specific | See Description | | | | |
| Weapon Mastery | - | | | | |
| Weapon Trick | Hand-Eye Coordination | | | | |
| Weaponsmithing | Spatial | | | | |
| Weather Prediction | Common Sense, Reflection | | | | |
| Weaving | Common Sense | | | | |
| Wheelwrighting | Spatial | | | | |
| Wilderness Lore | Intelligence | | | | |
| Wrestling | Strength, Agility | | | | |
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| Armor Description | | Damage Reduction |
|---|---|---|
| | CAB | |
| | CAH | |
| | CAP | |
| | CAS | |
| | CAB | |
| | CAH | |
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| | CAS | |

| CURRENT ARMOR MODIFIERS | | | | | |
|---|---|---|---|---|---|
| Base Current Armor | Agility Modifier | Armor (General) Modifier | Armor (Specific) Modifiers | Magical Modifiers | Miscellaneous Modifiers |
| | | | | | |
| **CURRENT BPP BY BODY PART** | | | | | |
| Head | Face | Torso, U. | Torso, L. | Groin | Arm, Upper, R |
| | | | | | |
| Arm, Upper, L | Arm, Lower, R | Arm, Lower, L | Hand, Right | Hand, Left | Leg, Upper, R |
| | | | | | |
| Leg, Upper, L | Leg, Lower, R | Leg, Lower, L | Foot, Right | Foot, Left | |
| | | | | | |

| Spell Level | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | 10th |
|---|---|---|---|---|---|---|---|---|---|---|
| **Spells Known** | | | | | | | | | | |

Describe Spellbook:_____
_____

Spell:_____ Discipline:_____
Level:_____ Range:_____
Duration:_____ Area:_____
Effect:_____
_____
_____
Chant:_____Skill Points Invested:_____
Ingredients:_____
Pages in Spellbook:_____ Ingredients stored where:_____

Spell:_____ Discipline:_____
Level:_____ Range:_____
Duration:_____ Area:_____
Effect:_____
_____
_____
Chant:_____Skill Points Invested:_____
Ingredients:_____
Pages in Spellbook:_____ Ingredients stored where:_____

Spell:_____ Discipline:_____
Level:_____ Range:_____
Duration:_____ Area:_____
Effect:_____
_____
_____
Chant:_____Skill Points Invested:_____
Ingredients:_____
Pages in Spellbook:_____ Ingredients stored where:_____

Spell:_____ Discipline:_____
Level:_____ Range:_____
Duration:_____ Area:_____
Effect:_____
_____
_____
Chant:_____Skill Points Invested:_____
Ingredients:_____
Pages in Spellbook:_____ Ingredients stored where:_____

# Appendix 2: Spell Lists



This appendix consists of several lists of spells. First, spells are indexed alphabetically according to discipline. Second, spells are indexed alphabetically according to level. Spells belonging to ceremonial magic are italicized, such as *Evil Sleep I*, while spells belonging to chaos magic have a normal type set.

## Air

1. Bestow Aura
2. Burning Bush
3. Call Acid Rain
4. Call Animals
5. Call Avalanche
6. Call Ball Lightning
7. Call Blizzard
8. Call Chilly Gust
9. Call Comet
10. Call Familiar
11. Call Flood
12. Call Fog
13. Call Gale Wind
14. Call God
15. Call Greater Item
16. Call Guard Dog
17. Call Lesser Being
18. Call Light
19. Call Lightning
20. Call Maggots
21. Call Magic Mail
22. Call Object
23. Call Quake
24. Call Termites
25. Call Tidal Wave
26. Call Vermin
27. *Charm for Direct Vision*
28. *Charm to Break Enchantment*
29. *Divination by Means of a Boy*
30. Drawn and Quartered
31. *Dream Spell*
32. *Evil Sleep II*
33. Evanescence
34. False Alchemy
35. *Fetching Charm*
36. *Fetching Charm for an Unmanageable Woman*
37. Greater Hologram
38. Greater Perpetual Hologram
39. Have Her Cadaver
40. Headless
41. *Indispensable Invisibility*
42. *Invisibility*
43. Internal Infestation
44. Lesser Hologram
45. Mass Evanescence
46. Near Death Experience
47. Palfrey
48. Perpetual Hologram
49. Pillar of Smoke
50. Pillars of Lightning
51. *Prayer of Deliverance*
52. Puddle of Crud
53. Putrid Portrait
54. Random Impaling
55. *Request for a Dream Oracle*
56. *Restraining Rite for Anything*
57. *Resurrection of a Dead Body*
58. *Rite for Acquiring an Assistant Demon*
59. *Rite to Produce an Epiphany of Kore*
60. *Spell for Questioning Corpses*
61. True Name
62. Wishbone
63. Worst Nightmare

## Earth

1. Ablation
2. Acclimation
3. Acidic Touch
4. Alchemy
5. Alter Temperature
6. *An Excellent Spell for Silencing, for Subjecting, and for Restraining*
7. Arachnid Feet
8. Audio Range
9. *Charm to Induce Insomnia II*
10. Cloak
11. Cocoon
12. *Coercive Spell for Restraining*
13. *Contraceptive Spell*
14. Cover Tracks
15. Create Species
16. Decortication
17. Defenistration
18. Develop Breasts
19. Ejaculate Acid
20. Ejaculate Blood
21. Ejaculate Poison
22. Faceless
23. Flight
24. Flyweight
25. Force Fart
26. Frosty Touch

27. Greater Vulnerability to Acid
28. Greater Vulnerability to Air
29. Greater Vulnerability to Armor
30. Greater Vulnerability to Bases
31. Greater Vulnerability to Cholerics
32. Greater Vulnerability to Cold
33. Greater Vulnerability to Discipline
34. Greater Vulnerability to Earth
35. Greater Vulnerability to Electricity
36. Greater Vulnerability to Ethicality
37. Greater Vulnerability to Fire
38. Greater Vulnerability to Immorality
39. Greater Vulnerability to Melancholics
40. Greater Vulnerability to Morality
41. Greater Vulnerability to Phlegmatics
42. Greater Vulnerability to Poison
43. Greater Vulnerability to Sanguines
44. Greater Vulnerability to Skill
45. Greater Vulnerability to Sonics
46. Greater Vulnerability to Unethicality
47. Greater Vulnerability to Weapon
48. Happy Cleaver
49. Heating
50. Hover
51. Hurl Voice
52. Immutable Wound
53. Impotence
54. Intestinal Wreathe
55. Lesser Vulnerability to Acid
56. Lesser Vulnerability to Air
57. Lesser Vulnerability to Armor
58. Lesser Vulnerability to Bases
59. Lesser Vulnerability to Cholerics
60. Lesser Vulnerability to Cold
61. Lesser Vulnerability to Discipline
62. Lesser Vulnerability to Earth
63. Lesser Vulnerability to Electricity
64. Lesser Vulnerability to Ethicality
65. Lesser Vulnerability to Fire
66. Lesser Vulnerability to Immorality
67. Lesser Vulnerability to Melancholics
68. Lesser Vulnerability to Morality
69. Lesser Vulnerability to Phlegmatics
70. Lesser Vulnerability to Poison
71. Lesser Vulnerability to Sanguines
72. Lesser Vulnerability to Skill
73. Lesser Vulnerability to Sonics
74. Lesser Vulnerability to Unethicality
75. Lesser Vulnerability to Weapon
76. Mass Teleportation
77. Mass Vulnerability to Acid
78. Mass Vulnerability to Air
79. Mass Vulnerability to Armor
80. Mass Vulnerability to Bases
81. Mass Vulnerability to Cholerics
82. Mass Vulnerability to Cold
83. Mass Vulnerability to Discipline
84. Mass Vulnerability to Earth
85. Mass Vulnerability to Electricity
86. Mass Vulnerability to Ethicality
87. Mass Vulnerability to Fire
88. Mass Vulnerability to Immorality
89. Mass Vulnerability to Melancholics
90. Mass Vulnerability to Morality
91. Mass Vulnerability to Phlegmatics
92. Mass Vulnerability to Poison
93. Mass Vulnerability to Sanguines
94. Mass Vulnerability to Skill
95. Mass Vulnerability to Sonics
96. Mass Vulnerability to Unethicality
97. Mass Vulnerability to Weapon
98. Minor Transmogrification
99. Ondontoloxia
100. Oophagous
101. Oroanal
102. Perpetual Burn
103. Perpetual Orgasm
104. Phlogistic Augmentation
105. Preservation
106. Preserve Forest
107. Prognathism
108. Random Dismemberment
109. *Restraining Spell*
110. *Rite for Driving out Demons*
111. Rivers Run Red
112. Seal Item
113. Seal Orifice
114. *Strength*
115. Stronger than Before
116. Teleportation
117. Tenesmus
118. Transmogrification
119. Transmogrify Dirt and Mud
120. Transmogrify Flesh to Stone

121. Transmogrify Life
122. Transmogrify Metal and Wood
123. Transmogrify Object
124. *Unattractive*
125. Vanish
126. Varicose Veins
127. Walk on Water
128. Waves Be Still
129. Wooden Carapace

## Ether

1. Ascertain Properties
2. Agelast
3. Akeldama
4. Beguile Foe
5. *Charm for Causing Separation*
6. Charm Small Mammal
7. *Charm to Break Spells*
8. *Charm to Induce Insomnia I*
9. *Charm to Open a Door*
10. Convert to Cannibal
11. *Cup Spell*
12. *Demokritos' Sphere*
13. *Demokritos' Table Gimmicks*
14. Detect Air
15. Detect Choleric Temperament
16. Detect Earth
17. Detect Emotion
18. Detect Ether
19. Detect Ethicality
20. Detect Evanescence
21. Detect Fire
22. Detect Immorality
23. Detect Inferiority
24. Detect Lie
25. Detect Magic
26. Detect Melancholic Temperament
27. Detect Morality
28. Detect Object
29. Detect Phlegmatic Temperament
30. Detect Sanguine Temperament
31. Detect Scent
32. Detect Superiority
33. Detect Surface Thoughts
34. Detect Thoughts
35. Detect Unethicality
36. Detect Water
37. Determine Magic
38. Discursivity
39. *Eternal Spell for Binding a Lover*
40. *Evil Sleep I*
41. *For a Sleeping Woman to Confess the Name of the Man she Loves*
42. Force Falsity
43. Force Favor
44. Force Fear
45. Force Fearlessness
46. Force Feed
47. Force Inferiority Complex
48. Force Mass Fear
49. Force Oblation
50. Force Rancor
51. Force Scream
52. Force Slumber
53. *Foreknowledge Charm I*
54. *Foreknowledge Charm II*
55. Greater Bidding
56. Hearing Voices
57. Imbue Item
58. Immutability
59. Lesser Bidding
60. *Love Spell I*
61. *Love Spell II*
62. *Love Spell III*
63. *Love Spell IV*
64. *Love Spell V*
65. *Love Spell of Attraction I*
66. *Love Spell of Attraction II*
67. *Love Spell of Attraction III*
68. *Love Spell of Attraction IV*
69. *Love Spell of Attraction through Touch*
70. Martyrization
71. Mass Bidding
72. Mass Greater Bidding
73. Nous
74. Odium Theologicum
75. Omniscience
76. *Oracle*
77. Ordained by God
78. Perpetual Slumber
79. Possession
80. Predilection
81. *Pudenda Key Spell*

82. *Recipe for Making a Woman Mad After a Man*
83. Reverse Magic
84. *Spell for Causing Talk while Asleep*
85. *Spell for Restraining Anger*
86. *Spell to Catch a Thief*
87. *Spell to Cause a Woman to Hate a Man*
88. *Spell to Subject and Silence*
89. *Test of Pregnancy*
90. *To Keep Bugs Out of the House*
91. *To Win at Dice*
92. Trance
93. Transference
94. Wet Dream
95. Wish

## Fire

1. All for One
2. Bestow Aching Back
3. Bestow Aeon
4. Bestow Allergy
5. Bestow Asphyxiation
6. Bestow Blindness
7. Bestow Blistering Boils
8. Bestow Century
9. Bestow Convulsion
10. Bestow Deafness
11. Bestow Decade
12. Bestow Disease
13. Bestow Dislocation
14. Bestow Earache
15. Bestow Fatigue
16. Bestow Greater Harm
17. Bestow Harm
18. Bestow Headache
19. Bestow Ingrown Nail
20. Bestow Intoxication
21. Bestow Leprosy
22. Bestow Lesser Harm
23. Bestow Loss of Appetite
24. Bestow Millennium
25. Bestow Muteness
26. Bestow Numbness
27. Bestow Paralysis
28. Bestow Sniffles
29. Bestow Toothache
30. Bestow Tooth-Rot
31. Bestow Ulcer
32. Bestow Virus
33. Brittlebone
34. *Charm to Inflict Harm I*
35. *Charm to Inflict Harm II*
36. *Charm to Inflict Harm III*
37. *Charm to Subject*
38. Conflagration
39. Cryogenics
40. Cryoprobe
41. Detonation
42. Diminish Charisma
43. Diminish Debauchery
44. Diminish Dexterity
45. Diminish Intelligence
46. Diminish Magic
47. Diminish Physique
48. Diminish Piety
49. Diminish Wisdom
50. Divine Maul
51. Electrical Field
52. *Evil Sleep III*
53. Fatal
54. Fatal Fable
55. Fierce Fire
56. *For Ascent of the Uterus*
57. *For Swollen Testicles*
58. Force Ballista
59. Force Missile
60. Greater Electrical Discharge
61. Greater Holocaust
62. Inferno
63. Internal Explosion
64. Ionic Attack
65. Lesser Electrical Damage
66. Lesser Holocaust
67. Living Monstrosity
68. *Madness*
69. Meltdown
70. Miasma
71. Myotomy
72. One for All
73. Pain Berry
74. Perpetual Bleeding
75. Pestilential Host
76. Pestilential Penis
77. Pestilential Pudenda

78. Pillars of Salt
79. Random Mangling
80. *Recipe for Blindness*
81. *Recipe for Blistering Death*
82. *Recipe for Death*
83. *Recipe for Skin Disease*
84. Rot
85. Soulstealer's Black Bolt
86. Spermicidal Sphere
87. Symbol of Ethicality
88. Symbol of Immorality
89. Symbol of Morality
90. Symbol of Unethicality
91. Truncheon

## Water

1. *Aching Feet*
2. *Against every Wild Animal, Aquatic Creature and Robbers*
3. *Against Evil Sleep*
4. *Against Menstruation*
5. Anti-venom
6. Augment Charisma
7. Augment Debauchery
8. Augment Dexterity
9. Augment Intelligence
10. Augment Magic
11. Augment Physique
12. Augment Piety
13. Augment Vision
14. Augment Wisdom
15. Banish Allergy
16. Banish Disease
17. Banish Intoxication
18. Banish Paralysis
19. Banish Poison
20. *Business Spell*
21. Coal Foot
23. Complete Healing
24. Cryotherapy
25. *De Medicamentis*
26. *Favor and Victory Charm*
27. *For an Erection*
28. *For Coughs*
29. *For Discharge of the Eyes*
30. *For Fever with Shivering Fits*
31. Greater Healing
32. Greater Mending
33. *Heal Dislocation or Fracture*
34. Healing
35. Invincibility
36. Invincibility to Acid
37. Invincibility to Air
38. Invincibility to Bases
39. Invincibility to Cold
40. Invincibility to Earth
41. Invincibility to Electricity
42. Invincibility to Fire
43. Invincibility to Gaze
44. Invincibility to Poison
45. Invincibility to Water
46. Lesser Healing
47. Lesser Mending
48. Magical Warning
49. Mass Complete Healing
50. Mass Greater Healing
51. Mass Healing
52. Mass Lesser Healing
53. Mass Protection from Acid
54. Mass Protection from Air
55. Mass Protection from Bases
56. Mass Protection from Cholerics
57. Mass Protection from Cold
58. Mass Protection from Discipline
59. Mass Protection from Earth
60. Mass Protection from Electricity
61. Mass Protection from Ethicality
62. Mass Protection from Fire
63. Mass Protection from Gaze
64. Mass Protection from Immorality
65. Mass Protection from Melancholics
66. Mass Protection from Morality
67. Mass Protection from Phlegmatics
68. Mass Protection from Physical Harm
69. Mass Protection from Poison
70. Mass Protection from Sanguines
71. Mass Protection from Sonics
72. Mass Protection from Unethicality
73. Mass Protection from Water
74. Multiplication of Loaves and Fish
75. Perpetual Healing
76. Pleasure Berry
77. Protection from Acid

78. Protection from Air
79. Protection from Bases
80. Protection from Cholerics
81. Protection from Cold
82. Protection from Discipline
83. Protection from Earth
84. Protection from Electricity
85. Protection from Ethicality
86. Protection from Fire
87. Protection from Gaze
88. Protection from Immorality
89. Protection from Melancholics
90. Protection from Morality
91. Protection from Phlegmatics
92. Protection from Physical Harm
93. Protection from Poison
94. Protection from Sanguines
95. Protection from Sonics
96. Protection from Unethicality
97. Protection from Water
98. Raise Prowess
99. Re-animation
100. Regeneration
101. Revivification
102. Sanitize Food/Beverage
103. *Spell for Removal of Poison*
104. Spermatozoa Rejuvenation

## Level 1

**Air:**

1. Call Chilly Gust
2. Call Familiar
3. Call Fog
4. Call Gale Wind
5. Call Light
6. Call Maggots
7. Call Magic Mail
8. Call Termites
9. *Dream Spell*
10. *Fetching Charm*
11. Headless
12. Lesser Hologram
13. Puddle of Crud
14. Putrid Portrait

**Earth:**

1. Acidic Touch
2. Alter Temperature
3. Arachnid Feet
4. Audio Range
5. Cover Tracks
6. Defenistration
7. Ejaculate Acid
8. Ejaculate Blood
9. Faceless
10. Flyweight
11. Force Fart
12. Frosty Touch
13. Heating
14. Hurl Voice
15. Impotence
16. Lesser Vulnerability to Air
17. Lesser Vulnerability to Armor
18. Lesser Vulnerability to Cold
19. Lesser Vulnerability to Discipline
20. Lesser Vulnerability to Earth
21. Lesser Vulnerability to Electricity
22. Lesser Vulnerability to Fire
23. Lesser Vulnerability to Weapon
24. Ondontoloxia
25. Phlogistic Augmentation
26. Preservation
27. Seal Item
28. Seal Orifice
29. Tenesmus

30. Vanish
31. Varicose Veins
32. Wooden Carapace

**Ether:**

1. Ascertain Properties
2. Beguile Foe
3. Charm Small Mammal
4. *Charm to Induce Insomnia I*
5. *Demokritos' Table Gimmicks*
6. Detect Air
7. Detect Earth
8. Detect Ether
9. Detect Fire
10. Detect Magic
11. Detect Scent
12. Detect Water
13. Determine Magic
14. *Evil Sleep I*
15. *For a Sleeping Woman to Confess the Name of the Man she Loves*
16. Force Inferiority Complex
17. Force Oblation
18. Force Rancor
19. Force Scream
20. Force Slumber
21. *Love Spell I*
22. *Oracle*
23. *Spell to Cause a Woman to Hate a Man*
24. *Test of Pregnancy*
25. *To Keep Bugs Out of the House*
26. *To Win at Dice*

**Fire:**

1. All for One
2. Bestow Aching Back
3. Bestow Earache
4. Bestow Fatigue
5. Bestow Headache
6. Bestow Ingrown Nail
7. Bestow Intoxication
8. Bestow Lesser Harm
9. Bestow Numbness
10. Bestow Sniffles
11. Bestow Toothache
12. Bestow Ulcer
13. Bestow Virus
14. Brittlebone
15. Cryoprobe
16. Detonation
17. Electrical Field
18. Fierce Fire
19. *For Ascent of the Uterus*
20. Force Missile
21. Ionic Attack
22. Lesser Electrical Discharge
23. One for All
24. Pain Berry
25. Rot
26. Spermicidal Sphere

**Water:**

1. *Against Evil Seep*
2. *Against Menstruation*
3. Anti-venom
4. *Business Spell*
5. Coal Foot
6. Cryotherapy
7. *Favor and Victory Charm*
8. *For an Erection*
9. *For Coughs*
10. *For Discharge of the Eyes*
11. Lesser Healing
12. Magical Warning
13. Pleasure Berry
14. Protection from Air
15. Protection from Cold
16. Protection from Discipline
17. Protection from Earth
18. Protection from Electricity
19. Protection from Fire
20. Protection from Water
21. Raise Prowess
22. Sanitize Food/Beverage
23. Spermatozoa Rejuvenation

## Level 2

**Air:**

1. Bestow Aura
2. Call Animals
3. Call Ball Lightning
4. Call Guard Dog
5. Call Lesser Being
6. Call Object
7. False Alchemy
8. *Fetching Charm for an Unmanageable Woman*
9. Internal Infestation
10. Near Death Experience

**Earth:**

1. Acclimation
2. *An Excellent Spell for Silencing, for Subjecting, and for Restraining*
3. Develop Breasts
4. Ejaculate Poison
5. Lesser Vulnerability to Acid
6. Lesser Vulnerability to Bases
7. Lesser Vulnerability to Cholerics
8. Lesser Vulnerability to Melancholics
9. Lesser Vulnerability to Phlegmatics
10. Lesser Vulnerability to Sanguines
11. Lesser Vulnerability to Sonics
12. Minor Transmogrification
13. Oophagous
14. Prognathism
15. *Strength*
16. Stronger than Before
17. *Unattractive*

**Ether:**

1. Agelast
2. *Charm for Causing Separation*
3. *Charm to Open a Door*
4. *Demokritos' Sphere*
5. Detect Choleric Temperament
6. Detect Melancholic Temperament
7. Detect Phlegmatic Temperament
8. Detect Sanguine Temperament
9. Force Favor
10. Force Feed
11. *Love Spell II*
12. *Love Spell of Attraction I*
13. Predilection
14. *Recipe for Making a Woman Mad After a Man*
15. *Spell for Restraining Anger*
16. Trance
17. Wet Dream

**Fire:**

1. Bestow Allergy
2. Bestow Blistering Boils
3. Bestow Dislocation
4. Bestow Harm
5. Bestow Loss of Appetite
6. Bestow Paralysis
7. *Charm to Inflict Harm I*
8. *For Swollen Testicles*
9. Force Ballista
10. Internal Explosion
11. Living Monstrosity
12. Random Mangling
13. *Recipe for Skin Disease*
14. Symbol of Ethicality
15. Symbol of Immorality
16. Symbol of Morality
17. Symbol of Unethicality

**Water:**

1. *Aching Feet*
2. *Against every Wild Animal, Aquatic Creature and Robbers*
3. Banish Intoxication
4. *Heal Dislocation or Fracture*
5. Healing
6. Lesser Mending
7. Protection from Acid
8. Protection from Bases
9. Protection from Cholerics
10. Protection from Gaze
11. Protection from Melancholics
12. Protection from Phlegmatics
13. Protection from Sanguines
14. Protection from Sonics
15. Re-animation
16. *Spell for Removal of Poison*

## Level 3

**Air:**

1. Call Acid Rain
2. Evanescence
3. Have Her Cadaver
4. Greater Hologram
5. *Invisibility*
6. *Request for a Dream Oracle*
7. *Spell for Questioning Corpses*
8. Random Impaling

**Earth:**

1. *Coercive Spell for Restraining*
2. *Contraceptive Spell*
3. Happy Cleaver
4. Hover
5. Intestinal Wreathe
6. Lesser Vulnerability to Ethicality
7. Lesser Vulnerability to Immorality
8. Lesser Vulnerability to Morality
9. Lesser Vulnerability to Poison
10. Lesser Vulnerability to Skill
11. Lesser Vulnerability to Unethicality
12. Walk on Water

**Ether:**

1. *Charm to Break Spells*
2. Convert to Cannibal
3. Detect Ethicality
4. Detect Immorality
5. Detect Morality
6. Detect Unethicality
7. Discursivity
8. *Eternal Spell for Binding a Lover*
9. Force Falsity
10. Force Fear
11. Force Fearlessness
12. Lesser Bidding
13. *Love Spell III*
14. *Love Spell of Attraction II*
15. *Love Spell of Attraction III*
16. *Love Spell of Attraction through Touch*
17. Odium Theologicum
18. Ordained by God
19. *Spell for Causing Talk while Asleep*
20. *Spell to Catch a Thief*

**Fire:**

1. Bestow Disease
2. Bestow Greater Harm
3. Bestow Tooth-Rot
4. Cryogenics
5. Divine Maul
6. Greater Electrical Discharge
7. *Madness*
8. *Recipe for Blindness*

**Water:**

1. Banish Allergy
2. Greater Healing
3. Protection from Ethicality
4. Protection from Immorality
5. Protection from Morality
6. Protection from Physical Harm
7. Protection from Poison
8. Protection from Unethicality

## Level 4

**Air:**

1. Call Greater Item
2. Call Lightning
3. *Charm to Break Enchantment*
4. *Divination by Means of a Boy*
5. Drawn and Quartered
6. *Evil Sleep II*
7. Mass Evanescence
8. *Resurrection of a Dead Body*
9. Palfrey
10. Worst Nightmare

**Earth:**

1. *Charm to Induce Insomnia II*
2. Decortication
3. Flight
4. Greater Vulnerability to Air
5. Greater Vulnerability to Armor
6. Greater Vulnerability to Cold
7. Greater Vulnerability to Discipline
8. Greater Vulnerability to Earth
9. Greater Vulnerability to Electricity
10. Greater Vulnerability to Fire
11. Greater Vulnerability to Weapon
12. Immutable Wound
13. Oroanal
14. Preserve Forest
15. Transmogrify Dirt and Mud
16. Transmogrify Metal and Wood

**Ether:**

1. *Cup Spell*
2. Detect Emotion
3. Detect Inferiority
4. Detect Lie
5. Detect Superiority
6. Detect Surface Thoughts
7. Greater Bidding
8. *Hearing Voices*
9. *Love Spell IV*
10. *Love Spell of Attraction IV*
11. Perpetual Slumber
12. Possession
13. Reverse Magic
14. Transference

**Fire:**

1. Bestow Blindness
2. Bestow Convulsion
3. Bestow Deafness
4. Bestow Decade
5. Bestow Leprosy
6. Bestow Muteness
7. *Charm to Inflict Harm II*
8. Myotomy
9. Pestilential Penis
10. *Recipe for Blistering Death*
11. *Recipe for Death*
12. Truncheon

**Water:**

1. Banish Disease
2. Banish Paralysis
3. Banish Poison
4. Greater Mending
5. Mass Lesser Healing
6. Mass Protection from Air
7. Mass Protection from Cold
8. Mass Protection from Discipline
9. Mass Protection from Earth
10. Mass Protection from Electricity
11. Mass Protection from Fire
12. Mass Protection from Water
13. Multiplication of Loaves and Fish

## Level 5

**Air:**

1. Call Avalanche
2. Call Tidal Wave
3. Call Vermin
4. *Charm for Direct Vision*
5. *Indispensable Invisibility*
6. Perpetual Hologram

**Earth:**

1. Ablation
2. Cocoon
3. Greater Vulnerability to Acid
4. Greater Vulnerability to Bases
5. Lesser Vulnerability to Cholerics
6. Lesser Vulnerability to Melancholics
7. Lesser Vulnerability to Phlegmatics
8. Lesser Vulnerability to Sanguines
9. Greater Vulnerability to Sonics
10. Perpetual Burn
11. Perpetual Orgasm
12. Random Dismemberment
13. Transmogrify Flesh to Stone

**Ether:**

1. *Love Spell V*
2. Detect Thoughts
3. Imbue Item
4. Mass Bidding

**Fire:**

1. Bestow Asphyxiation
2. Bestow Century
3. *Charm to Inflict Harm III*
4. Diminish Charisma
5. Diminish Debauchery
6. Diminish Dexterity
7. Diminish Intelligence
8. Diminish Magic
9. Diminish Physique
10. Diminish Piety
11. Diminish Wisdom
12. Miasma
13. Pestilential Host
14. Pestilential Pudenda
15. Pillars of Salt

**Water:**

1. *For Fever with Shivering Fits*
2. Mass Healing
3. Mass Protection from Acid
4. Mass Protection from Bases
5. Mass Protection from Cholerics
6. Mass Protection from Gaze
7. Mass Protection from Melancholics
8. Mass Protection from Phlegmatics
9. Mass Protection from Sanguines
10. Mass Protection from Sonics
11. Regeneration

## Level 6

**Air:**

1. Call Quake
2. Pillars of Lightning
3. True Name

**Earth:**

1. Alchemy
2. Greater Vulnerability to Ethicality
3. Greater Vulnerability to Immorality
4. Greater Vulnerability to Morality
5. Greater Vulnerability to Poison
6. Greater Vulnerability to Skill
7. Greater Vulnerability to Unethicality
8. Rivers Run Red
9. Transmogrify Object

**Ether:**

1. Akeldama
2. Detect Object
3. *Foreknowledge Charm I*
4. Immutability
5. Mass Greater Bidding
6. *Pudenda Key Spell*
7. *Spell to Subject and Silence*

**Fire:**

1. Bestow Millennium
2. *Charm to Subject*
3. *Evil Sleep III*
4. Perpetual Bleeding

**Water:**

1. Augment Charisma
2. Augment Debauchery
3. Augment Dexterity
4. Augment Intelligence
5. Augment Magic
6. Augment Physique
7. Augment Piety
8. Augment Vision
9. Augment Wisdom
10. Complete Healing
11. *De Medicamentis*
12. Mass Greater Healing
13. Mass Protection from Ethicality
14. Mass Protection from Immorality
15. Mass Protection from Morality
16. Mass Protection from Physical Harm
17. Mass Protection from Poison
18. Mass Protection from Unethicality

## Level 7

**Air:**

1. Call Blizzard
2. Greater Perpetual Hologram
3. *Rite for Acquiring an Assistant Demon*
4. *Rite to Produce an Epiphany of Kore*
5. Wishbone

**Earth:**

1. Mass Vulnerability to Air
2. Mass Vulnerability to Armor
3. Mass Vulnerability to Cold
4. Mass Vulnerability to Discipline
5. Mass Vulnerability to Earth
6. Mass Vulnerability to Electricity
7. Mass Vulnerability to Fire
8. Mass Vulnerability to Weapon
9. *Restraining Spell*
10. *Rite for Driving out Demons*
11. Transmogrify Life

**Ether:**

1. Detect Evanescence
2. Force Mass Fear

**Fire:**

1. Bestow Aeon
2. Conflagration

**Water:**

1. Invincibility to Air
2. Invincibility to Cold
3. Invincibility to Earth
4. Invincibility to Electricity
5. Invincibility to Fire
6. Invincibility to Water
7. Revivification

## Level 8

**Earth:**

1. Mass Vulnerability to Acid
2. Mass Vulnerability to Bases
3. Lesser Vulnerability to Cholerics
4. Lesser Vulnerability to Melancholics
5. Lesser Vulnerability to Phlegmatics
6. Lesser Vulnerability to Sanguines
7. Mass Vulnerability to Sonics
8. Teleportation

**Ether:**

1. Martyrization

**Fire:**

1. Fatal Fable
2. Inferno

**Water:**

1. Invincibility to Acid
2. Invincibility to Bases
3. Invincibility to Gaze
4. Mass Complete Healing

## Level 9

**Air:**

1. Burning Bush
2. *Prayer of Deliverance*
3. *Restraining Rite for Anything*

**Earth:**

1. Mass Vulnerability to Ethicality
2. Mass Vulnerability to Immorality
3. Mass Vulnerability to Morality
4. Mass Vulnerability to Poison
5. Mass Vulnerability to Skill
6. Mass Vulnerability to Unethicality

**Ether:**

1. *Foreknowledge Charm II*
2. Nous

**Fire:**

1. Lesser Holocaust

**Water:**

1. Cloak
2. Invincibility to Poison
3. Mass Teleportation

## Level 10

**Air:**

1. Call Comet
2. Call Flood
3. Call God
4. Pillar of Smoke

**Earth:**

1. Create Species
2. Transmogrification
3. Waves Be Still

**Ether:**

1. Omniscience
2. Wish

**Fire:**

1. Fatal
2. Greater Holocaust
3. Soulstealer's Black Bolt

**Supportation:**

1. Invincibility
2. Perpetual Healing

# Appendix 3: Random Magical Effects

Under certain conditions, random magical effects are possible. Sometimes these effects are the result of obscure or powerful magical items; sometimes they result from an incorrect chant, ingredient, or ritual; sometimes they are actively sought by experimental casters. Players do not roll for random magical effects; only the Aedile may roll for these effects. In this way, a player is unable to guess the effect, since the list is alphabetized. The Aedile will reveal the nature of the effect when appropriate.

Regarding the table below, 'caster' refers to either the caster of a spell, trigger of an effect, or if inapplicable, to the original source such as with a magical item. To determine a random magical effect, roll 1d1000 and roll another 1d10 to see if it was the (1-5) first or (6-10) second thousand, and consult the table below[1]:

0001. 2 gay ogres appear within 3d10 feet and begin butt-plugging as if tomorrow will not exist.
0002. 666 cacodaemons appear within 666 miles and impregnate 666 females in 666 minutes.
0003. A disembodied, winged Manhood of 3d10 feet appears within 3d10 feet, and it is horny.
0004. A gerbil escapes from the target's rump. All who see this are stunned for 1 round.
0005. A human male appears, drops his trousers, removes his scrotum, and offers some.
0006. A mobile radius of 3d10 feet around the caster becomes a pool of sulfuric acid.
0007. A mountain forms instantly underneath the caster, making them 1 mile higher.
0008. A random body part within 3d10 feet doubles its BPP, but this does not affect LP.
0009. A random body part within 3d10 feet halves its BPP, but this does not affect LP.
0010. A Random Magical Effect occurs whenever a spell is cast from the caster this week.
0011. A scratch n' sniff magical symbol of a festering vagina appears on the forehead of the target.
0012. A worm crawls out of the genitals of the caster in search of a better home.
0013. All adult females in the world masturbate tonight while thinking about the caster.
0014. All adult females within 1 mile quest to increase their Cup Size.
0015. All adult males within 1 mile quest to increase their Manhood.

1. This method creates a random distribution from 1-2000 that is random in the sense that each number has the same probability, whereas the simpler 2d1000 produces a distribution in which each number does not have the same probability, such that the probability of 1000 is higher than the probability of 2000.

0016. All air within 3d10 feet transmogrifies into earth.
0017. All air within 3d10 feet transmogrifies into fire.
0018. All air within 3d10 feet transmogrifies into water.
0019. All armor within 3d10 feet acquires an extraordinary magical effect.
0020. All armor within 3d10 feet acquires an ordinary magical effect.
0021. All armor within 3d10 feet shrinks by 50% in size. Characters inside will die of constriction.
0022. All armor within 3d10 feet transmogrifies into air and seems to vanish.
0023. All armor within 3d10 feet transmogrifies into fire. Wearers suffer 3d10 LP of fire damage.
0024. All armor within 3d10 feet transmogrifies into water and splashes onto the ground.
0025. All armor within 3d10 feet transmogrifies into wood. Wearers get splinters.
0026. All backpacks within 3d10 feet become wild dogs.
0027. All bees within 1d10 miles think that pollen is in the ear of the caster.
0028. All blades of swords within 3d10 feet hang limp for 3d10 rounds.
0029. All blind characters within 3d10 feet become able to see.
0030. All blood within 3d10 feet transmogrifies into a random poison. They are immune to poison.
0031. All blood within 3d10 feet transmogrifies into ale. They are now immune to intoxication.
0032. All blood within 3d10 feet transmogrifies into diarrhea. They will always talk shit.
0033. All blood within 3d10 feet transmogrifies into ether. They are now immune to Ether spells.
0034. All blood within 3d10 feet transmogrifies into lava. They are now immune to Fire spells.
0035. All blood within 3d10 feet transmogrifies into liquid gold. They will always piss away a fortune.
0036. All blood within 3d10 feet transmogrifies into mud. They are now immune to Earth spells.
0037. All blood within 3d10 feet transmogrifies into smoke. They are now immune to Air spells.
0038. All blood within 3d10 feet transmogrifies into urine. They will never get pissed off again.
0039. All blood within 3d10 feet transmogrifies into water. They are now immune to Water spells.
0040. All characters within 3d10 feet acquire - 12 CA for 3d10 hours.
0041. All characters within 3d10 feet acquire - 12 SP in their weapon for 3d10 hours.
0042. All characters within 3d10 feet acquire - 15 CA for 3d10 minutes.
0043. All characters within 3d10 feet acquire - 15 SP in their weapon for 3d10 minutes.
0044. All characters within 3d10 feet acquire - 18 CA for 3d10 rounds.
0045. All characters within 3d10 feet acquire - 18 SP in their weapon for 3d10 rounds.
0046. All characters within 3d10 feet acquire - 21 CA for 3d10 seconds.
0047. All characters within 3d10 feet acquire - 21 SP in their weapon for 3d10 seconds.
0048. All characters within 3d10 feet acquire - 3 CA for 3d10 months.
0049. All characters within 3d10 feet acquire - 3 SP in their weapon for 3d10 months.
0050. All characters within 3d10 feet acquire - 6 CA for 3d10 weeks.
0051. All characters within 3d10 feet acquire - 6 SP in their weapon for 3d10 weeks.
0052. All characters within 3d10 feet acquire - 9 CA for 3d10 days.
0053. All characters within 3d10 feet acquire - 9 SP in their weapon for 3d10 days.
0054. All characters within 3d10 feet acquire + 12 CA for 3d10 hours.
0055. All characters within 3d10 feet acquire + 12 SP in their weapon for 3d10 hours.
0056. All characters within 3d10 feet acquire + 15 CA for 3d10 minutes.
0057. All characters within 3d10 feet acquire + 15 SP in their weapon for 3d10 minutes.
0058. All characters within 3d10 feet acquire + 18 CA for 3d10 rounds.
0059. All characters within 3d10 feet acquire + 18 SP in their weapon for 3d10 rounds.
0060. All characters within 3d10 feet acquire + 21 CA for 3d10 seconds.
0061. All characters within 3d10 feet acquire + 21 SP in their weapon for 3d10 seconds.
0062. All characters within 3d10 feet acquire + 3 CA for 3d10 months.
0063. All characters within 3d10 feet acquire + 3 SP in their weapon for 3d10 months.
0064. All characters within 3d10 feet acquire + 6 CA for 3d10 weeks.
0065. All characters within 3d10 feet acquire + 6 SP in their weapon for 3d10 weeks.
0066. All characters within 3d10 feet acquire + 9 CA for 3d10 days.

0067. All characters within 3d10 feet acquire + 9 SP in their weapon for 3d10 days.
0068. All characters within 3d10 feet acquire 1 random anakim trait.
0069. All characters within 3d10 feet acquire 1d10 random anakim traits.
0070. All characters within 3d10 feet acquire 20 SP to allocate without restriction.
0071. All characters within 3d10 feet acquire a bonus of (3d10)% LP.
0072. All characters within 3d10 feet acquire a bonus of 1d10 with a random Specific Weapon skill.
0073. All characters within 3d10 feet acquire a bonus of 1d10 with the Acting (Drama) skill.
0074. All characters within 3d10 feet acquire a bonus of 1d10 with the Agriculture skill.
0075. All characters within 3d10 feet acquire a bonus of 1d10 with the Aim skill.
0076. All characters within 3d10 feet acquire a bonus of 1d10 with the Ambidexterity skill.
0077. All characters within 3d10 feet acquire a bonus of 1d10 with the Anatomy skill.
0078. All characters within 3d10 feet acquire a bonus of 1d10 with the Animal Handling skill.
0079. All characters within 3d10 feet acquire a bonus of 1d10 with the Appraise skill.
0080. All characters within 3d10 feet acquire a bonus of 1d10 with the Architecture skill.
0081. All characters within 3d10 feet acquire a bonus of 1d10 with the Armorsmithing skill.
0082. All characters within 3d10 feet acquire a bonus of 1d10 with the Balance skill.
0083. All characters within 3d10 feet acquire a bonus of 1d10 with the Basketweaving skill.
0084. All characters within 3d10 feet acquire a bonus of 1d10 with the Blacksmithing skill.
0085. All characters within 3d10 feet acquire a bonus of 1d10 with the Blindfighting skill.
0086. All characters within 3d10 feet acquire a bonus of 1d10 with the Bookbinding skill.
0087. All characters within 3d10 feet acquire a bonus of 1d10 with the Bowyer skill.
0088. All characters within 3d10 feet acquire a bonus of 1d10 with the Brass-smithing skill.
0089. All characters within 3d10 feet acquire a bonus of 1d10 with the Brawling skill.
0090. All characters within 3d10 feet acquire a bonus of 1d10 with the Brewing skill.
0091. All characters within 3d10 feet acquire a bonus of 1d10 with the Brickmaking skill.
0092. All characters within 3d10 feet acquire a bonus of 1d10 with the Candlemaking skill.
0093. All characters within 3d10 feet acquire a bonus of 1d10 with the Carpentry skill.
0094. All characters within 3d10 feet acquire a bonus of 1d10 with the Cartography skill.
0095. All characters within 3d10 feet acquire a bonus of 1d10 with the Catching skill.
0096. All characters within 3d10 feet acquire a bonus of 1d10 with the Charioteering skill.
0097. All characters within 3d10 feet acquire a bonus of 1d10 with the Chemistry skill.
0098. All characters within 3d10 feet acquire a bonus of 1d10 with the Cleaning skill.
0099. All characters within 3d10 feet acquire a bonus of 1d10 with the Climb skill.
0100. All characters within 3d10 feet acquire a bonus of 1d10 with the Clockmaking skill.
0101. All characters within 3d10 feet acquire a bonus of 1d10 with the Cobbling skill.
0102. All characters within 3d10 feet acquire a bonus of 1d10 with the Comedy (Buffoonery) skill.
0103. All characters within 3d10 feet acquire a bonus of 1d10 with the Comedy (Physical) skill.
0104. All characters within 3d10 feet acquire a bonus of 1d10 with the Comedy (Pun) skill.
0105. All characters within 3d10 feet acquire a bonus of 1d10 with the Constellations skill.
0106. All characters within 3d10 feet acquire a bonus of 1d10 with the Contortion skill.
0107. All characters within 3d10 feet acquire a bonus of 1d10 with the Cooking skill.
0108. All characters within 3d10 feet acquire a bonus of 1d10 with the Coppersmithing skill.
0109. All characters within 3d10 feet acquire a bonus of 1d10 with the Cosmetics skill.
0110. All characters within 3d10 feet acquire a bonus of 1d10 with the Dance skill.
0111. All characters within 3d10 feet acquire a bonus of 1d10 with the Delousing skill.
0112. All characters within 3d10 feet acquire a bonus of 1d10 with the Diagnosing skill.
0113. All characters within 3d10 feet acquire a bonus of 1d10 with the Direction Sense skill.
0114. All characters within 3d10 feet acquire a bonus of 1d10 with the Disarm skill.
0115. All characters within 3d10 feet acquire a bonus of 1d10 with the Disguise skill.
0116. All characters within 3d10 feet acquire a bonus of 1d10 with the Dismemberment skill.
0117. All characters within 3d10 feet acquire a bonus of 1d10 with the Dying skill.

0118. All characters within 3d10 feet acquire a bonus of 1d10 with the Enameling skill.
0119. All characters within 3d10 feet acquire a bonus of 1d10 with the Engraving skill.
0120. All characters within 3d10 feet acquire a bonus of 1d10 with the Etiquette skill.
0121. All characters within 3d10 feet acquire a bonus of 1d10 with the Fishing skill.
0122. All characters within 3d10 feet acquire a bonus of 1d10 with the Fletching skill.
0123. All characters within 3d10 feet acquire a bonus of 1d10 with the Foresting skill.
0124. All characters within 3d10 feet acquire a bonus of 1d10 with the Forgery skill.
0125. All characters within 3d10 feet acquire a bonus of 1d10 with the Gambling skill.
0126. All characters within 3d10 feet acquire a bonus of 1d10 with the Gemcutting skill.
0127. All characters within 3d10 feet acquire a bonus of 1d10 with the Genealogy skill.
0128. All characters within 3d10 feet acquire a bonus of 1d10 with the Girdlemaking skill.
0129. All characters within 3d10 feet acquire a bonus of 1d10 with the Glassblowing skill.
0130. All characters within 3d10 feet acquire a bonus of 1d10 with the Glovemaking skill.
0131. All characters within 3d10 feet acquire a bonus of 1d10 with the Goldsmithing skill.
0132. All characters within 3d10 feet acquire a bonus of 1d10 with the Grooming skill.
0133. All characters within 3d10 feet acquire a bonus of 1d10 with the Haggling skill.
0134. All characters within 3d10 feet acquire a bonus of 1d10 with the Hairstyling skill.
0135. All characters within 3d10 feet acquire a bonus of 1d10 with the Hatmaking skill.
0136. All characters within 3d10 feet acquire a bonus of 1d10 with the Heraldry skill.
0137. All characters within 3d10 feet acquire a bonus of 1d10 with the Herbalism skill.
0138. All characters within 3d10 feet acquire a bonus of 1d10 with the Hewing skill.
0139. All characters within 3d10 feet acquire a bonus of 1d10 with the Hide skill.
0140. All characters within 3d10 feet acquire a bonus of 1d10 with the Hunting skill.
0141. All characters within 3d10 feet acquire a bonus of 1d10 with the Hurl skill.
0142. All characters within 3d10 feet acquire a bonus of 1d10 with the Impaling skill.
0143. All characters within 3d10 feet acquire a bonus of 1d10 with the Inkmaking skill.
0144. All characters within 3d10 feet acquire a bonus of 1d10 with the Intimidation skill.
0145. All characters within 3d10 feet acquire a bonus of 1d10 with the Juggling skill.
0146. All characters within 3d10 feet acquire a bonus of 1d10 with the Jump skill.
0147. All characters within 3d10 feet acquire a bonus of 1d10 with the Law skill.
0148. All characters within 3d10 feet acquire a bonus of 1d10 with the Locksmithing skill.
0149. All characters within 3d10 feet acquire a bonus of 1d10 with the Lock-picking skill.
0150. All characters within 3d10 feet acquire a bonus of 1d10 with the Logic skill.
0151. All characters within 3d10 feet acquire a bonus of 1d10 with the Mangling skill.
0152. All characters within 3d10 feet acquire a bonus of 1d10 with the Massage skill.
0153. All characters within 3d10 feet acquire a bonus of 1d10 with the Milking skill.
0154. All characters within 3d10 feet acquire a bonus of 1d10 with the Milling skill.
0155. All characters within 3d10 feet acquire a bonus of 1d10 with the Mining skill.
0156. All characters within 3d10 feet acquire a bonus of 1d10 with the Minting skill.
0157. All characters within 3d10 feet acquire a bonus of 1d10 with the Mountaineering skill.
0158. All characters within 3d10 feet acquire a bonus of 1d10 with the Mounted Archery skill.
0159. All characters within 3d10 feet acquire a bonus of 1d10 with the Painting skill.
0160. All characters within 3d10 feet acquire a bonus of 1d10 with the Papermaking skill.
0161. All characters within 3d10 feet acquire a bonus of 1d10 with the Parry skill.
0162. All characters within 3d10 feet acquire a bonus of 1d10 with the Perfumemaking skill.
0163. All characters within 3d10 feet acquire a bonus of 1d10 with the Persuasion skill.
0164. All characters within 3d10 feet acquire a bonus of 1d10 with the Pewtersmithing skill.
0165. All characters within 3d10 feet acquire a bonus of 1d10 with the Philosophy skill.
0166. All characters within 3d10 feet acquire a bonus of 1d10 with the Pick Pocket skill.
0167. All characters within 3d10 feet acquire a bonus of 1d10 with the Pottery skill.
0168. All characters within 3d10 feet acquire a bonus of 1d10 with the Pursemaking skill.

0169. All characters within 3d10 feet acquire a bonus of 1d10 with the Read Lips skill.
0170. All characters within 3d10 feet acquire a bonus of 1d10 with the Remember Detail skill.
0171. All characters within 3d10 feet acquire a bonus of 1d10 with the Riding skill.
0172. All characters within 3d10 feet acquire a bonus of 1d10 with the Ropemaking skill.
0173. All characters within 3d10 feet acquire a bonus of 1d10 with the Rope Use skill.
0174. All characters within 3d10 feet acquire a bonus of 1d10 with the Saddlemaking skill.
0175. All characters within 3d10 feet acquire a bonus of 1d10 with the Sailing skill.
0176. All characters within 3d10 feet acquire a bonus of 1d10 with the Sailmaking skill.
0177. All characters within 3d10 feet acquire a bonus of 1d10 with the Sculpture skill.
0178. All characters within 3d10 feet acquire a bonus of 1d10 with the Search skill.
0179. All characters within 3d10 feet acquire a bonus of 1d10 with the Seduction skill.
0180. All characters within 3d10 feet acquire a bonus of 1d10 with the Sexual Adeptness skill.
0181. All characters within 3d10 feet acquire a bonus of 1d10 with the Sheathmaking skill.
0182. All characters within 3d10 feet acquire a bonus of 1d10 with the Shipwright skill.
0183. All characters within 3d10 feet acquire a bonus of 1d10 with the Sight skill.
0184. All characters within 3d10 feet acquire a bonus of 1d10 with the Silence skill.
0185. All characters within 3d10 feet acquire a bonus of 1d10 with the Silversmithing skill.
0186. All characters within 3d10 feet acquire a bonus of 1d10 with the Skinning skill.
0187. All characters within 3d10 feet acquire a bonus of 1d10 with the Smell skill.
0188. All characters within 3d10 feet acquire a bonus of 1d10 with the Soapmaking skill.
0189. All characters within 3d10 feet acquire a bonus of 1d10 with the Sound skill.
0190. All characters within 3d10 feet acquire a bonus of 1d10 with the Spitting skill.
0191. All characters within 3d10 feet acquire a bonus of 1d10 with the Sprint skill.
0192. All characters within 3d10 feet acquire a bonus of 1d10 with the Stonemasonry skill.
0193. All characters within 3d10 feet acquire a bonus of 1d10 with the Storytelling skill.
0194. All characters within 3d10 feet acquire a bonus of 1d10 with the Surgery skill.
0195. All characters within 3d10 feet acquire a bonus of 1d10 with the Symbology skill.
0196. All characters within 3d10 feet acquire a bonus of 1d10 with the Swim skill.
0197. All characters within 3d10 feet acquire a bonus of 1d10 with the Tailoring skill.
0198. All characters within 3d10 feet acquire a bonus of 1d10 with the Tanning skill.
0199. All characters within 3d10 feet acquire a bonus of 1d10 with the Taste skill.
0200. All characters within 3d10 feet acquire a bonus of 1d10 with the Teaching skill.
0201. All characters within 3d10 feet acquire a bonus of 1d10 with the Thatching skill.
0202. All characters within 3d10 feet acquire a bonus of 1d10 with the Tilemaking skill.
0203. All characters within 3d10 feet acquire a bonus of 1d10 with the Tinkering skill.
0204. All characters within 3d10 feet acquire a bonus of 1d10 with the Touch skill.
0205. All characters within 3d10 feet acquire a bonus of 1d10 with the Toxicology skill.
0206. All characters within 3d10 feet acquire a bonus of 1d10 with the Tracking skill.
0207. All characters within 3d10 feet acquire a bonus of 1d10 with the Transcribing skill.
0208. All characters within 3d10 feet acquire a bonus of 1d10 with the Trapping skill.
0209. All characters within 3d10 feet acquire a bonus of 1d10 with the Trickery skill.
0210. All characters within 3d10 feet acquire a bonus of 1d10 with the Tumble skill.
0211. All characters within 3d10 feet acquire a bonus of 1d10 with the Urinating skill.
0212. All characters within 3d10 feet acquire a bonus of 1d10 with the Ventriloquism skill.
0213. All characters within 3d10 feet acquire a bonus of 1d10 with the Wainwrighting skill.
0214. All characters within 3d10 feet acquire a bonus of 1d10 with the Weather Prediction skill.
0215. All characters within 3d10 feet acquire a bonus of 1d10 with the Weaving skill.
0216. All characters within 3d10 feet acquire a bonus of 1d10 with the Wheelwrighting skill.
0217. All characters within 3d10 feet acquire a bonus of 1d10 with the Wilderness Lore skill.
0218. All characters within 3d10 feet acquire a bonus of 1d10 with the Wrestling skill.
0219. All characters within 3d10 feet acquire a disposition of EI.

0220. All characters within 3d10 feet acquire a disposition of EM.
0221. All characters within 3d10 feet acquire a disposition of EN.
0222. All characters within 3d10 feet acquire a disposition of NI.
0223. All characters within 3d10 feet acquire a disposition of NI.
0224. All characters within 3d10 feet acquire a disposition of NN.
0225. All characters within 3d10 feet acquire a disposition of UI.
0226. All characters within 3d10 feet acquire a disposition of UM.
0227. All characters within 3d10 feet acquire a disposition of UN.
0228. All characters within 3d10 feet acquire a fetish for attempting to kiss their armpits.
0229. All characters within 3d10 feet acquire a fetish for females who want to kill them.
0230. All characters within 3d10 feet acquire a penalty of (3d10)% LP.
0231. All characters within 3d10 feet acquire a penalty of 1d10 with a random Specific Weapon skill.
0232. All characters within 3d10 feet acquire a penalty of 1d10 with the Acting (Drama) skill.
0233. All characters within 3d10 feet acquire a penalty of 1d10 with the Agriculture skill.
0234. All characters within 3d10 feet acquire a penalty of 1d10 with the Aim skill.
0235. All characters within 3d10 feet acquire a penalty of 1d10 with the Ambidexterity skill.
0236. All characters within 3d10 feet acquire a penalty of 1d10 with the Anatomy skill.
0237. All characters within 3d10 feet acquire a penalty of 1d10 with the Animal Handling skill.
0238. All characters within 3d10 feet acquire a penalty of 1d10 with the Appraise skill.
0239. All characters within 3d10 feet acquire a penalty of 1d10 with the Architecture skill.
0240. All characters within 3d10 feet acquire a penalty of 1d10 with the Armorsmithing skill.
0241. All characters within 3d10 feet acquire a penalty of 1d10 with the Balance skill.
0242. All characters within 3d10 feet acquire a penalty of 1d10 with the Basketweaving skill.
0243. All characters within 3d10 feet acquire a penalty of 1d10 with the Blacksmithing skill.
0244. All characters within 3d10 feet acquire a penalty of 1d10 with the Blindfighting skill.
0245. All characters within 3d10 feet acquire a penalty of 1d10 with the Bookbinding skill.
0246. All characters within 3d10 feet acquire a penalty of 1d10 with the Bowyer skill.
0247. All characters within 3d10 feet acquire a penalty of 1d10 with the Brass-smithing skill.
0248. All characters within 3d10 feet acquire a penalty of 1d10 with the Brawling skill.
0249. All characters within 3d10 feet acquire a penalty of 1d10 with the Brewing skill.
0250. All characters within 3d10 feet acquire a penalty of 1d10 with the Brickmaking skill.
0251. All characters within 3d10 feet acquire a penalty of 1d10 with the Candlemaking skill.
0252. All characters within 3d10 feet acquire a penalty of 1d10 with the Carpentry skill.
0253. All characters within 3d10 feet acquire a penalty of 1d10 with the Cartography skill.
0254. All characters within 3d10 feet acquire a penalty of 1d10 with the Catching skill.
0255. All characters within 3d10 feet acquire a penalty of 1d10 with the Charioteering skill.
0256. All characters within 3d10 feet acquire a penalty of 1d10 with the Chemistry skill.
0257. All characters within 3d10 feet acquire a penalty of 1d10 with the Cleaning skill.
0258. All characters within 3d10 feet acquire a penalty of 1d10 with the Climb skill.
0259. All characters within 3d10 feet acquire a penalty of 1d10 with the Clockmaking skill.
0260. All characters within 3d10 feet acquire a penalty of 1d10 with the Cobbling skill.
0261. All characters within 3d10 feet acquire a penalty of 1d10 with the Comedy (Buffoonery) skill.
0262. All characters within 3d10 feet acquire a penalty of 1d10 with the Comedy (Physical) skill.
0263. All characters within 3d10 feet acquire a penalty of 1d10 with the Comedy (Pun) skill.
0264. All characters within 3d10 feet acquire a penalty of 1d10 with the Constellations skill.
0265. All characters within 3d10 feet acquire a penalty of 1d10 with the Contortion skill.
0266. All characters within 3d10 feet acquire a penalty of 1d10 with the Cooking skill.
0267. All characters within 3d10 feet acquire a penalty of 1d10 with the Coppersmithing skill.
0268. All characters within 3d10 feet acquire a penalty of 1d10 with the Cosmetics skill.
0269. All characters within 3d10 feet acquire a penalty of 1d10 with the Dance skill.
0270. All characters within 3d10 feet acquire a penalty of 1d10 with the Delousing skill.

0271. All characters within 3d10 feet acquire a penalty of 1d10 with the Diagnosing skill.
0272. All characters within 3d10 feet acquire a penalty of 1d10 with the Direction Sense skill.
0273. All characters within 3d10 feet acquire a penalty of 1d10 with the Disarm skill.
0274. All characters within 3d10 feet acquire a penalty of 1d10 with the Disguise skill.
0275. All characters within 3d10 feet acquire a penalty of 1d10 with the Dismemberment skill.
0276. All characters within 3d10 feet acquire a penalty of 1d10 with the Dying skill.
0277. All characters within 3d10 feet acquire a penalty of 1d10 with the Enameling skill.
0278. All characters within 3d10 feet acquire a penalty of 1d10 with the Engraving skill.
0279. All characters within 3d10 feet acquire a penalty of 1d10 with the Etiquette skill.
0280. All characters within 3d10 feet acquire a penalty of 1d10 with the Fishing skill.
0281. All characters within 3d10 feet acquire a penalty of 1d10 with the Fletching skill.
0282. All characters within 3d10 feet acquire a penalty of 1d10 with the Foresting skill.
0283. All characters within 3d10 feet acquire a penalty of 1d10 with the Forgery skill.
0284. All characters within 3d10 feet acquire a penalty of 1d10 with the Gambling skill.
0285. All characters within 3d10 feet acquire a penalty of 1d10 with the Gemcutting skill.
0286. All characters within 3d10 feet acquire a penalty of 1d10 with the Genealogy skill.
0287. All characters within 3d10 feet acquire a penalty of 1d10 with the Girdlemaking skill.
0288. All characters within 3d10 feet acquire a penalty of 1d10 with the Glassblowing skill.
0289. All characters within 3d10 feet acquire a penalty of 1d10 with the Glovemaking skill.
0290. All characters within 3d10 feet acquire a penalty of 1d10 with the Goldsmithing skill.
0291. All characters within 3d10 feet acquire a penalty of 1d10 with the Grooming skill.
0292. All characters within 3d10 feet acquire a penalty of 1d10 with the Haggling skill.
0293. All characters within 3d10 feet acquire a penalty of 1d10 with the Hairstyling skill.
0294. All characters within 3d10 feet acquire a penalty of 1d10 with the Hatmaking skill.
0295. All characters within 3d10 feet acquire a penalty of 1d10 with the Heraldry skill.
0296. All characters within 3d10 feet acquire a penalty of 1d10 with the Herbalism skill.
0297. All characters within 3d10 feet acquire a penalty of 1d10 with the Hewing skill.
0298. All characters within 3d10 feet acquire a penalty of 1d10 with the Hide skill.
0299. All characters within 3d10 feet acquire a penalty of 1d10 with the Hunting skill.
0300. All characters within 3d10 feet acquire a penalty of 1d10 with the Hurl skill.
0301. All characters within 3d10 feet acquire a penalty of 1d10 with the Impaling skill.
0302. All characters within 3d10 feet acquire a penalty of 1d10 with the Inkmaking skill.
0303. All characters within 3d10 feet acquire a penalty of 1d10 with the Intimidation skill.
0304. All characters within 3d10 feet acquire a penalty of 1d10 with the Juggling skill.
0305. All characters within 3d10 feet acquire a penalty of 1d10 with the Jump skill.
0306. All characters within 3d10 feet acquire a penalty of 1d10 with the Law skill.
0307. All characters within 3d10 feet acquire a penalty of 1d10 with the Locksmithing skill.
0308. All characters within 3d10 feet acquire a penalty of 1d10 with the Lock-picking skill.
0309. All characters within 3d10 feet acquire a penalty of 1d10 with the Logic skill.
0310. All characters within 3d10 feet acquire a penalty of 1d10 with the Mangling skill.
0311. All characters within 3d10 feet acquire a penalty of 1d10 with the Massage skill.
0312. All characters within 3d10 feet acquire a penalty of 1d10 with the Milking skill.
0313. All characters within 3d10 feet acquire a penalty of 1d10 with the Milling skill.
0314. All characters within 3d10 feet acquire a penalty of 1d10 with the Mining skill.
0315. All characters within 3d10 feet acquire a penalty of 1d10 with the Minting skill.
0316. All characters within 3d10 feet acquire a penalty of 1d10 with the Mountaineering skill.
0317. All characters within 3d10 feet acquire a penalty of 1d10 with the Mounted Archery skill.
0318. All characters within 3d10 feet acquire a penalty of 1d10 with the Painting skill.
0319. All characters within 3d10 feet acquire a penalty of 1d10 with the Papermaking skill.
0320. All characters within 3d10 feet acquire a penalty of 1d10 with the Parry skill.
0321. All characters within 3d10 feet acquire a penalty of 1d10 with the Perfumemaking skill.

0322. All characters within 3d10 feet acquire a penalty of 1d10 with the Persuasion skill.
0323. All characters within 3d10 feet acquire a penalty of 1d10 with the Pewtersmithing skill.
0324. All characters within 3d10 feet acquire a penalty of 1d10 with the Philosophy skill.
0325. All characters within 3d10 feet acquire a penalty of 1d10 with the Pick Pocket skill.
0326. All characters within 3d10 feet acquire a penalty of 1d10 with the Pottery skill.
0327. All characters within 3d10 feet acquire a penalty of 1d10 with the Pursemaking skill.
0328. All characters within 3d10 feet acquire a penalty of 1d10 with the Read Lips skill.
0329. All characters within 3d10 feet acquire a penalty of 1d10 with the Remember Detail skill.
0330. All characters within 3d10 feet acquire a penalty of 1d10 with the Riding skill.
0331. All characters within 3d10 feet acquire a penalty of 1d10 with the Ropemaking skill.
0332. All characters within 3d10 feet acquire a penalty of 1d10 with the Rope Use skill.
0333. All characters within 3d10 feet acquire a penalty of 1d10 with the Saddlemaking skill.
0334. All characters within 3d10 feet acquire a penalty of 1d10 with the Sailing skill.
0335. All characters within 3d10 feet acquire a penalty of 1d10 with the Sailmaking skill.
0336. All characters within 3d10 feet acquire a penalty of 1d10 with the Sculpture skill.
0337. All characters within 3d10 feet acquire a penalty of 1d10 with the Search skill.
0338. All characters within 3d10 feet acquire a penalty of 1d10 with the Seduction skill.
0339. All characters within 3d10 feet acquire a penalty of 1d10 with the Sexual Adeptness skill.
0340. All characters within 3d10 feet acquire a penalty of 1d10 with the Sheathmaking skill.
0341. All characters within 3d10 feet acquire a penalty of 1d10 with the Shipwright skill.
0342. All characters within 3d10 feet acquire a penalty of 1d10 with the Sight skill.
0343. All characters within 3d10 feet acquire a penalty of 1d10 with the Silence skill.
0344. All characters within 3d10 feet acquire a penalty of 1d10 with the Silversmithing skill.
0345. All characters within 3d10 feet acquire a penalty of 1d10 with the Skinning skill.
0346. All characters within 3d10 feet acquire a penalty of 1d10 with the Smell skill.
0347. All characters within 3d10 feet acquire a penalty of 1d10 with the Soapmaking skill.
0348. All characters within 3d10 feet acquire a penalty of 1d10 with the Sound skill.
0349. All characters within 3d10 feet acquire a penalty of 1d10 with the Spitting skill.
0350. All characters within 3d10 feet acquire a penalty of 1d10 with the Sprint skill.
0351. All characters within 3d10 feet acquire a penalty of 1d10 with the Stonemasonry skill.
0352. All characters within 3d10 feet acquire a penalty of 1d10 with the Storytelling skill.
0353. All characters within 3d10 feet acquire a penalty of 1d10 with the Surgery skill.
0354. All characters within 3d10 feet acquire a penalty of 1d10 with the Symbology skill.
0355. All characters within 3d10 feet acquire a penalty of 1d10 with the Swim skill.
0356. All characters within 3d10 feet acquire a penalty of 1d10 with the Tailoring skill.
0357. All characters within 3d10 feet acquire a penalty of 1d10 with the Tanning skill.
0358. All characters within 3d10 feet acquire a penalty of 1d10 with the Taste skill.
0359. All characters within 3d10 feet acquire a penalty of 1d10 with the Teaching skill.
0360. All characters within 3d10 feet acquire a penalty of 1d10 with the Thatching skill.
0361. All characters within 3d10 feet acquire a penalty of 1d10 with the Tilemaking skill.
0362. All characters within 3d10 feet acquire a penalty of 1d10 with the Tinkering skill.
0363. All characters within 3d10 feet acquire a penalty of 1d10 with the Touch skill.
0364. All characters within 3d10 feet acquire a penalty of 1d10 with the Toxicology skill.
0365. All characters within 3d10 feet acquire a penalty of 1d10 with the Tracking skill.
0366. All characters within 3d10 feet acquire a penalty of 1d10 with the Transcribing skill.
0367. All characters within 3d10 feet acquire a penalty of 1d10 with the Trapping skill.
0368. All characters within 3d10 feet acquire a penalty of 1d10 with the Trickery skill.
0369. All characters within 3d10 feet acquire a penalty of 1d10 with the Tumble skill.
0370. All characters within 3d10 feet acquire a penalty of 1d10 with the Urinating skill.
0371. All characters within 3d10 feet acquire a penalty of 1d10 with the Ventriloquism skill.
0372. All characters within 3d10 feet acquire a penalty of 1d10 with the Wainwrighting skill.

0373. All characters within 3d10 feet acquire a penalty of 1d10 with the Weather Prediction skill.
0374. All characters within 3d10 feet acquire a penalty of 1d10 with the Weaving skill.
0375. All characters within 3d10 feet acquire a penalty of 1d10 with the Wheelwrighting skill.
0376. All characters within 3d10 feet acquire a penalty of 1d10 with the Wilderness Lore skill.
0377. All characters within 3d10 feet acquire a penalty of 1d10 with the Wrestling skill.
0378. All characters within 3d10 feet acquire a phobia. (see *Chap. 5: Mind* and *App. 4: Phobias*.)
0379. All characters within 3d10 feet acquire abasiophilia.
0380. All characters within 3d10 feet acquire acrotomophilia.
0381. All characters within 3d10 feet acquire anorexia nervosa.
0382. All characters within 3d10 feet acquire antisocial personality disorder.
0383. All characters within 3d10 feet acquire autoabasiophilia.
0384. All characters within 3d10 feet acquire avoidant personality disorder.
0385. All characters within 3d10 feet acquire bipolar disorder.
0386. All characters within 3d10 feet acquire borderline personality disorder.
0387. All characters within 3d10 feet acquire coprophilia.
0388. All characters within 3d10 feet acquire dementia.
0389. All characters within 3d10 feet acquire dependent personality disorder.
0390. All characters within 3d10 feet acquire depersonalization disorder.
0391. All characters within 3d10 feet acquire depression.
0392. All characters within 3d10 feet acquire dissociative fugue.
0393. All characters within 3d10 feet acquire dissociative identity disorder.
0394. All characters within 3d10 feet acquire erotophonophilia.
0395. All characters within 3d10 feet acquire exhibitionism.
0396. All characters within 3d10 feet acquire formicophilia.
0397. All characters within 3d10 feet acquire frotteurism.
0398. All characters within 3d10 feet acquire generalized anxiety disorder.
0399. All characters within 3d10 feet acquire histrionic personality disorder.
0400. All characters within 3d10 feet acquire hypersomnia.
0401. All characters within 3d10 feet acquire hypoxyphilia.
0402. All characters within 3d10 feet acquire intermittent explosive disorder.
0403. All characters within 3d10 feet acquire kleptomania.
0404. All characters within 3d10 feet acquire mania.
0405. All characters within 3d10 feet acquire narcissistic personality disorder.
0406. All characters within 3d10 feet acquire narratophilia.
0407. All characters within 3d10 feet acquire necrophilia.
0408. All characters within 3d10 feet acquire nymphomania.
0409. All characters within 3d10 feet acquire obsessive-compulsive disorder.
0410. All characters within 3d10 feet acquire obsessive-compulsive personality disorder.
0411. All characters within 3d10 feet acquire obsessive-compulsive washing behavior.
0412. All characters within 3d10 feet acquire panic disorder.
0413. All characters within 3d10 feet acquire paranoia.
0414. All characters within 3d10 feet acquire paranoid personality disorder.
0415. All characters within 3d10 feet acquire pathological gambling.
0416. All characters within 3d10 feet acquire pedophilia.
0417. All characters within 3d10 feet acquire post-traumatic stress disorder.
0418. All characters within 3d10 feet acquire psychosis.
0419. All characters within 3d10 feet acquire pyromania.
0420. All characters within 3d10 feet acquire raptophilia.
0421. All characters within 3d10 feet acquire schizoid personality disorder.
0422. All characters within 3d10 feet acquire schizophrenia.
0423. All characters within 3d10 feet acquire scoptophilia.

0424. All characters within 3d10 feet acquire sexual masochism.
0425. All characters within 3d10 feet acquire sexual sadism.
0426. All characters within 3d10 feet acquire sleepwalking disorder.
0427. All characters within 3d10 feet acquire somnophilia.
0428. All characters within 3d10 feet acquire Tourette's Syndrome.
0429. All characters within 3d10 feet acquire trichotillomania.
0430. All characters within 3d10 feet acquire urophilia.
0431. All characters within 3d10 feet acquire vaginismus.
0432. All characters within 3d10 feet acquire vomerophilia.
0433. All characters within 3d10 feet acquire voyeurism.
0434. All characters within 3d10 feet acquire zoophilia.
0435. All characters within 3d10 feet are (1d100)% resistant to magic.
0436. All characters within 3d10 feet are now each holding a bec de corbin.
0437. All characters within 3d10 feet are now each holding a berdeesh.
0438. All characters within 3d10 feet are now each holding a bipennis.
0439. All characters within 3d10 feet are now each holding a cat-o-nine tails.
0440. All characters within 3d10 feet are now each holding a gladius.
0441. All characters within 3d10 feet are now holding awl pikes.
0442. All characters within 3d10 feet are now holding bastard swords.
0443. All characters within 3d10 feet are now holding bills.
0444. All characters within 3d10 feet are now holding body shields.
0445. All characters within 3d10 feet are now holding broadswords.
0446. All characters within 3d10 feet are now holding bucklers.
0447. All characters within 3d10 feet are now holding bull whips.
0448. All characters within 3d10 feet are now holding cleavers.
0449. All characters within 3d10 feet are now holding cut-and-thrust swords.
0450. All characters within 3d10 feet are now holding daggers.
0451. All characters within 3d10 feet are now holding falchions.
0452. All characters within 3d10 feet are now holding fauchards.
0453. All characters within 3d10 feet are now holding flamberges.
0454. All characters within 3d10 feet are now holding footman's battle axes.
0455. All characters within 3d10 feet are now holding footman's maces.
0456. All characters within 3d10 feet are now holding footman's military picks.
0457. All characters within 3d10 feet are now holding footman's war hammers.
0458. All characters within 3d10 feet are now holding glaives.
0459. All characters within 3d10 feet are now holding guisarmes.
0460. All characters within 3d10 feet are now holding halberds.
0461. All characters within 3d10 feet are now holding hand axes.
0462. All characters within 3d10 feet are now holding hand crossbows.
0463. All characters within 3d10 feet are now holding holy water sprinklers.
0464. All characters within 3d10 feet are now holding horseman's battle axes.
0465. All characters within 3d10 feet are now holding horseman's flails.
0466. All characters within 3d10 feet are now holding horseman's maces.
0467. All characters within 3d10 feet are now holding horseman's military picks.
0468. All characters within 3d10 feet are now holding horseman's war hammers.
0469. All characters within 3d10 feet are now holding hunting knives.
0470. All characters within 3d10 feet are now holding javelins.
0471. All characters within 3d10 feet are now holding long spears.
0472. All characters within 3d10 feet are now holding long swords.
0473. All characters within 3d10 feet are now holding longbows.
0474. All characters within 3d10 feet are now holding mace-axes.

0475. All characters within 3d10 feet are now holding mauls.
0476. All characters within 3d10 feet are now holding medium spears.
0477. All characters within 3d10 feet are now holding military flails.
0478. All characters within 3d10 feet are now holding military forks.
0479. All characters within 3d10 feet are now holding morgensterns.
0480. All characters within 3d10 feet are now holding partisans.
0481. All characters within 3d10 feet are now holding pilums.
0482. All characters within 3d10 feet are now holding pitchforks.
0483. All characters within 3d10 feet are now holding poleaxes.
0484. All characters within 3d10 feet are now holding pry bars.
0485. All characters within 3d10 feet are now holding quarterstaves.
0486. All characters within 3d10 feet are now holding ranseurs.
0487. All characters within 3d10 feet are now holding saps.
0488. All characters within 3d10 feet are now holding scourges.
0489. All characters within 3d10 feet are now holding scythes.
0490. All characters within 3d10 feet are now holding short spears.
0491. All characters within 3d10 feet are now holding short swords.
0492. All characters within 3d10 feet are now holding shortbows.
0493. All characters within 3d10 feet are now holding shovels.
0494. All characters within 3d10 feet are now holding sickles.
0495. All characters within 3d10 feet are now holding sledgehammers.
0496. All characters within 3d10 feet are now holding slings.
0497. All characters within 3d10 feet are now holding spetums.
0498. All characters within 3d10 feet are now holding stilettos.
0499. All characters within 3d10 feet are now holding throwing knives.
0500. All characters within 3d10 feet are now holding torches.
0501. All characters within 3d10 feet are now holding tridents.
0502. All characters within 3d10 feet are now holding voulges.
0503. All characters within 3d10 feet are now holding wheel and ratchet crossbows.
0504. All characters within 3d10 feet are now holding whips.
0505. All characters within 3d10 feet are now holding wooden kite shields.
0506. All characters within 3d10 feet are now holding wooden round shields.
0507. All characters within 3d10 feet are now holding zweihanders.
0508. All characters within 3d10 feet are now naked and covered with honey.
0509. All characters within 3d10 feet are now wearing banded mail.
0510. All characters within 3d10 feet are now wearing brigandine.
0511. All characters within 3d10 feet are now wearing coifs.
0512. All characters within 3d10 feet are now wearing gambesons.
0513. All characters within 3d10 feet are now wearing leather armor.
0514. All characters within 3d10 feet are now wearing scalemail.
0515. All characters within 3d10 feet are now wearing spangenhelms.
0516. All characters within 3d10 feet are now wearing studded leather armor.
0517. All characters within 3d10 feet are now wearing suits of 4-in-1 chainmail.
0518. All characters within 3d10 feet are now wearing suits of 6-in-1 chainmail.
0519. All characters within 3d10 feet are now wearing suits of ceremonial platemail.
0520. All characters within 3d10 feet are now wearing suits of platemail.
0521. All characters within 3d10 feet attempt to commit suicide for 3d10 rounds.
0522. All characters within 3d10 feet attempt to drown the next anakim seen.
0523. All characters within 3d10 feet attempt to drown the next bugbear seen.
0524. All characters within 3d10 feet attempt to drown the next dwarf seen.
0525. All characters within 3d10 feet attempt to drown the next elf seen.

0526. All characters within 3d10 feet attempt to drown the next human seen.
0527. All characters within 3d10 feet attempt to drown the next kobold seen.
0528. All characters within 3d10 feet attempt to drown the next ogre seen.
0529. All characters within 3d10 feet attempt to drown the next troll seen.
0530. All characters within 3d10 feet attempt to hang the next anakim seen from a tree.
0531. All characters within 3d10 feet attempt to hang the next bugbear seen from a tree.
0532. All characters within 3d10 feet attempt to hang the next dwarf seen from a tree.
0533. All characters within 3d10 feet attempt to hang the next elf seen from a tree.
0534. All characters within 3d10 feet attempt to hang the next human seen from a tree.
0535. All characters within 3d10 feet attempt to hang the next kobold seen from a tree.
0536. All characters within 3d10 feet attempt to hang the next ogre seen from a big tree.
0537. All characters within 3d10 feet attempt to hang the next troll seen from a tree.
0538. All characters within 3d10 feet attempt to kill the next character seen who is sleeping.
0539. All characters within 3d10 feet become able to appear as though dead at will.
0540. All characters within 3d10 feet become able to hear earthworms crawling.
0541. All characters within 3d10 feet become able to pass through stone walls 2 feet thick.
0542. All characters within 3d10 feet become able to read 3d10 thoughts once per day.
0543. All characters within 3d10 feet become able to regenerate 1 BPP per hour.
0544. All characters within 3d10 feet become able to see at night as well as during the day.
0545. All characters within 3d10 feet become able to see heat patterns 3d10 feet away at night.
0546. All characters within 3d10 feet become able to smell and identify blood within 3d10 feet.
0547. All characters within 3d10 feet become able to smell the blood of others 3d10 feet away.
0548. All characters within 3d10 feet become able to swallow and digest metallic objects.
0549. All characters within 3d10 feet become afraid of sunlight.
0550. All characters within 3d10 feet become afraid of the dark.
0551. All characters within 3d10 feet become anakim-supremacists.
0552. All characters within 3d10 feet become blind during sunrise and sunset.
0553. All characters within 3d10 feet become blind.
0554. All characters within 3d10 feet become bugbear-supremacists.
0555. All characters within 3d10 feet become covered in fur that is 1d6 inches long.
0556. All characters within 3d10 feet become cured of all diseases.
0557. All characters within 3d10 feet become deaf during conversation.
0558. All characters within 3d10 feet become deaf.
0559. All characters within 3d10 feet become dog-supremacists.
0560. All characters within 3d10 feet become dragon-supremacists.
0561. All characters within 3d10 feet become dwarf-supremacists.
0562. All characters within 3d10 feet become elf-supremacists.
0563. All characters within 3d10 feet become homosexual.
0564. All characters within 3d10 feet become human-supremacists.
0565. All characters within 3d10 feet become hunchbacked, losing (1d10)% of their height.
0566. All characters within 3d10 feet become ill with a random disease for 3d10 days.
0567. All characters within 3d10 feet become immune to Ether spells.
0568. All characters within 3d10 feet become immune to fire, having heads permanently ablaze.
0569. All characters within 3d10 feet become immune to normal weapons.
0570. All characters within 3d10 feet become invisible, as per the spell Evanescence.
0571. All characters within 3d10 feet become kleptomaniacs for silverware.
0572. All characters within 3d10 feet become kobold-supremacists.
0573. All characters within 3d10 feet become nocturnal.
0574. All characters within 3d10 feet become ogre-supremacists.
0575. All characters within 3d10 feet become older by (3d10)% of their age in years.
0576. All characters within 3d10 feet become ostracized by those about whom they care.

0577. All characters within 3d10 feet become retards.
0578. All characters within 3d10 feet become shorter in height by (3d10)%.
0579. All characters within 3d10 feet become slaves in the nearest kobold mine.
0580. All characters within 3d10 feet become taller in height by (3d10)%.
0581. All characters within 3d10 feet become the opposite disposition and gender.
0582. All characters within 3d10 feet become troll-supremacists.
0583. All characters within 3d10 feet become unable to breathe, except with their thumb in their rump.
0584. All characters within 3d10 feet become unable to cast spells, except during sunrise.
0585. All characters within 3d10 feet become unable to defecate, except while sprinting.
0586. All characters within 3d10 feet become unable to feel sexual excitement, except when speaking.
0587. All characters within 3d10 feet become unable to hear anakim.
0588. All characters within 3d10 feet become unable to hear bugbears.
0589. All characters within 3d10 feet become unable to hear dwarves.
0590. All characters within 3d10 feet become unable to hear elves.
0591. All characters within 3d10 feet become unable to hear females.
0592. All characters within 3d10 feet become unable to hear humans.
0593. All characters within 3d10 feet become unable to hear kobolds.
0594. All characters within 3d10 feet become unable to hear males.
0595. All characters within 3d10 feet become unable to hear ogres.
0596. All characters within 3d10 feet become unable to hear trolls.
0597. All characters within 3d10 feet become unable to hold a conversation of more than 100 words.
0598. All characters within 3d10 feet become unable to lie.
0599. All characters within 3d10 feet become unable to reason and are very emotional.
0600. All characters within 3d10 feet become unable to regain MP.
0601. All characters within 3d10 feet become unable to remember faces more than 1 day.
0602. All characters within 3d10 feet become unable to remove their hands from their ankles.
0603. All characters within 3d10 feet become unable to see a foe during combat.
0604. All characters within 3d10 feet become unable to see anakim.
0605. All characters within 3d10 feet become unable to see bugbears.
0606. All characters within 3d10 feet become unable to see dwarves.
0607. All characters within 3d10 feet become unable to see elves.
0608. All characters within 3d10 feet become unable to see females.
0609. All characters within 3d10 feet become unable to see humans.
0610. All characters within 3d10 feet become unable to see kobolds.
0611. All characters within 3d10 feet become unable to see males.
0612. All characters within 3d10 feet become unable to see ogres.
0613. All characters within 3d10 feet become unable to see trolls.
0614. All characters within 3d10 feet become unable to speak, except during sex.
0615. All characters within 3d10 feet become unable to tell the truth.
0616. All characters within 3d10 feet become unable to urinate, except while birds are chirping.
0617. All characters within 3d10 feet become unable to urinate, except while doing a handstand.
0618. All characters within 3d10 feet become unable to use proper etiquette.
0619. All characters within 3d10 feet become younger by (3d10)% of their age in years.
0620. All characters within 3d10 feet become zoophiliacs.
0621. All characters within 3d10 feet believe that every pebble seen is an emerald.
0622. All characters within 3d10 feet believe they are a god for 3d10 days.
0623. All characters within 3d10 feet believe they are each the leader of a powerful army.
0624. All characters within 3d10 feet burn for 3d10 rounds, suffering 1d10 LP per round.
0625. All characters within 3d10 feet can understand Angelic, but cannot speak it.
0626. All characters within 3d10 feet can understand Demonic, but cannot speak it.
0627. All characters within 3d10 feet consider semen an acceptable currency.

0628. All characters within 3d10 feet consider sex an acceptable currency.
0629. All characters within 3d10 feet crave oral sex.
0630. All characters within 3d10 feet decide immediately to go live in the nearest desert.
0631. All characters within 3d10 feet decide to change to a random occupation.
0632. All characters within 3d10 feet decide to take baths together.
0633. All characters within 3d10 feet die from lightning bolts from the sky, except the caster.
0634. All characters within 3d10 feet emit a blinding-white aura during a surprise attack.
0635. All characters within 3d10 feet fail their next Agility sub-ability check.
0636. All characters within 3d10 feet fail their next Analytic Intelligence sub-ability check.
0637. All characters within 3d10 feet fail their next Bodily Attractiveness sub-ability check.
0638. All characters within 3d10 feet fail their next Common Sense sub-ability check.
0639. All characters within 3d10 feet fail their next Drive sub-ability check.
0640. All characters within 3d10 feet fail their next Enunciation sub-ability check.
0641. All characters within 3d10 feet fail their next Facial Charisma sub-ability check.
0642. All characters within 3d10 feet fail their next Hand-Eye Coordination sub-ability check.
0643. All characters within 3d10 feet fail their next Health sub-ability check.
0644. All characters within 3d10 feet fail their next Intuition sub-ability check.
0645. All characters within 3d10 feet fail their next Kinetic Charisma sub-ability check.
0646. All characters within 3d10 feet fail their next Language sub-ability check.
0647. All characters within 3d10 feet fail their next Math sub-ability check.
0648. All characters within 3d10 feet fail their next Physical Fitness sub-ability check.
0649. All characters within 3d10 feet fail their next Reaction Speed sub-ability check.
0650. All characters within 3d10 feet fail their next Reflection sub-ability check.
0651. All characters within 3d10 feet fail their next Rhetorical Charisma sub-ability check.
0652. All characters within 3d10 feet fail their next Spatial Intelligence sub-ability check.
0653. All characters within 3d10 feet fail their next Strength sub-ability check.
0654. All characters within 3d10 feet fail their next Vocal Charisma sub-ability check.
0655. All characters within 3d10 feet fall asleep for 3d10 rounds, then awaken and have sex.
0656. All characters within 3d10 feet fart and diarrhea squirts out.
0657. All characters within 3d10 feet forget what they are doing right now.
0658. All characters within 3d10 feet freeze for 3d10 rounds, suffering 1d10 LP per round.
0659. All characters within 3d10 feet gain (3d10)% Agility.
0660. All characters within 3d10 feet gain (3d10)% Analytic Intelligence.
0661. All characters within 3d10 feet gain (3d10)% Bodily Attractiveness.
0662. All characters within 3d10 feet gain (3d10)% Common Sense.
0663. All characters within 3d10 feet gain (3d10)% Drive.
0664. All characters within 3d10 feet gain (3d10)% Enunciation.
0665. All characters within 3d10 feet gain (3d10)% Facial Charisma.
0666. All characters within 3d10 feet gain (3d10)% Hand-Eye Coordination.
0667. All characters within 3d10 feet gain (3d10)% Health.
0668. All characters within 3d10 feet gain (3d10)% Intuition.
0669. All characters within 3d10 feet gain (3d10)% Kinetic Charisma.
0670. All characters within 3d10 feet gain (3d10)% Language Intelligence.
0671. All characters within 3d10 feet gain (3d10)% Math Intelligence.
0672. All characters within 3d10 feet gain (3d10)% Physical Fitness.
0673. All characters within 3d10 feet gain (3d10)% Reaction Speed.
0674. All characters within 3d10 feet gain (3d10)% Reflection.
0675. All characters within 3d10 feet gain (3d10)% Rhetorical Charisma.
0676. All characters within 3d10 feet gain (3d10)% Spatial Intelligence.
0677. All characters within 3d10 feet gain (3d10)% Strength.
0678. All characters within 3d10 feet gain (3d10)% Vocal Charisma.

0679. All characters within 3d10 feet gain 3d10 points both in ethicality and immorality.
0680. All characters within 3d10 feet give birth to a clone through their Manhood or vagina.
0681. All characters within 3d10 feet grow a fully functional tongue from their forehead.
0682. All characters within 3d10 feet grow fangs identical to those of a wolf.
0683. All characters within 3d10 feet grow gills and may now breathe only underwater as fish.
0684. All characters within 3d10 feet have a random body part as their erogenous zone.
0685. All characters within 3d10 feet know their future for 3d10 days.
0686. All characters within 3d10 feet lose (3d10)% Agility.
0687. All characters within 3d10 feet lose (3d10)% Analytic Intelligence.
0688. All characters within 3d10 feet lose (3d10)% Bodily Attractiveness.
0689. All characters within 3d10 feet lose (3d10)% Common Sense.
0690. All characters within 3d10 feet lose (3d10)% Drive.
0691. All characters within 3d10 feet lose (3d10)% Enunciation.
0692. All characters within 3d10 feet lose (3d10)% Facial Charisma.
0693. All characters within 3d10 feet lose (3d10)% Hand-Eye Coordination.
0694. All characters within 3d10 feet lose (3d10)% Health.
0695. All characters within 3d10 feet lose (3d10)% Intuition.
0696. All characters within 3d10 feet lose (3d10)% Kinetic Charisma.
0697. All characters within 3d10 feet lose (3d10)% Language Intelligence.
0698. All characters within 3d10 feet lose (3d10)% Math Intelligence.
0699. All characters within 3d10 feet lose (3d10)% Physical Fitness.
0700. All characters within 3d10 feet lose (3d10)% Reaction Speed.
0701. All characters within 3d10 feet lose (3d10)% Reflection.
0702. All characters within 3d10 feet lose (3d10)% Rhetorical Charisma.
0703. All characters within 3d10 feet lose (3d10)% Spatial Intelligence.
0704. All characters within 3d10 feet lose (3d10)% Strength.
0705. All characters within 3d10 feet lose (3d10)% Vocal Charisma.
0706. All characters within 3d10 feet lose 3d10 points both in ethicality and immorality.
0707. All characters within 3d10 feet lose all emotions and only eat, sleep, and stare.
0708. All characters within 3d10 feet lose the emotion of anger.
0709. All characters within 3d10 feet lose the emotion of fear.
0710. All characters within 3d10 feet lose the emotion of guilt.
0711. All characters within 3d10 feet lose the emotion of happiness.
0712. All characters within 3d10 feet lose the emotion of hate.
0713. All characters within 3d10 feet lose the emotion of mercy.
0714. All characters within 3d10 feet lose the emotion of praise.
0715. All characters within 3d10 feet lose the emotion of sadness.
0716. All characters within 3d10 feet magically climb the nearest tree and magically fall from the top.
0717. All characters within 3d10 feet must address males as master and females as mistress.
0718. All characters within 3d10 feet must each attempt to eat a silver coin if owned.
0719. All characters within 3d10 feet must fart, burp, puke, and cough, all at once.
0720. All characters within 3d10 feet must fight each other to the death on their knees.
0721. All characters within 3d10 feet must go to the nearest mountaintop and build a cottage.
0722. All characters within 3d10 feet must kneel and beg to be the slaves of the caster.
0723. All characters within 3d10 feet must look up into the sky at least once every 3d10 minutes.
0724. All characters within 3d10 feet must now analyze the logic of every word spoken.
0725. All characters within 3d10 feet must now attempt to rhyme whenever they speak.
0726. All characters within 3d10 feet must now check their armpit for lice every hour while awake.
0727. All characters within 3d10 feet must now clap their hands before each sentence spoken.
0728. All characters within 3d10 feet must now ignore any character who talks to them.
0729. All characters within 3d10 feet must now shun humanoids and befriend only insects.

0730. All characters within 3d10 feet must now shun humanoids and befriend only beasts.
0731. All characters within 3d10 feet must now skip instead of walk.
0732. All characters within 3d10 feet must now speak the name of their god while defecating.
0733. All characters within 3d10 feet must now speak the name of their god while urinating.
0734. All characters within 3d10 feet must now vomit whenever their god is mentioned.
0735. All characters within 3d10 feet must poke-out their own eyes.
0736. All characters within 3d10 feet must scratch itches for 3d10 rounds.
0737. All characters within 3d10 feet must shout obscenities against their king for 3d10 rounds.
0738. All characters within 3d10 feet must shout obscenities against their queen for 3d10 rounds.
0739. All characters within 3d10 feet notice their pubic hair has vanished and never grows again.
0740. All characters within 3d10 feet now believe that all angels are Unethical Immoral.
0741. All characters within 3d10 feet now believe that all cacodaemons are Ethical Moral.
0742. All characters within 3d10 feet now believe that any character who is shorter must die.
0743. All characters within 3d10 feet now believe that any character who is taller must die.
0744. All characters within 3d10 feet now believe that any character within 3d10 feet is a liar.
0745. All characters within 3d10 feet now believe that bathing in urine is healthy.
0746. All characters within 3d10 feet now believe that dung is an excellent source of nutrition.
0747. All characters within 3d10 feet now believe that sex with the living is gross, but the dead is ok.
0748. All characters within 3d10 feet now believe that suicide is the only solution to their woes.
0749. All characters within 3d10 feet now believe that the world is a rhombus.
0750. All characters within 3d10 feet now believe that they are bounty hunters.
0751. All characters within 3d10 feet now believe that they are undead.
0752. All characters within 3d10 feet now believe that they were born from the same rump.
0753. All characters within 3d10 feet now believe that violence with weapons is wrong.
0754. All characters within 3d10 feet now believe that younger characters are their children.
0755. All characters within 3d10 feet now bury everything killed.
0756. All characters within 3d10 feet now call out the name of their previous lover during sex.
0757. All characters within 3d10 feet now cause metal to vibrate when touched.
0758. All characters within 3d10 feet now collect body parts of all kinds.
0759. All characters within 3d10 feet now collect penes (penises) of peasants.
0760. All characters within 3d10 feet now collect semen (penis-pollen) from slaves.
0761. All characters within 3d10 feet now defend the caster with their lives.
0762. All characters within 3d10 feet now defend the target with their lives.
0763. All characters within 3d10 feet now emit within 3d10 feet the odor of burning flesh.
0764. All characters within 3d10 feet now emit within 3d10 feet the odor of rotting flesh.
0765. All characters within 3d10 feet now emit within 3d10 feet the odor of diarrhea.
0766. All characters within 3d10 feet now emit within 3d10 feet the odor of fish.
0767. All characters within 3d10 feet now emit within 3d10 feet the odor of a skunk.
0768. All characters within 3d10 feet now emit within 3d10 feet the odor of sex.
0769. All characters within 3d10 feet now emit within 3d10 feet the odor of cooked meat.
0770. All characters within 3d10 feet now emit within 3d10 feet the odor of sulfur.
0771. All characters within 3d10 feet now enjoy urinating on their feet, but hide it from others.
0772. All characters within 3d10 feet now exercise naked publicly every morning.
0773. All characters within 3d10 feet now have a memory that is less than 3d10 minutes.
0774. All characters within 3d10 feet now have bodily fluids that are addictive to others.
0775. All characters within 3d10 feet now have bodily fluids that taste like honey.
0776. All characters within 3d10 feet now have inverted nipples.
0777. All characters within 3d10 feet now have skin that is black.
0778. All characters within 3d10 feet now have skin that is blue.
0779. All characters within 3d10 feet now have skin that is bronze.
0780. All characters within 3d10 feet now have skin that is brown.

0781. All characters within 3d10 feet now have skin that is golden.
0782. All characters within 3d10 feet now have skin that is gray.
0783. All characters within 3d10 feet now have skin that is green.
0784. All characters within 3d10 feet now have skin that is magenta.
0785. All characters within 3d10 feet now have skin that is orange.
0786. All characters within 3d10 feet now have skin that is peach.
0787. All characters within 3d10 feet now have skin that is pink.
0788. All characters within 3d10 feet now have skin that is purple.
0789. All characters within 3d10 feet now have skin that is red.
0790. All characters within 3d10 feet now have skin that is silvery.
0791. All characters within 3d10 feet now have skin that is white.
0792. All characters within 3d10 feet now have skin that is yellow.
0793. All characters within 3d10 feet now have skin that looks made of stone.
0794. All characters within 3d10 feet now hiccup while telling a lie.
0795. All characters within 3d10 feet now hiccup while telling the truth.
0796. All characters within 3d10 feet now know the language of Buggeric.
0797. All characters within 3d10 feet now know the language of Cigan.
0798. All characters within 3d10 feet now know the language of Dragon.
0799. All characters within 3d10 feet now know the language of Dwarven.
0800. All characters within 3d10 feet now know the language of Elven.
0801. All characters within 3d10 feet now know the language of Ephesia Grammata.
0802. All characters within 3d10 feet now know the language of Gruagan.
0803. All characters within 3d10 feet now know the language of Kobold.
0804. All characters within 3d10 feet now know the language of Sapien.
0805. All characters within 3d10 feet now know the language of Troll.
0806. All characters within 3d10 feet now know the language of Underworld.
0807. All characters within 3d10 feet now orgasm whenever dung is seen.
0808. All characters within 3d10 feet now produce cantharides (a poison) instead of dandruff.
0809. All characters within 3d10 feet now reverse the order of words in spoken sentences.
0810. All characters within 3d10 feet now reverse-fart, sucking air in instead of pushing it out.
0811. All characters within 3d10 feet now run to the nearest mountaintop.
0812. All characters within 3d10 feet now sexually desire their relatives, not others.
0813. All characters within 3d10 feet now shit 1 bar of silver bullion on their birthday.
0814. All characters within 3d10 feet now shout when they try to whisper.
0815. All characters within 3d10 feet now snore loudly during the entire time while asleep.
0816. All characters within 3d10 feet now urinate aconitine (see *Chap. 17: Natural Substances*).
0817. All characters within 3d10 feet now urinate once during each deep sleep.
0818. All characters within 3d10 feet now want to kill every character wearing the color blue.
0819. All characters within 3d10 feet now want to kill every smiling character.
0820. All characters within 3d10 feet now worship the black dwarven god of .
0821. All characters within 3d10 feet now worship the black dwarven god of .
0822. All characters within 3d10 feet now worship the black dwarven god of .
0823. All characters within 3d10 feet now worship the bugbear god of .
0824. All characters within 3d10 feet now worship the bugbear god of .
0825. All characters within 3d10 feet now worship the bugbear god of .
0826. All characters within 3d10 feet now worship the bugbear god of .
0827. All characters within 3d10 feet now worship the bugbear god of .
0828. All characters within 3d10 feet now worship the bugbear god of .
0829. All characters within 3d10 feet now worship the bugbear god of .
0830. All characters within 3d10 feet now worship the bugbear god of .
0831. All characters within 3d10 feet now worship the bugbear god of .

0832. All characters within 3d10 feet now worship the bugbear god of .
0833. All characters within 3d10 feet now worship the bugbear god of .
0834. All characters within 3d10 feet now worship the bugbear god of .
0835. All characters within 3d10 feet now worship the bugbear god of .
0836. All characters within 3d10 feet now worship the bugbear god of .
0837. All characters within 3d10 feet now worship the bugbear god of .
0838. All characters within 3d10 feet now worship the dark elven god of .
0839. All characters within 3d10 feet now worship the dark elven god of .
0840. All characters within 3d10 feet now worship the human god of air.
0841. All characters within 3d10 feet now worship the human god of death.
0842. All characters within 3d10 feet now worship the human god of disease.
0843. All characters within 3d10 feet now worship the human god of fate.
0844. All characters within 3d10 feet now worship the human god of fire.
0845. All characters within 3d10 feet now worship the human god of forests.
0846. All characters within 3d10 feet now worship the human god of gates.
0847. All characters within 3d10 feet now worship the human god of intoxication.
0848. All characters within 3d10 feet now worship the human god of lust.
0849. All characters within 3d10 feet now worship the human god of merchants.
0850. All characters within 3d10 feet now worship the human god of peace.
0851. All characters within 3d10 feet now worship the human god of seasons.
0852. All characters within 3d10 feet now worship the human god of strife.
0853. All characters within 3d10 feet now worship the human god of the sun.
0854. All characters within 3d10 feet now worship the human god of time.
0855. All characters within 3d10 feet now worship the human god of trickery.
0856. All characters within 3d10 feet now worship the human god of truth.
0857. All characters within 3d10 feet now worship the human god of war.
0858. All characters within 3d10 feet now worship the human god of wealth.
0859. All characters within 3d10 feet now worship the human goddess of birth.
0860. All characters within 3d10 feet now worship the human goddess of chance.
0861. All characters within 3d10 feet now worship the human goddess of the dead.
0862. All characters within 3d10 feet now worship the human goddess of earth.
0863. All characters within 3d10 feet now worship the human goddess of happiness.
0864. All characters within 3d10 feet now worship the human goddess of the hearth.
0865. All characters within 3d10 feet now worship the human goddess of liberty.
0866. All characters within 3d10 feet now worship the human goddess of love.
0867. All characters within 3d10 feet now worship the human goddess of the moon.
0868. All characters within 3d10 feet now worship the human goddess of water.
0869. All characters within 3d10 feet now worship the human goddess of wisdom.
0870. All characters within 3d10 feet now worship the kobold god of .
0871. All characters within 3d10 feet now worship the kobold god of .
0872. All characters within 3d10 feet now worship the kobold god of .
0873. All characters within 3d10 feet now worship the kobold god of .
0874. All characters within 3d10 feet now worship the kobold god of .
0875. All characters within 3d10 feet now worship the kobold god of .
0876. All characters within 3d10 feet now worship the kobold god of .
0877. All characters within 3d10 feet now worship the kobold god of .
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0879. All characters within 3d10 feet now worship the kobold god of .
0880. All characters within 3d10 feet now worship the kobold god of .
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0883. All characters within 3d10 feet now worship the kobold god of .
0884. All characters within 3d10 feet now worship the kobold god of .
0885. All characters within 3d10 feet now worship the kobold god of .
0886. All characters within 3d10 feet now worship the kobold god of .
0887. All characters within 3d10 feet now worship the kobold god of .
0888. All characters within 3d10 feet now worship the kobold god of .
0889. All characters within 3d10 feet now worship the kobold god of .
0890. All characters within 3d10 feet now worship the light elven god of .
0891. All characters within 3d10 feet now worship the light elven god of .
0892. All characters within 3d10 feet now worship the subterranean troll god of .
0893. All characters within 3d10 feet now worship the subterranean troll god of .
0894. All characters within 3d10 feet now worship the subterranean troll god of .
0895. All characters within 3d10 feet now worship the subterranean troll god of .
0896. All characters within 3d10 feet now worship the subterranean troll god of .
0897. All characters within 3d10 feet now worship the subterranean troll god of .
0898. All characters within 3d10 feet now worship the subterranean troll god of .
0899. All characters within 3d10 feet now worship the subterranean troll god of .
0900. All characters within 3d10 feet now worship the subterranean troll god of .
0901. All characters within 3d10 feet now worship the white dwarven god of .
0902. All characters within 3d10 feet now worship the white dwarven god of .
0903. All characters within 3d10 feet participate in an orgy for 3d10 hours.
0904. All characters within 3d10 feet pass their next Agility sub-ability check.
0905. All characters within 3d10 feet pass their next Analytic Intelligence sub-ability check.
0906. All characters within 3d10 feet pass their next Bodily Attractiveness sub-ability check.
0907. All characters within 3d10 feet pass their next Common Sense sub-ability check.
0908. All characters within 3d10 feet pass their next Drive sub-ability check.
0909. All characters within 3d10 feet pass their next Enunciation sub-ability check.
0910. All characters within 3d10 feet pass their next Facial Charisma sub-ability check.
0911. All characters within 3d10 feet pass their next Hand-Eye Coordination sub-ability check.
0912. All characters within 3d10 feet pass their next Health sub-ability check.
0913. All characters within 3d10 feet pass their next Intuition sub-ability check.
0914. All characters within 3d10 feet pass their next Kinetic Charisma sub-ability check.
0915. All characters within 3d10 feet pass their next Language sub-ability check.
0916. All characters within 3d10 feet pass their next Math sub-ability check.
0917. All characters within 3d10 feet pass their next Physical Fitness sub-ability check.
0918. All characters within 3d10 feet pass their next Reaction Speed sub-ability check.
0919. All characters within 3d10 feet pass their next Reflection sub-ability check.
0920. All characters within 3d10 feet pass their next Rhetorical Charisma sub-ability check.
0921. All characters within 3d10 feet pass their next Spatial Intelligence sub-ability check.
0922. All characters within 3d10 feet pass their next Strength sub-ability check.
0923. All characters within 3d10 feet pass their next Vocal Charisma sub-ability check.
0924. All characters within 3d10 feet permanently become white dwarves.
0925. All characters within 3d10 feet plot the most painful death for the caster.
0926. All characters within 3d10 feet renounce their god.
0927. All characters within 3d10 feet reverse handedness.
0928. All characters within 3d10 feet see 1d10 of their teeth fall out.
0929. All characters within 3d10 feet see their arms fall off.
0930. All characters within 3d10 feet see their genitalia fall off.
0931. All characters within 3d10 feet see their left ears fall off.
0932. All characters within 3d10 feet see their left hands fall off.
0933. All characters within 3d10 feet see their legs fall off.

0934. All characters within 3d10 feet see their nipples fall off.
0935. All characters within 3d10 feet see their noses fall off.
0936. All characters within 3d10 feet see their right ears fall off.
0937. All characters within 3d10 feet see their right hands fall off.
0938. All characters within 3d10 feet seek to chop down the largest tree in the nearest forest.
0939. All characters within 3d10 feet shit 3d10 random gems per day for 3d10 days.
0940. All characters within 3d10 feet speak in tongues for 3d10 rounds.
0941. All characters within 3d10 feet sprout 1 Manhood on each elbow and knee.
0942. All characters within 3d10 feet teleport into a bugbear subjecting facility.
0943. All characters within 3d10 feet teleport to another time, another land.
0944. All characters within 3d10 feet teleport to the middle of the nearest frontline of war.
0945. All characters within 3d10 feet transmogrify into air and die, but seem to vanish.
0946. All characters within 3d10 feet transmogrify into anakim.
0947. All characters within 3d10 feet transmogrify into base ogres.
0948. All characters within 3d10 feet transmogrify into black dwarves.
0949. All characters within 3d10 feet transmogrify into borbytingarna.
0950. All characters within 3d10 feet transmogrify into brown dwarves.
0951. All characters within 3d10 feet transmogrify into bugbears.
0952. All characters within 3d10 feet transmogrify into cliff ogres.
0953. All characters within 3d10 feet transmogrify into dark elves.
0954. All characters within 3d10 feet transmogrify into earth, die, and appear as earthen statues.
0955. All characters within 3d10 feet transmogrify into fire and die.
0956. All characters within 3d10 feet transmogrify into gruagach ogres.
0957. All characters within 3d10 feet transmogrify into hill trolls.
0958. All characters within 3d10 feet transmogrify into humans.
0959. All characters within 3d10 feet transmogrify into kinder-fressers.
0960. All characters within 3d10 feet transmogrify into kobolds.
0961. All characters within 3d10 feet transmogrify into light elves.
0962. All characters within 3d10 feet transmogrify into subterranean trolls.
0963. All characters within 3d10 feet transmogrify into water, die, and splash to the ground.
0964. All characters within 3d10 feet vomit 3d10 times within 3d10 minutes.
0965. All characters within 3d10 feet vomit bile and blood for 3d10 rounds.
0966. All characters within 3d10 feet vow to disembowel the next character who annoys the caster.
0967. All characters within 3d10 feet vow to kill any character who looks at them the wrong way.
0968. All characters within 3d10 feet will now drink their beverage first, and then eat their meal.
0969. All characters within 3d10 feet will now eat only raw meat.
0970. All characters within 3d10 feet will now far silently, no matter how hard they push.
0971. All characters within 3d10 feet will now orgasm when within 3d10 feet of a lit candle.
0972. All characters within 3d10 feet will now refuse to trim their fingernails and toenails.
0973. All children of the caster will hate their parents and attempt to kill them at age 2d10.
0974. All children of the caster will now have sexualities opposite their true nature.
0975. All clothes and armor within 3d10 feet transmogrify into rope.
0976. All communities within 3d100 miles now have a statue of the caster in a naked pose.
0977. All creatures within 3d10 feet are fully replenished regarding MP.
0978. All creatures within 3d10 feet randomly swap a body part with each other.
0979. All creatures within 3d10 feet transmogrify into air and die, but seem to vanish.
0980. All creatures within 3d10 feet transmogrify into earth, die, and appear as earthen statues.
0981. All creatures within 3d10 feet transmogrify into fire and die.
0982. All creatures within 3d10 feet transmogrify into water, die, and splash to the ground.
0983. All dead objects within 3d10 feet come to life.
0984. All earth within 3d10 feet transmogrifies into air.

0985. All earth within 3d10 feet transmogrifies into fire.
0986. All earth within 3d10 feet transmogrifies into water.
0987. All females who perform fellatio for the caster become 1d10 years younger.
0988. All females within 3d10 feet acquire control over their menstrual cycle.
0989. All females within 3d10 feet become homosexual lovers.
0990. All females within 3d10 feet become must now defecate during each orgasm.
0991. All females within 3d10 feet become must now fart during each orgasm.
0992. All females within 3d10 feet lose their gag reflex.
0993. All females within 3d10 feet must now perform fellatio for the caster.
0994. All females within 3d10 feet must now perform fellatio for the target.
0995. All females within 3d10 feet must perform fellatio 3d10 times per day.
0996. All females within 3d10 feet remain mammals, but lay eggs.
0997. All fire within 3d10 feet transmogrifies into air.
0998. All fire within 3d10 feet transmogrifies into earth.
0999. All fire within 3d10 feet transmogrifies into water.
1000. All forearms within 3d10 feet grow twice as long as the caster is tall.
1001. All genitalia within 3d10 feet increase (3d10)% in size.
1002. All grass within 3d10 feet ceases to grow.
1003. All grass within 3d10 feet dies.
1004. All grass within 3d10 feet grows 3d10 feet long.
1005. All hair within 3d10 feet grows 3d10 inches in length.
1006. All hair within 3d10 feet is replaced with grass that grows as hair once did.
1007. All hair within 3d10 feet vanishes.
1008. All illiterate characters within 3d10 feet learn to read a random language.
1009. All kingdoms within 3d100 miles unite under the nearest king.
1010. All life within 3d10 feet dies.
1011. All limbs within 3d10 feet become paralyzed for 3d10 seconds.
1012. All literate characters within 3d10 feet become illiterate.
1013. All magical items that have unknown properties with the caster are now fully understood.
1014. All males within 3d10 feet become homosexual lovers.
1015. All males within 3d10 feet can now see in total darkness while erect.
1016. All males within 3d10 feet fear that others want to bite off their Manhood.
1017. All males within 3d10 feet must now defecate while ejaculating.
1018. All males within 3d10 feet must now fart while ejaculating.
1019. All males within 3d10 feet now attempt rape during every full moon.
1020. All males within 3d10 feet now believe that farting in public is what the ladies love.
1021. All males within 3d10 feet now believe that rape is wrong.
1022. All males within 3d10 feet now believe that the brown-eye (the rump) tastes like ale.
1023. All males within 3d10 feet now leave Manhood-prints, instead of footprints, where they walk.
1024. All metal within 3d10 feet transmogrifies into stone.
1025. All metal within 3d10 feet transmogrifies into wood.
1026. All pastries within 1 mile now contain 3d10 daphne berries.
1027. All previously shat shit of the caster, ever, becomes sentient and tries to return home.
1028. All rodents within 1 mile run to the caster and follow them for 3d10 hours.
1029. All stone within 3d10 feet transmogrifies into metal.
1030. All stone within 3d10 feet transmogrifies into wood.
1031. All trees within 3d100 feet become shaped like pupoofs (see Buggeric in *Chap. 6: Sociality*).
1032. All trees within 3d100 feet come to life, uproot themselves, and go on a killing spree.
1033. All trees within 3d100 feet transmogrify into air and seem to vanish.
1034. All trees within 3d100 feet transmogrify into fire.
1035. All trees within 3d100 feet transmogrify into water and splash onto the ground.

1036. All water within 3d10 feet transmogrifies into air.
1037. All water within 3d10 feet transmogrifies into earth.
1038. All water within 3d10 feet transmogrifies into fire.
1039. All weapons within 3d10 feet acquire an extraordinary magical effect.
1040. All weapons within 3d10 feet acquire an ordinary magical effect.
1041. All weapons within 3d10 feet transmogrify into air and seem to vanish.
1042. All weapons within 3d10 feet transmogrify into fire. Wielders suffer 1d10 LP of fire damage.
1043. All weapons within 3d10 feet transmogrify into water and splash onto the ground.
1044. All weapons within 3d10 feet transmogrify into wood. Wielders get splinters.
1045. All wood within 3d10 feet transmogrifies into metal.
1046. All wood within 3d10 feet transmogrifies into stone.
1047. An eyeball appears on the nearest Manhood. Daily, it evaluates the truth of 1 statement.
1048. An unbroken chicken egg appears in the vagina of every adult female within 3d10 feet.
1049. Before every meal, the caster curses every god recalled.
1050. By touch, the caster can re-animate corpses 1d10 times, creating faithful undead servants.
1051. Citizens in this kingdom pay taxes based on their genital size: bigger is cheaper.
1052. Citizens in this kingdom pay taxes based on their genital size: smaller is cheaper.
1053. Citizens in this kingdom use children as currency for 3d10 hours.
1054. Citizens in this kingdom use infants as currency for 3d10 hours.
1055. Citizens in this kingdom use sex as currency for 3d10 hours.
1056. Citizens in this kingdom use water as currency for 3d10 hours.
1057. Daily, the caster must drink the next liquid touched or acquire a Random Mental Illness.
1058. Day becomes night, or vice versa.
1059. Either the left or right buttock of the rump of the caster is singed instantaneously for 1d4 LP.
1060. Freckles cover the body of the target, penalizing Bodily Attractiveness by (1d10)%.
1061. Fruit ripens in the cunt-pipe of the nearest female in 3d10 days. If eaten, Drive increases by 1.
1062. Fruit ripens in the cunt-pipe of the nearest female in 3d10 days. If eaten, Drive decreases by 1.
1063. Fruit ripens in the dick-hole of the nearest male in 3d10 days. If eaten, Drive increases by 1.
1064. Fruit ripens in the dick-hole of the nearest male in 3d10 days. If eaten, Drive decreases by 1.
1065. In the nearest community, all characters commit suicide.
1066. In the nearest community, children rule and adults are slaves for 3d10 days.
1067. In the nearest kingdom, females become forbidden to wear clothes.
1068. In the nearest kingdom, females become subject to strip-searching by any male.
1069. In the nearest kingdom, slaves and all royalty swap social classes.
1070. Lightning strikes all creatures within 3d10 feet, causing 10d10 LP of electrocuting damage.
1071. Lightning strikes the caster, causing 10d10 LP of electrocuting damage.
1072. Lightning strikes the nearest tree.
1073. Rain falls within 3d10 miles for the next 3d10 days, regardless of season or climate.
1074. Reroll for 1d10 Random Magical Effects to occur instantly.
1075. Snow falls within 3d10 miles for the next 3d10 days, regardless of season or climate.
1076. The 1d10 characters hated most by the caster become best friends.
1077. The anal hair of the caster grows 1d10 feet long, and obeys the thoughts of the caster.
1078. The appetites of all characters within 3d10 feet double and their BMI quadruples.
1079. The arm of the caster falls off and attacks randomly for 1d4 rounds, causing 1d4 damage.
1080. The bladders vanish from all characters within 3d10 feet and their dung is now always white.
1081. The body parts of the caster double their BPP, except for the head's BPP, which is halved.
1082. The bones of the caster become brittle, suffering 200% damage from pounding weapons.
1083. The breasts of the nearest female grow large and round, and will suffocate her when asleep.
1084. The breath of the caster smells permanently like hot, wet dung. Others will avoid the caster.
1085. The caster accumulates arsenic under their fingernails every day, and should not bite them.
1086. The caster acquires "perma-grin"; no matter what they do, they will smile forever.

1087. The caster acquires 1 higher spell level, though it cannot rise above spell level 10.
1088. The caster acquires a fetish for loose vaginas and acquires a bonus of 3d10 Debauchery.
1089. The caster acquires a funnel chest (see Freak of Nature in *Chap. 2: Body*).
1090. The caster acquires a pigeon chest (see Freak of Nature in *Chap. 2: Body*).
1091. The caster acquires a random spell usable once. Chants, ingredients, and rituals are unnecessary.
1092. The caster acquires a random spell usable once per day, but loses 1 LP per casting.
1093. The caster acquires a supernumerary nipple on a random body part (see Freak of Nature).
1094. The caster acquires the ability to jump: 600% of height horizontally, 300% vertically.
1095. The caster acquires the body, CA, and Sprint of a random creature from Neveria.
1096. The caster acquires the genitalia of the opposite sex on a random body part.
1097. The caster and target each swap weapons and become skilled with the new weapon.
1098. The caster attempts to seduce 3d10 wives, each in front of their husbands.
1099. The caster becomes a vagicidal maniac, and attempts daily to force a vagina to kill itself.
1100. The caster becomes able once per day to transmogrify any object to stone by spitting on it.
1101. The caster becomes able to burp at will with perfect pitch (able to find any musical note).
1102. The caster becomes able to communicate with animals twice per day for 1 minute each time.
1103. The caster becomes able to exhale cyanide gas, causing 3d10 LP to all within 3d10 feet.
1104. The caster becomes able to fart arpeggios up to 240 beats per minute in 16th notes.
1105. The caster becomes able to mimic any humanoid voice if fluent in the same language.
1106. The caster becomes able transmogrify at will for 1 day into a dragon, but only once per year.
1107. The caster becomes fascinated with a random gemstone and will stop at nothing to get it.
1108. The caster becomes unable to cast spells.
1109. The caster begins retracing their footsteps for 1d10 hours and refuses to be interrupted.
1110. The caster believes that others are deluded; dirt is actually silver and saleable.
1111. The caster believes that the nearest humanoid female is their sister.
1112. The caster believes that the sun is angry, approaching, and will burn everything by sunset.
1113. The caster believes that they were born in a dead tree trunk and have bark for protection.
1114. The caster believes they are a housecat for 24 hours, but licks their rump for 48 hours.
1115. The caster believes they are an avatar and can breathe underwater.
1116. The caster cannot remember their name, but remembers every other name heard.
1117. The caster desires to sheathe and unsheathe their vaginal sword, or others if female.
1118. The caster falls asleep and an unknown goddess appears in a dream, granting 3 wishes.
1119. The caster feels pain while urinating for a week, and so will their next sexual partner.
1120. The caster forgets their name and goes by whatever the next character calls them.
1121. The caster grows a 6th finger on each hand, becoming polydactyly (see Freak of Nature).
1122. The caster grows a hole in their forehead that is somewhat similar to a lubricated vagina.
1123. The caster grows a scaly tail. For more information, see Anakim Trait #69.
1124. The caster grows an extra fully functioning eye on a random body part.
1125. The caster grows webs between fingers and toes; they can now swim at their Sprint speed.
1126. The caster hallucinates about the meaning of the universe, acquiring a Random Mental Illness.
1127. The caster hallucinates that 1,001 erect incubi are chasing them for 3d10 rounds.
1128. The caster hallucinates that a giant, UI, rabid hare is trying to rape them with his hare-cock.
1129. The caster hallucinates that a moral and immoral god are fighting, and tries to join in.
1130. The caster hallucinates that a pterodactyl just flew over the party and shat on their foot.
1131. The caster hallucinates that a succubus is sucking on the nipple of a pregnant bear.
1132. The caster hallucinates that all previous dumps will unite for revenge, and might succeed.
1133. The caster hallucinates that an old dragon is making love to a succubus for 3d10 minutes.
1134. The caster hallucinates that characters within 3d10 feet are undead and must be killed.
1135. The caster hallucinates that every character looked at dies instantly.
1136. The caster hallucinates that it is the opposite season and dresses appropriately.
1137. The caster hallucinates that the skin of all characters within 3d10 feet turns inside out.

1138. The caster hallucinates that the target is attempting to rape an ox, but the ox loves the caster.
1139. The caster hallucinates that their flesh is melting away for 3d10 rounds.
1140. The caster hallucinates that their god dies before them, and they become sad for 1 week.
1141. The caster hallucinates that their head exploded, and they must collect all the pieces.
1142. The caster hallucinates that they are an immoral priest for 1 day.
1143. The caster hallucinates that they are an orange and every character is trying to peel them.
1144. The caster hallucinates that they are blind and must pass TH 20 or never see again.
1145. The caster hallucinates that they are falling off a cliff, and then falls to the ground.
1146. The caster hallucinates that they are growing an extra limb from their forehead for 3d10 rounds.
1147. The caster hallucinates that they have leprosy and now fears for that their genitals will fall off.
1148. The caster hallucinates that they have transmogrified into a rock, and tries to roll over others.
1149. The caster hallucinates they are impaled, but somehow they live.
1150. The caster immediately acquires the Weapon Master skill with the next weapon touched.
1151. The caster immediately begins to give head to the next axe handle seen for 3d10 minutes.
1152. The caster implicitly trusts the next creature seen.
1153. The caster is 100% silent while sprinting, but emits the sound of thunder while not sprinting.
1154. The caster is able to recite any message up to 200 words only by reading or hearing once.
1155. The caster is able to shoot flames from their rump 3d10 feet at will, 1d10 BPP damage.
1156. The caster is remorseful for their immoral acts and seeks immediately for forgiveness.
1157. The caster is unbelievably happy, which provokes all within 3d10 feet to attack the caster.
1158. The caster laughs uncontrollably until they hear the word "pupoops" (see Buggeric).
1159. The caster learns a random spell.
1160. The caster masturbates to completion after this spell expires, regardless of the situation at hand.
1161. The caster must attack the next beggar who asks for money.
1162. The caster must attempt to boil in a cauldron the next character seen.
1163. The caster must attempt to decorticate the next character seen.
1164. The caster must attempt to drown the next character seen.
1165. The caster must attempt to enslave and sell the next character seen.
1166. The caster must attempt to enslave the next character seen.
1167. The caster must attempt to pleasure their rump with the back-spike of an axe.
1168. The caster must find 3d10 characters who agree to sex, but then refuse each of them.
1169. The caster must force broccoli into each ear or they become irate and scream until they can.
1170. The caster must insult every character met with an EM disposition.
1171. The caster must insult the next stranger seen, who will immediately attack the caster.
1172. The caster must masturbate in a shrine once per day or acquire a Random Mental Illness.
1173. The caster must now self-apply cosmetics, or immediately seek cosmetics.
1174. The caster must probe a new body cavity each day or acquire a Random Mental Illness.
1175. The caster never needs to wipe their rump again; it is always magically clean.
1176. The caster now awakens each day naked and tied spread-eagle to the ground.
1177. The caster now awakens each day naked beneath a surprised random foe.
1178. The caster now coherently speaks the truth while asleep to those who ask questions.
1179. The caster now has a cumulative 1% chance per spell level that 3d10 c.p. appear.
1180. The caster now has a cumulative 1% chance per spell level that 3d100 c.p. appear.
1181. The caster now has a cumulative 1% chance per spell level that 3d1000 c.p. appear.
1182. The caster now has a cumulative 1% chance per spell level that 3d10 s.p. appear.
1183. The caster now has a cumulative 1% chance per spell level that 3d100 s.p. appear.
1184. The caster now has a cumulative 1% chance per spell level that 3d1000 s.p. appear.
1185. The caster now has a cumulative 1% chance per spell level that 3d10 g.p. appear.
1186. The caster now has a cumulative 1% chance per spell level that 3d100 g.p. appear.
1187. The caster now has a cumulative 1% chance per spell level that 3d1000 g.p. appear.
1188. The caster now has a cumulative 1% chance per spell level that 3d10 b.p. appear.

1189. The caster now has a cumulative 1% chance per spell level that 3d100 b.p. appear.
1190. The caster now has a cumulative 1% chance per spell level that 3d1000 b.p. appear.
1191. The caster now only wants to have sex with pubescent characters.
1192. The caster now only wants to have sex with venerable characters.
1193. The caster now requires 1d10 additional ingredients for this spell (see *App. 5: Ingredients*).
1194. The caster now sleeps in the female position of dark-elven-style.
1195. The caster now sniffs rumps like a dog, and their nose is permanently brown and moist.
1196. The caster now trips other characters in town for fun.
1197. The caster permanently swaps all weapon skill modifiers with the target.
1198. The caster retires and attempts to sell underwear woven from their pubic hair.
1199. The caster runs away in search of a cure for corruption.
1200. The caster seeks to acquire ovaries and cook them like eggs, sunny side up.
1201. The caster stares at some distant place for 1d10 hours and will not be bothered.
1202. The caster starts digging in the ground and does not stop until the hole 10 cubic feet.
1203. The caster swaps a random body part with a random body part of the nearest creature.
1204. The caster teleports into an underground dark-elven home during an orgy.
1205. The caster teleports into the bedchamber of the nearest princess.
1206. The caster teleports into the cave of a base ogre, who just returned.
1207. The caster teleports into the cave of a kinder-fresser ogre, who just returned.
1208. The caster teleports into the cottage of an arguing peasant family.
1209. The caster teleports into the embrace of an erect anakim.
1210. The caster teleports into the hollow tree home of a light elf, who is singing.
1211. The caster thinks the nearest humanoid is a cacodaemon.
1212. The caster thinks they are 1d100 years old.
1213. The caster thinks they are 6 months pregnant, regardless of their sex.
1214. The caster thinks they can fly and seeks heights to prove it.
1215. The caster transmogrifies into a bee and must sting the nipple of a female.
1216. The caster transmogrifies into a crab and uses their pinchers to remove their legs.
1217. The caster transmogrifies into a disembodied vagina for 3d10 rounds.
1218. The caster transmogrifies into an erect Manhood of (1d8 + 3) inches for (1d8 + 3) rounds.
1219. The caster tries to extract teeth from other creatures within 3d10 feet.
1220. The caster tries to huff, puff, and blow down a house.
1221. The caster will attract the opposite gender for 3d10 days as if they have a Charisma of 300.
1222. The caster will do the next 3 things requested, but will kill whoever makes the 4th request.
1223. The character hated most by the caster acquires 1d10 Bodily Attractiveness.
1224. The character hated most by the caster acquires 1d10 Facial Charisma.
1225. The character hated most by the caster acquires 1d10 Intelligence.
1226. The character hated most by the caster acquires 1d10 Physical Fitness.
1227. The character hated most by the caster acquires 1d10 Strength.
1228. The character hated most by the caster acquires 1d10 Wisdom.
1229. The character hated most by the caster acquires 1d1000 s.p.
1230. The character hated most by the target acquires 1d1000 s.p.
1231. The clit of the nearest female becomes 3d10 cubic inches for 3d10 days.
1232. The clit of the nearest female becomes identical in size and shape to her eye.
1233. The ear-hair of the caster grows 1d10 feet long, and obeys the thoughts of the caster.
1234. The ears of all characters within 3d10 feet become pointed and their genitalia shrink by (3d10)%.
1235. The entire body of the caster is branded with the names of previous sexual partners.
1236. The entire living family of the caster appears within a radius of 3d10 feet.
1237. The eyes of all characters within 3d10 feet transmogrify into cubes and cannot move.
1238. The eyes of the caster become sentient and eat their brain until death in 3d10 rounds.
1239. The eyes of the caster become sweet and attract bees that try to sting the pupil, which is fatal.

1240. The fingernails of the caster transmogrify into obsidian.
1241. The fingernails of the caster transmogrify into silver.
1242. The fingernails of the caster transmogrify into steel.
1243. The gas-hole of the caster dilates to 1d10 inches in circumference whenever rain is smelt.
1244. The genitalia of the target are swapped with the caster.
1245. The ground transmogrifies into desert within 3d10 feet centered underneath the caster.
1246. The ground transmogrifies into fire within 3d10 feet centered underneath the caster.
1247. The ground transmogrifies into flesh within 3d10 feet centered underneath the caster.
1248. The ground transmogrifies into ice within 3d10 feet centered underneath the caster.
1249. The ground transmogrifies into stone within 3d10 feet centered underneath the caster.
1250. The ground transmogrifies into water within 3d10 feet centered underneath the caster.
1251. The ground transmogrifies into wood within 3d10 feet centered underneath the caster.
1252. The hair of the nearest bugbear becomes implanted on the chest of the caster.
1253. The head of the caster explodes, causing 3d10 fire damage to all within 3d10 feet.
1254. The heads of the caster and target fall off and they die. The heads shrink to 1 inch in size.
1255. The height and weight of the caster increase respectively by (1d20)% and (1d100)%.
1256. The ideal mate of the caster appears before them, naked, willing, and treacherous.
1257. The ideal mate of the target appears before them, naked, willing, and treacherous.
1258. The immediate possessions of all characters within 3d10 feet transmogrify into maggots.
1259. The irises of all characters within 3d10 feet become black.
1260. The irises of all characters within 3d10 feet become blue.
1261. The irises of all characters within 3d10 feet become green.
1262. The irises of all characters within 3d10 feet become red.
1263. The irises of all characters within 3d10 feet become white.
1264. The irises of all characters within 3d10 feet become yellow.
1265. The left eye of all characters within 3d10 feet now twitches, once per minute.
1266. The legs of the caster now bend backward, gaining (2d10)% Sprint speed.
1267. The local government actually cares about its citizens for 3d10 hours and tries to help them.
1268. The local government tries for 3d10 hours to kill its citizens.
1269. The Manhood of the nearest male becomes a proboscis and feeds him by sucking out organs.
1270. The Manhood of the nearest male becomes cold as ice while erect.
1271. The Manhood of the nearest male becomes detachable.
1272. The Manhood of the nearest male becomes identical in size and shape to his thumb.
1273. The Manhood of the nearest male bends at a right angle while erect.
1274. The Manhood of the nearest male can think, speak, and must eat to survive.
1275. The Manhood of the nearest male grows long enough that it will strangle him when asleep.
1276. The Manhood of the nearest male is now inverted and hurts while erect.
1277. The Manhood of the nearest male now becomes prehensile while erect.
1278. The Manhood of the nearest male sings when within 3d10 feet of royalty.
1279. The Manhood vanishes permanently from the nearest male.
1280. The nasal hair of the caster grows 1d10 feet long, and obeys the thoughts of the caster.
1281. The nearest 2 kingdoms declare war on each other.
1282. The nearest 2 wives join forces to kill their husbands.
1283. The nearest acrobat seeks the caster so they can throw knives at them during a show.
1284. The nearest animal handler seeks the caster and attempts to tame them like a wild dog.
1285. The nearest appraiser seeks the caster to tell them they are worthless.
1286. The nearest armorer seeks the caster to make a piece of armor for them for free.
1287. The nearest artist paints a mural of the death of the caster.
1288. The nearest assassin is now trying to kill the caster.
1289. The nearest bailiff thinks the caster escaped them.
1290. The nearest baker makes a random baked good laced with arsenic and offers it to the caster.

1291. The nearest bandit thinks the caster is rich and is preparing an ambush.
1292. The nearest barber seeks to remove 3d10 teeth from the caster.
1293. The nearest bard becomes famous for singing a tale of how the caster died.
1294. The nearest baron declares war on the caster.
1295. The nearest barrister has the caster tried for slander.
1296. The nearest beadle appears and tells the caster that they must get to work in the fields.
1297. The nearest beggar seeks the caster and will beg the caster to beg for them.
1298. The nearest berserker will attempt to convert the LP of the caster to the AP of the berserker.
1299. The nearest blacksmith attempts to restrain the caster and use them as an anvil.
1300. The nearest bladesmith appears and tries to test the sharpness of a blade on the caster.
1301. The nearest body of water floods for 3d10 hours.
1302. The nearest bookbinder will attempt to make a book from the skin of the caster.
1303. The nearest bounty hunter is now trying to bring the caster to justice.
1304. The nearest bowyer appears and tries to test his latest bow by shooting arrows at the caster.
1305. The nearest brazier will try to sell the caster a brass urn with the name of the caster engraved.
1306. The nearest brewer seeks the caster and offers a tankard filled with ale and swine urine.
1307. The nearest brickmaker will attempt to seal the caster within bricks while asleep.
1308. The nearest brotheler appears and offers the services of a whore for 1 s.p. to the caster.
1309. The nearest building catches fire.
1310. The nearest butcher seeks the caster and attempts to make a random meat product from them.
1311. The nearest cabinetmaker seeks to sell a cabinet with 3d10 unknown hidden gems to the caster.
1312. The nearest carpenter appears with a saw to see if the caster is harder to saw than wood.
1313. The nearest carter appears with a heavily loaded cart and attempts to rundown the caster.
1314. The nearest cartwright wants to build a cart and cover it with the hide of the caster.
1315. The nearest carver thinks that the caster is an unfinished figurine, and wants to finish them.
1316. The nearest cat kills the nearest rat and drags it before the caster.
1317. The nearest chambermaid seeks the caster and cleans the caster of their valuables.
1318. The nearest chancellor seeks the caster and attempts to forcibly convert them.
1319. The nearest chandler seeks the caster for fat to make soap, and will take it by force.
1320. The nearest character to the caster must pass a Health sub-ability check at TH 24 or die.
1321. The nearest charioteer appears with a chariot and races toward the caster, spear ready.
1322. The nearest cheesemaker seeks the caster and offers cheese laced with semen.
1323. The nearest chieftain of gruagach declares the caster to be a foe of the tribe.
1324. The nearest claspmaker appears at night and attempts to restrain the caster with their clasps.
1325. The nearest clerk seeks the caster and brings a contract for the caster to sign away their life.
1326. The nearest clockmaker appears and tells the caster that they will live only until midnight.
1327. The nearest cobbler seeks the caster and bears shoes made for the caster of human hide.
1328. The nearest collier appears and attempts to test their charcoal by roasting the caster on a spit.
1329. The nearest community establishes a holiday today in honor of the presence of the caster.
1330. The nearest community marches to war against a random community within 100 miles.
1331. The nearest community now blames the caster for all their woes.
1332. The nearest community now worships the caster as a god or goddess.
1333. The nearest community of bugbears will raid the nearest community of humans tonight.
1334. The nearest community of humans will burn down the nearest forest of elves tonight.
1335. The nearest community of kobolds goes to war with the nearest community of dwarves.
1336. The nearest cook seeks the caster and offers a dessert laced with daphne berries.
1337. The nearest coppersmith seeks the caster to force them to be their apprentice.
1338. The nearest courtesan appears soaked in cum and runs away claiming the caster raped her.
1339. The nearest cowherd seeks the caster, bringing 3d10 cattle and trying to trample the caster.
1340. The nearest cupbearer seeks the caster and offers a goblet of wine laced with aconitine.
1341. The nearest cutler appears with 3d10 new throwing knives and hurls them at the caster.

1342. The nearest dairymaid seeks the caster and offers a jug of breast-milk.
1343. The nearest dancer seeks the caster and tries to impress them by dancing naked.
1344. The nearest delouser seeks the caster and offers to remove lice for 10 s.p.
1345. The nearest dicemaker seeks the caster and attempts to take their knucklebones.
1346. The nearest dockwalloper seeks the caster and tries to lift them.
1347. The nearest doctor seeks the caster and hopes to learn about their innards.
1348. The nearest dog kills the nearest cat and drags it before the caster.
1349. The nearest draper seeks the caster and tries to sell cheap linen for 20 s.p.
1350. The nearest druid seeks the caster and lectures them about valuing trees.
1351. The nearest duke declares war on the caster.
1352. The nearest dyer seeks the blood of the caster for red dye.
1353. The nearest enameler seeks the caster and tries to commission work.
1354. The nearest engineer finishes an elaborate bridge with 3d10 statues of the caster on it.
1355. The nearest engraver just engraved in public 3d10 threats against the life of the caster.
1356. The nearest farmer thinks the caster is ready to be harvested, and seeks them with a sickle.
1357. The nearest female becomes able to control her Cup Size at will.
1358. The nearest female becomes able to detach her breasts at will.
1359. The nearest female becomes able to know her immediate future while performing fellatio.
1360. The nearest female becomes able to read a mind while performing fellatio for him.
1361. The nearest female becomes invisible whenever she pinches both of her nipples.
1362. The nearest female becomes the sexual obsession of the nearest king.
1363. The nearest female begins reciting moral adages and masturbating in public.
1364. The nearest female believes her name is Cuntrina and demands to be called by her name.
1365. The nearest female believes she was the guest of honor at an orgy last night.
1366. The nearest female dreams for 3d10 nights of sex with he whom she hates most.
1367. The nearest female fetus gets pregnant during childbirth.
1368. The nearest female grabs the scrotum of the nearest male.
1369. The nearest female grows beef curtains (inner vaginal lips) that hang 3d10 inches.
1370. The nearest female is now famous for servicing 3d100 males in 1 night.
1371. The nearest female is now naked, except for a leather collar naming her new owner.
1372. The nearest female must jack-off 1d10 ogres before she can sleep again.
1373. The nearest female must mention her breasts in each conversation.
1374. The nearest female must now speak through her vagina.
1375. The nearest female must perform fellatio for any male who batters her.
1376. The nearest female now insists that males must stare at her breasts.
1377. The nearest female now says every day that she is a cuntress.
1378. The nearest female now secretes urine during an orgasm, and urinates egg-juice.
1379. The nearest female obeys commands from males while she is naked.
1380. The nearest female performs a striptease for the nearest male.
1381. The nearest female will not be respected by others unless she is naked.
1382. The nearest fisherman finds an engraved ring that says the caster must die for the rest to live.
1383. The nearest fishmonger seeks the caster and offers a diseased fish, though it looks healthy.
1384. The nearest fletcher seeks the caster and offers free arrows if the caster agrees to sex.
1385. The nearest forester seeks the caster, tries to bind them in the woods, and fell a tree on them.
1386. The nearest fuller seeks the caster and offers a free wool garment infested with bedbugs.
1387. The nearest furrier seeks the caster and offers a free fur infested with ticks.
1388. The nearest gardener seeks the caster and tries to plant them, hoping the caster will grow.
1389. The nearest gemcutter thinks the skull of the caster is the largest diamond known.
1390. The nearest gilder seeks the skull of the caster and wants to overlay it with gold.
1391. The nearest girdler will attempt to strangle the caster from behind with a belt.
1392. The nearest gladiator appears armed and ready, and rushes the caster.

1393. The nearest glassblower just made a flask for poison intended to kill the caster.
1394. The nearest glover will attempt to strangle the caster to test the feel of their new gloves.
1395. The nearest goldsmith will attempt to sell a golden product to the caster for 1,000 s.p.
1396. The nearest grocer thinks the caster stole from them and seeks justice.
1397. The nearest groom thinks the caster is an animal and must clean the caster.
1398. The nearest hatter just made a hat for the caster and demands payment.
1399. The nearest healer attempts to heal the caster by bloodletting, by force if necessary.
1400. The nearest herbalist will try to sell the root of poison hemlock to the caster as good medicine.
1401. The nearest hewer seeks the caster to dig a ditch for them, and will kill if refused.
1402. The nearest hierophant considers the caster a blasphemer and wants them punished.
1403. The nearest hunter considers the caster to be fair game and begins hunting now.
1404. The nearest inkmaker is convinced that blood-ink is best and wants the blood of the caster.
1405. The nearest innkeeper seeks the caster and offers a room for free, but intends to rob the caster.
1406. The nearest interpreter misinterpreted a character, and now thinks that the caster must die.
1407. The nearest ironmonger tries to sell an iron pry bar to the caster, and will kill if refused.
1408. The nearest jeweler tells the local militia that the caster stole all their jewelry.
1409. The nearest juggler wants to try a new trick, juggling the dismembered hands of the caster.
1410. The nearest king allows the caster anything they want within reason.
1411. The nearest king seeks the caster so that they may be thanked, praised, dismembered, and eaten.
1412. The nearest king transfers his authority for 1 day to the lowest slave.
1413. The nearest kingdom declares war on the most distant kingdom.
1414. The nearest knacker tells the local militia that the caster stole a harness.
1415. The nearest knight quests for his king to slay the caster.
1416. The nearest laborer brings a bucket of water to the caster and asks for tribute.
1417. The nearest lacemaker seeks the caster and tries to sell lace and sex.
1418. The nearest laundress seeks the caster and offers to clean their clothes.
1419. The nearest linkboy seeks the caster and offers to take them anywhere in the nearest town.
1420. The nearest locksmith will give a strange key to the caster and run for their life.
1421. The nearest lord seeks the caster and welcomes them to their community.
1422. The nearest mage seeks the caster and insults their use of magic.
1423. The nearest male acquires a fatal attraction for redheaded, trashy courtesans.
1424. The nearest male acquires a fetish of performing cunnilingus on a menstruating female.
1425. The nearest male and female now believe that they must run off together and make babies.
1426. The nearest male and female vow to marry each other tomorrow.
1427. The nearest male and his next sexual partner fuse at the genitals.
1428. The nearest male becomes a vagitarian, preferring cunnilingus daily.
1429. The nearest male becomes a vagitearian, and must tear vaginas or die trying.
1430. The nearest male becomes the sexual obsession of the nearest queen.
1431. The nearest male feels burning sexual desire for fellatio, and asks for some mouth-cunt.
1432. The nearest male grabs the breasts of the nearest female.
1433. The nearest male is now famous for servicing 3d100 females in 1 night.
1434. The nearest male must mention his Manhood in each conversation.
1435. The nearest male must perform cunnilingus for any female who nags him.
1436. The nearest male must try to fist-fuck the next female seen who is sleeping.
1437. The nearest male now acquires 1 s.p. whenever he causes a female to orgasm.
1438. The nearest male now ejaculates urine, and urinates semen.
1439. The nearest male now produces 1d10 quarts of semen per ejaculation per day.
1440. The nearest male strips and does his best impression of a sundial.
1441. The nearest male thinks he is a sex god and demands tribute.
1442. The nearest male transmogrifies into a female with an obese torso and skinny limbs.
1443. The nearest male will now ejaculate baneberry juice whenever fellatio is received.

1444. The nearest marbler seeks the caster and tries to sell them a product of marble.
1445. The nearest mason seeks the caster and tries to sell them a product of stone.
1446. The nearest master must attempt to rape their favorite apprentice, and the caster knows it.
1447. The nearest master treats their apprentices like they actually value them for 3d10 days.
1448. The nearest mercenary seeks the caster and asks if they need protection.
1449. The nearest messenger appears and delivers a message that the caster has 1 day to live.
1450. The nearest militiaman seeks to apprehend the caster for treason.
1451. The nearest miller seeks the caster and offers grain at bargain prices.
1452. The nearest miner seeks the caster, says that tons of silver was found, and asks for help.
1453. The nearest minter appears with a militiaman and says the caster tried to steal their die.
1454. The nearest money-lender thinks the caster owes them 3d1000 s.p., plus interest.
1455. The nearest mountain becomes flat plains within 1d10 minutes.
1456. The nearest mountain now resembles a breast with a snowy nipple.
1457. The nearest mountaineer seeks the caster and says there are riches on the nearest mountain.
1458. The nearest musician composed a popular song about various ways the caster should die.
1459. The nearest navigator seeks the caster to venture with them across the waves for silver.
1460. The nearest papermaker seeks the caster and tries to sell a book for spells.
1461. The nearest pawnshopman is selling possessions of the caster that were just stolen.
1462. The nearest perfumer seeks the caster and hopes the caster will wear their perfume.
1463. The nearest pewterer seeks the caster and offers cheap products of pewter.
1464. The nearest pick pocket seeks, and tries to steal from, the caster.
1465. The nearest potter will try to sell pottery to the caster, or throw a pot at their head.
1466. The nearest poulterer will offer tasty chicken to the caster in exchange for casting a spell.
1467. The nearest prince tells others that the caster committed adultery with the princess.
1468. The nearest public executioner seeks to execute the caster.
1469. The nearest pursemaker tells the caster they would look good wearing a purse.
1470. The nearest ranger seeks the caster and offers service as a guide in the wilderness.
1471. The nearest reeve seeks the caster, convinced that the caster must work in the fields, now.
1472. The nearest ropemaker seeks the caster and tells them that their expensive order is ready.
1473. The nearest ruffian hates the caster, seeks them, and tries to hit their head with a pry bar.
1474. The nearest saddler seeks the caster and tells them that their expensive order is ready.
1475. The nearest sage seeks the caster and attempts to hire them as protection during research.
1476. The nearest sailmaker seeks the caster and tells them that their expensive order is ready.
1477. The nearest sailor seeks the caster and explains that riches exist across the waves.
1478. The nearest scholar posits the theory that the caster is the cause of all local woes.
1479. The nearest schoolmaster teaches children that all casters deserve to die.
1480. The nearest scribe copies a book that suggests the caster is the cause of all local woes.
1481. The nearest sheather makes a sheathe for a vaginal sword. Every character talks about it.
1482. The nearest shepherd claims the caster did unspeakable things with sheep last night.
1483. The nearest sheriff appears with militiamen and demands 3d100 s.p. in taxes.
1484. The nearest shipwright seeks the caster and tells them that their vessel is finished.
1485. The nearest silversmith seeks the caster and tells them that their expensive order is ready.
1486. The nearest skinner thinks that the caster is an animal and that their skin must be removed.
1487. The nearest slave appears, says they ran away, and asks if the caster will be master.
1488. The nearest slave-trader seeks the caster as a runaway slave who needs to be branded.
1489. The nearest soapmaker who is male appears and is violating a laundress.
1490. The nearest soldier seeks the caster as an important prisoner of war.
1491. The nearest sorcerer seeks the caster and attempts to kill them with spells.
1492. The nearest spy reports to their king that the caster is plotting to kill the king.
1493. The nearest squire appears and asks the caster to save them from a cruel knight.
1494. The nearest stabler tells the militia that the caster is a horse-thief.

1495. The nearest swineherd tells the militia that the caster killed 3d10 swine last night.
1496. The nearest tailor will offer to make quality clothing for the caster and let them live.
1497. The nearest tanner thinks that the skin of the caster must be tanned.
1498. The nearest tavernkeeper will try to sell their tavern to the caster.
1499. The nearest thatcher will ask the caster for help, and brawls if refused.
1500. The nearest tilemaker seeks the caster and tells them that their expensive order is ready.
1501. The nearest tinker will try to kill the caster with a knife for what they have done.
1502. The nearest trapper sets a trap for the caster, and it does 3d10 LP of damage.
1503. The nearest vintner seeks the blood of the caster as flavoring for their wine.
1504. The nearest wainwright seeks the caster and tells them that their expensive wagon is ready.
1505. The nearest weaponsmith appears and tries to test a new weapon on the head of the caster.
1506. The nearest weaver weaves a tapestry with a scene depicting the mutilation of the caster.
1507. The nearest wench seeks the caster and invites them to her tavern.
1508. The nearest wheelwright seeks the caster and tells them that their expensive order is ready.
1509. The nearest whore seeks the caster and offers pleasures of the flesh for 3d10 s.p.
1510. The nearest wine-crier seeks the caster and asks for an unbiased opinion on wine.
1511. The next 2 characters seen by the caster must fight to the death for amusement.
1512. The next attack causes an additional 3d10 LP damage.
1513. The next character known intimately or well by the caster dies who tells lies.
1514. The next character who lies knowingly to the caster will choke immediately to death.
1515. The next character who lies knowingly to the target will choke immediately to death.
1516. The next female at whom the caster looks will queef loudly 3d10 times in a row.
1517. The next female with Charisma over 120 orgasms upon seeing the last place the caster shat.
1518. The next hypothetical statement said by the caster becomes a factual statement.
1519. The next meal cooked within 3d10 feet of the caster contains botulism.
1520. The next spell cast by the caster will no longer require ingredients.
1521. The next spell cast within 3d10 feet and 3d10 hours will fail automatically.
1522. The next spell the caster attempts to learn is automatically successful.
1523. The next time the caster swallows, 1d4 grains of arsenic will also be swallowed.
1524. The next wound to the caster becomes permanent, sentient, and begs others to kill it.
1525. The noses of the caster and target are moved magically right below their rump.
1526. The poisonous seeds of young cocklebur appear in all cauldrons within 1d1000 feet.
1527. The pubic hair of all characters within 3d10 feet grows instantly 3d10 feet in length.
1528. The pubic hair of the caster grows 1d10 feet long, and obeys the thoughts of the caster.
1529. The racial hatred scores are reversed for all characters within 3d10 feet of the caster.
1530. The right and left arms of the caster are switched; elbows are in front.
1531. The scrotum of the nearest male grows 1 inch per round and will not stop until TH 30.
1532. The scrotum of the nearest male swells to 3d100 cubic inches for 3d10 days.
1533. The semen of the caster now reproduces after ejaculation at the same rate as in his scrotum.
1534. The semen of the nearest male can now impregnate anything and make half-breeds.
1535. The semen of the nearest male enlarges breasts 1 Cup Size upon contact.
1536. The semen of the nearest male is now flammable, like oil.
1537. The semen of the nearest male now neutralizes poison if both are swallowed.
1538. The semen of the nearest male turns characters invisible upon contact until dried.
1539. The skin of the caster hardens, looking like bark. The caster acquires a bonus of 1d10 CA.
1540. The skin of the target is peeled magically like a banana; innards are exposed and they die cold.
1541. The speech of the caster is now punctuated by orgasmic grunts and moans.
1542. The target acquires a bodily feature as a Freak of Nature (see *Chap. 2: Body*).
1543. The target grows wings of a dove that are scaled appropriately, and flies away.
1544. The target implicitly trusts the next creature seen.
1545. The target now coherently speaks the truth while asleep to those who ask questions.

1546. The target trips and falls.
1547. The target will attempt to suck the tongue of the next character seen, no matter which gender.
1548. The underarm hair of the caster grows 1d10 feet long, and obeys the thoughts of the caster.
1549. The vagina of the nearest female can think, speak, and must eat to survive.
1550. The vaginal lips of the nearest female grow 1 inch per round and will not stop until TH 30.
1551. The vaginas and rumps switch places on all females within 3d10 feet.
1552. The veins in the Manhood or breasts of the caster glow in the dark, visible 1d1000 feet away.
1553. The Wisdom of the nearest female becomes decreased by (3d10)% whenever she is naked.
1554. This spell is cast: Ablation.
1555. This spell is cast: Acclimation.
1556. This spell is cast: Aching Feet.
1557. This spell is cast: Acidic Touch.
1558. This spell is cast: *Against every Wild Animal, Aquatic Creature, and Robbers.*
1559. This spell is cast: *Against Evil Sleep*.
1560. This spell is cast: *Against Menstruation*.
1561. This spell is cast: Agelast.
1562. This spell is cast: Akeldama.
1563. This spell is cast: Alchemy.
1564. This spell is cast: Alter Temperature.
1565. This spell is cast: *An Excellent Spell for Silencing, for Subjecting, and for Restraining.*
1566. This spell is cast: Anti-venom.
1567. This spell is cast: Arachnid Feet.
1568. This spell is cast: Ascertain Properties.
1569. This spell is cast: Audio Range.
1570. This spell is cast: Augment Charisma.
1571. This spell is cast: Augment Dexterity.
1572. This spell is cast: Augment Intelligence.
1573. This spell is cast: Augment Physique.
1574. This spell is cast: Augment Wisdom.
1575. This spell is cast: Banish Allergy.
1576. This spell is cast: Banish Disease.
1577. This spell is cast: Banish Intoxication.
1578. This spell is cast: Banish Paralysis.
1579. This spell is cast: Banish Poison.
1580. This spell is cast: Beguile Foe.
1581. This spell is cast: Bestow Aching Back.
1582. This spell is cast: Bestow Aeon.
1583. This spell is cast: Bestow Allergy.
1584. This spell is cast: Bestow Asphyxiation.
1585. This spell is cast: Bestow Aura.
1586. This spell is cast: Bestow Blindness.
1587. This spell is cast: Bestow Blistering Boils.
1588. This spell is cast: Bestow Century.
1589. This spell is cast: Bestow Contortion.
1590. This spell is cast: Bestow Convulsion.
1591. This spell is cast: Bestow Deafness.
1592. This spell is cast: Bestow Decade.
1593. This spell is cast: Bestow Disease.
1594. This spell is cast: Bestow Fatigue.
1595. This spell is cast: Bestow Greater Harm.
1596. This spell is cast: Bestow Harm.

1597. This spell is cast: Bestow Intoxication.
1598. This spell is cast: Bestow Leprosy.
1599. This spell is cast: Bestow Lesser Harm.
1600. This spell is cast: Bestow Loss of Appetite.
1601. This spell is cast: Bestow Millennium.
1602. This spell is cast: Bestow Muteness.
1603. This spell is cast: Bestow Numbness.
1604. This spell is cast: Bestow Paralysis.
1605. This spell is cast: Bestow Virus.
1606. This spell is cast: Brittlebone.
1607. This spell is cast: Burning Bush.
1608. This spell is cast: *Business Spell*.
1609. This spell is cast: Call Acid Rain.
1610. This spell is cast: Call Animals.
1611. This spell is cast: Call Avalanche.
1612. This spell is cast: Call Ball Lightning.
1613. This spell is cast: Call Blizzard.
1614. This spell is cast: Call Chilly Gust.
1615. This spell is cast: Call Familiar.
1616. This spell is cast: Call Flood.
1617. This spell is cast: Call Fog.
1618. This spell is cast: Call Gale Wind.
1619. This spell is cast: Call Greater Item.
1620. This spell is cast: Call Guard Dog.
1621. This spell is cast: Call Lesser Being.
1622. This spell is cast: Call Light.
1623. This spell is cast: Call Lightning.
1624. This spell is cast: Call Maggots.
1625. This spell is cast: Call Magic Mail.
1626. This spell is cast: Call Object.
1627. This spell is cast: Call Quake.
1628. This spell is cast: Call Tidal Wave.
1629. This spell is cast: Call Vermin.
1630. This spell is cast: Predilection.
1631. This spell is cast: Preservation.
1632. This spell is cast: *Charm for Causing Separation*.
1633. This spell is cast: *Charm for Direct Vision*.
1634. This spell is cast: *Charm Small Mammal*.
1635. This spell is cast: *Charm to Break Enchantment*.
1636. This spell is cast: *Charm to Break Spells*.
1637. This spell is cast: *Charm to Induce Insomnia I*.
1638. This spell is cast: *Charm to Induce Insomnia II*.
1639. This spell is cast: *Charm to Inflict Harm I*.
1640. This spell is cast: *Charm to Inflict Harm II*.
1641. This spell is cast: *Charm to Inflict Harm III*.
1642. This spell is cast: *Charm to Open a Door*.
1643. This spell is cast: *Charm to Subject*.
1644. This spell is cast: Coal Foot.
1645. This spell is cast: Cocoon.
1646. This spell is cast: *Coercive Spell for Restraining*.
1647. This spell is cast: Complete Healing.

1648. This spell is cast: Conflagration.
1649. This spell is cast: *Contraceptive Spell*.
1650. This spell is cast: Convert to Cannibal.
1651. This spell is cast: Cover Tracks.
1652. This spell is cast: Create Species.
1653. This spell is cast: Cryogenics.
1654. This spell is cast: Cryoprobe.
1655. This spell is cast: Cryotherapy.
1656. This spell is cast: *Cup Spell*.
1657. This spell is cast: *De Medicamentis*.
1658. This spell is cast: Decortication.
1659. This spell is cast: *Demokritos' Sphere*.
1660. This spell is cast: *Demokritos' Table Gimmicks*.
1661. This spell is cast: Detect Air.
1662. This spell is cast: Detect Choleric Temperament.
1663. This spell is cast: Detect Earth.
1664. This spell is cast: Detect Emotion.
1665. This spell is cast: Detect Ether.
1666. This spell is cast: Detect Ethicality.
1667. This spell is cast: Detect Evanescence.
1668. This spell is cast: Detect Fire.
1669. This spell is cast: Detect Immorality.
1670. This spell is cast: Detect Lie.
1671. This spell is cast: Detect Magic.
1672. This spell is cast: Detect Melancholic Temperament.
1673. This spell is cast: Detect Morality.
1674. This spell is cast: Detect Object.
1675. This spell is cast: Detect Phlegmatic Temperament.
1676. This spell is cast: Detect Sanguine Temperament.
1677. This spell is cast: Detect Surface Thoughts.
1678. This spell is cast: Detect Thoughts.
1679. This spell is cast: Detect Unethicality.
1680. This spell is cast: Detect Water.
1681. This spell is cast: Determine Magic.
1682. This spell is cast: Detonation.
1683. This spell is cast: Develop Breasts.
1684. This spell is cast: Diminish Charisma.
1685. This spell is cast: Diminish Dexterity.
1686. This spell is cast: Diminish Intelligence.
1687. This spell is cast: Diminish Physique.
1688. This spell is cast: Diminish Wisdom.
1689. This spell is cast: Discursivity.
1690. This spell is cast: *Divination by Means of a Boy*.
1691. This spell is cast: Divine Maul.
1692. This spell is cast: Drawn and Quartered.
1693. This spell is cast: *Dream Spell*.
1694. This spell is cast: Ejaculate Acid.
1695. This spell is cast: Ejaculate Blood.
1696. This spell is cast: Ejaculate Poison.
1697. This spell is cast: Electrical Field.
1698. This spell is cast: *Eternal Spell for Binding a Lover*.

1699. This spell is cast: Evanescence.
1700. This spell is cast: *Evil Sleep I*.
1701. This spell is cast: *Evil Sleep II*.
1702. This spell is cast: *Evil Sleep III*.
1703. This spell is cast: False Alchemy.
1704. This spell is cast: Fatal Fable.
1705. This spell is cast: Fatal.
1706. This spell is cast: *Favor and Victory Charm*.
1707. This spell is cast: *Fetching Charm for an Unmanageable Woman*.
1708. This spell is cast: *Fetching Charm*.
1709. This spell is cast: Fierce Fire.
1710. This spell is cast: Flight.
1711. This spell is cast: Flyweight.
1712. This spell is cast: *For a Sleeping Woman to Confess the Name of the Man she Loves*.
1713. This spell is cast: *For an Erection*.
1714. This spell is cast: *For Ascent of the Uterus*.
1715. This spell is cast: *For Coughs*.
1716. This spell is cast: *For Discharge of the Eyes*.
1717. This spell is cast: *For Fever with Shivering Fits*.
1718. This spell is cast: *For Swollen Testicles*.
1719. This spell is cast: Force Ballista.
1720. This spell is cast: Force Falsity.
1721. This spell is cast: Force Fart.
1722. This spell is cast: Force Favor.
1723. This spell is cast: Force Fear.
1724. This spell is cast: Force Fearlessness.
1725. This spell is cast: Force Mass Fear.
1726. This spell is cast: Force Missile.
1727. This spell is cast: Force Rancor.
1728. This spell is cast: Force Scream.
1729. This spell is cast: Force Slumber.
1730. This spell is cast: *Foreknowledge Charm I*.
1731. This spell is cast: *Foreknowledge Charm II*.
1732. This spell is cast: Frosty Touch.
1733. This spell is cast: Greater Bidding.
1734. This spell is cast: Greater Electrical Discharge.
1735. This spell is cast: Greater Healing.
1736. This spell is cast: Greater Holocaust.
1737. This spell is cast: Greater Hologram.
1738. This spell is cast: Greater Mass Bidding.
1739. This spell is cast: Greater Mending.
1740. This spell is cast: Greater Perpetual Hologram.
1741. This spell is cast: Greater Vulnerability to Acid.
1742. This spell is cast: Greater Vulnerability to Air.
1743. This spell is cast: Greater Vulnerability to Armor.
1744. This spell is cast: Greater Vulnerability to Bases.
1745. This spell is cast: Greater Vulnerability to Cold.
1746. This spell is cast: Greater Vulnerability to Discipline.
1747. This spell is cast: Greater Vulnerability to Earth.
1748. This spell is cast: Greater Vulnerability to Electricity.
1749. This spell is cast: Greater Vulnerability to Ethicality.

1750. This spell is cast: Greater Vulnerability to Fire.
1751. This spell is cast: Greater Vulnerability to Immorality.
1752. This spell is cast: Greater Vulnerability to Morality.
1753. This spell is cast: Greater Vulnerability to Poison.
1754. This spell is cast: Greater Vulnerability to Skill.
1755. This spell is cast: Greater Vulnerability to Sonics.
1756. This spell is cast: Greater Vulnerability to Unethicality.
1757. This spell is cast: Greater Vulnerability to Weapon.
1758. This spell is cast: Happy Cleaver.
1759. This spell is cast: *Heal Dislocation or Fracture*.
1760. This spell is cast: Healing.
1761. This spell is cast: Hearing Voices.
1762. This spell is cast: Heating.
1763. This spell is cast: Hover.
1764. This spell is cast: Hurl Voice.
1765. This spell is cast: Imbue Item.
1766. This spell is cast: Immutability.
1767. This spell is cast: Immutable Wound.
1768. This spell is cast: Indispensable Invisibility.
1769. This spell is cast: Inferno.
1770. This spell is cast: Internal Explosion.
1771. This spell is cast: Intestinal Wreathe.
1772. This spell is cast: Invincibility to Acid.
1773. This spell is cast: Invincibility to Air.
1774. This spell is cast: Invincibility to Bases.
1775. This spell is cast: Invincibility to Cold.
1776. This spell is cast: Invincibility to Earth.
1777. This spell is cast: Invincibility to Electricity.
1778. This spell is cast: Invincibility to Fire.
1779. This spell is cast: Invincibility to Gaze.
1780. This spell is cast: Invincibility to Poison.
1781. This spell is cast: Invincibility to Water.
1782. This spell is cast: Invincibility.
1783. This spell is cast: *Invisibility*.
1784. This spell is cast: Ionic Attack.
1785. This spell is cast: Lesser Bidding.
1786. This spell is cast: Lesser Electrical Discharge.
1787. This spell is cast: Lesser Healing.
1788. This spell is cast: Lesser Holocaust.
1789. This spell is cast: Lesser Hologram.
1790. This spell is cast: Lesser Mending.
1791. This spell is cast: Lesser Vulnerability to Acid.
1792. This spell is cast: Lesser Vulnerability to Air.
1793. This spell is cast: Lesser Vulnerability to Armor.
1794. This spell is cast: Lesser Vulnerability to Bases.
1795. This spell is cast: Lesser Vulnerability to Cholerics.
1796. This spell is cast: Lesser Vulnerability to Cold.
1797. This spell is cast: Lesser Vulnerability to Discipline.
1798. This spell is cast: Lesser Vulnerability to Earth.
1799. This spell is cast: Lesser Vulnerability to Electricity.
1800. This spell is cast: Lesser Vulnerability to Ethicality.

1801. This spell is cast: Lesser Vulnerability to Fire.
1802. This spell is cast: Lesser Vulnerability to Immorality.
1803. This spell is cast: Lesser Vulnerability to Melancholics.
1804. This spell is cast: Lesser Vulnerability to Morality.
1805. This spell is cast: Lesser Vulnerability to Phlegmatics.
1806. This spell is cast: Lesser Vulnerability to Poison.
1807. This spell is cast: Lesser Vulnerability to Sanguines.
1808. This spell is cast: Lesser Vulnerability to Skill.
1809. This spell is cast: Lesser Vulnerability to Unethicality.
1810. This spell is cast: Lesser Vulnerability to Weapon.
1811. This spell is cast: Living Monstrosity.
1812. This spell is cast: *Love Spell I*.
1813. This spell is cast: *Love Spell II*.
1814. This spell is cast: *Love Spell III*.
1815. This spell is cast: *Love Spell IV*.
1816. This spell is cast: *Love Spell V*.
1817. This spell is cast: *Love Spell of Attraction I*.
1818. This spell is cast: *Love Spell of Attraction II*.
1819. This spell is cast: *Love Spell of Attraction III*.
1820. This spell is cast: *Love Spell of Attraction IV*.
1821. This spell is cast: *Love Spell of Attraction through Touch*.
1822. This spell is cast: *Madness*.
1823. This spell is cast: Magical Warning.
1824. This spell is cast: Martyrization.
1825. This spell is cast: Mass Bidding.
1826. This spell is cast: Mass Complete Healing.
1827. This spell is cast: Mass Evanescence.
1828. This spell is cast: Mass Greater Healing.
1829. This spell is cast: Mass Healing.
1830. This spell is cast: Mass Lesser Healing.
1831. This spell is cast: Mass Protection from Acid.
1832. This spell is cast: Mass Protection from Air.
1833. This spell is cast: Mass Protection from Bases.
1834. This spell is cast: Mass Protection from Cholerics.
1835. This spell is cast: Mass Protection from Cold.
1836. This spell is cast: Mass Protection from Discipline.
1837. This spell is cast: Mass Protection from Earth.
1838. This spell is cast: Mass Protection from Electricity.
1839. This spell is cast: Mass Protection from Ethicality.
1840. This spell is cast: Mass Protection from Fire.
1841. This spell is cast: Mass Protection from Gaze.
1842. This spell is cast: Mass Protection from Immorality.
1843. This spell is cast: Mass Protection from Melancholics.
1844. This spell is cast: Mass Protection from Morality.
1845. This spell is cast: Mass Protection from Phlegmatics.
1846. This spell is cast: Mass Protection from Physical Harm.
1847. This spell is cast: Mass Protection from Poison.
1848. This spell is cast: Mass Protection from Sanguines.
1849. This spell is cast: Mass Protection from Sonics.
1850. This spell is cast: Mass Protection from Unethicality.
1851. This spell is cast: Mass Protection from Water.

1852. This spell is cast: Mass Teleportation.
1853. This spell is cast: Mass Vulnerability to Acid.
1854. This spell is cast: Mass Vulnerability to Air.
1855. This spell is cast: Mass Vulnerability to Armor.
1856. This spell is cast: Mass Vulnerability to Bases.
1857. This spell is cast: Mass Vulnerability to Cholerics.
1858. This spell is cast: Mass Vulnerability to Cold.
1859. This spell is cast: Mass Vulnerability to Discipline.
1860. This spell is cast: Mass Vulnerability to Earth.
1861. This spell is cast: Mass Vulnerability to Electricity.
1862. This spell is cast: Mass Vulnerability to Ethicality.
1863. This spell is cast: Mass Vulnerability to Fire.
1864. This spell is cast: Mass Vulnerability to Immorality.
1865. This spell is cast: Mass Vulnerability to Melancholics.
1866. This spell is cast: Mass Vulnerability to Morality.
1867. This spell is cast: Mass Vulnerability to Phlegmatics.
1868. This spell is cast: Mass Vulnerability to Poison.
1869. This spell is cast: Mass Vulnerability to Sanguines.
1870. This spell is cast: Mass Vulnerability to Skill.
1871. This spell is cast: Mass Vulnerability to Sonics.
1872. This spell is cast: Mass Vulnerability to Unethicality.
1873. This spell is cast: Mass Vulnerability to Weapon.
1874. This spell is cast: Meltdown.
1875. This spell is cast: Miasma.
1876. This spell is cast: Minor Transmogrification.
1877. This spell is cast: Multiplication of Loaves and Fish.
1878. This spell is cast: Oracle.
1879. This spell is cast: Pain Berry.
1880. This spell is cast: Palfrey.
1881. This spell is cast: Perpetual Hologram.
1882. This spell is cast: Perpetual Bleeding.
1883. This spell is cast: Perpetual Burn.
1884. This spell is cast: Perpetual Healing.
1885. This spell is cast: Perpetual Orgasm.
1886. This spell is cast: Perpetual Slumber.
1887. This spell is cast: Pestilential Host.
1888. This spell is cast: Pestilential Penis.
1889. This spell is cast: Pestilential Pudenda.
1890. This spell is cast: Phlogistic Augmentation.
1891. This spell is cast: Pillar of Smoke.
1892. This spell is cast: Pillars of Lightning.
1893. This spell is cast: Pillars of Salt.
1894. This spell is cast: Pleasure Berry.
1895. This spell is cast: Possession.
1896. This spell is cast: *Prayer of Deliverance*.
1897. This spell is cast: Protection from Acid.
1898. This spell is cast: Protection from Air.
1899. This spell is cast: Protection from Bases.
1900. This spell is cast: Protection from Cholerics.
1901. This spell is cast: Protection from Cold.
1902. This spell is cast: Protection from Discipline.

1903. This spell is cast: Protection from Earth.
1904. This spell is cast: Protection from Electricity.
1905. This spell is cast: Protection from Ethicality
1906. This spell is cast: Protection from Fire.
1907. This spell is cast: Protection from Gaze.
1908. This spell is cast: Protection from Immorality.
1909. This spell is cast: Protection from Melancholics.
1910. This spell is cast: Protection from Morality.
1911. This spell is cast: Protection from Phlegmatics.
1912. This spell is cast: Protection from Physical Harm.
1913. This spell is cast: Protection from Poison.
1914. This spell is cast: Protection from Sanguines.
1915. This spell is cast: Protection from Sonics.
1916. This spell is cast: Protection from Unethicality.
1917. This spell is cast: Protection from Water.
1918. This spell is cast: Puddle of Crud.
1919. This spell is cast: *Pudenda Key Spell*.
1920. This spell is cast: Putrid Portrait.
1921. This spell is cast: Raise Prowess.
1922. This spell is cast: Random Dismemberment.
1923. This spell is cast: Random Impaling.
1924. This spell is cast: Random Mangling.
1925. This spell is cast: Re-animation.
1926. This spell is cast: *Recipe for Blindness*.
1927. This spell is cast: *Recipe for Blistering Death*.
1928. This spell is cast: *Recipe for Death*.
1929. This spell is cast: *Recipe for Making a Woman Mad After a Man*.
1930. This spell is cast: *Recipe for Skin Disease*.
1931. This spell is cast: Regeneration.
1932. This spell is cast: Rend Asunder.
1933. This spell is cast: *Request for a Dream Oracle*.
1934. This spell is cast: *Restraining Rite for Anything*.
1935. This spell is cast: *Restraining Spell*.
1936. This spell is cast: *Resurrection of a Dead Body*.
1937. This spell is cast: Revivification.
1938. This spell is cast: *Rite for Acquiring an Assistant Demon*.
1939. This spell is cast: *Rite for Driving out Demons*.
1940. This spell is cast: *Rite to Produce an Epiphany of Kore*.
1941. This spell is cast: Rot.
1942. This spell is cast: Sanitize Food/Beverage.
1943. This spell is cast: Seal Item.
1944. This spell is cast: Seal Orifice.
1945. This spell is cast: Soulstealer's Black Bolt.
1946. This spell is cast: *Spell for Causing Talk while Asleep*.
1947. This spell is cast: *Spell for Questioning Corpses*.
1948. This spell is cast: *Spell for Removal of Poison*.
1949. This spell is cast: *Spell for Restraining Anger*.
1950. This spell is cast: *Spell to Catch a Thief*.
1951. This spell is cast: *Spell to Cause a Woman to Hate a Man*.
1952. This spell is cast: *Spell to Subject and Silence*.
1953. This spell is cast: Spermatozoa Rejuvenation.

1954. This spell is cast: Spermicidal Sphere.
1955. This spell is cast: *Strength*.
1956. This spell is cast: Symbol of Ethicality.
1957. This spell is cast: Symbol of Immorality.
1958. This spell is cast: Symbol of Morality.
1959. This spell is cast: Symbol of Unethicality.
1960. This spell is cast: Teleportation.
1961. This spell is cast: Tenesmus.
1962. This spell is cast: *Test of Pregnancy*.
1963. This spell is cast: *To Keep Bugs Out of the House*.
1964. This spell is cast: *To Win at Dice*.
1965. This spell is cast: Trance.
1966. This spell is cast: Transmogrification.
1967. This spell is cast: Transmogrify Dirt and Mud.
1968. This spell is cast: Transmogrify Flesh to Stone.
1969. This spell is cast: Transmogrify Life.
1970. This spell is cast: Transmogrify Metal and Wood.
1971. This spell is cast: Transmogrify Object.
1972. This spell is cast: True Name.
1973. This spell is cast: Truncheon.
1974. This spell is cast: *Unattractive*.
1975. This spell is cast: Vanish.
1976. This spell is cast: Walk on Water.
1977. This spell is cast: Waves Be Still.
1978. This spell is cast: Wish.
1979. This spell is cast: Wishbone.
1980. This spell is cast: Wooden Carapace.
1981. This spell is cast: Worst Nightmare.
1982. Time is reversed.
1983. Today, all parents within 1d1000 feet spank children who do as they are told.
1984. Whenever a spell is cast by the caster, an eyelash of the caster transmogrifies into stone.
1985. Whenever a spell is cast, the caster bleeds from their rump.
1986. Whenever a spell is cast, the caster twitches violently.
1987. Whenever in the presence of a potential mate, the nearest male howls like a wolf.
1988. Whenever the caster becomes invisible, their genitals remain visible.
1989. Whenever the caster blinks their eyes, they appear in a random location within 3d10 miles.
1990. Whenever the caster casts a spell, there is a (3d10)% chance of a Random Magical Effect.
1991. Whenever the caster causes any magical effect, they lose a random body part.
1992. Whenever the caster defecates, their intestines fall out of their rump, though still attached.
1993. Whenever the caster farts, their gas-hole emits a mating call for all insects within 3d100 feet.
1994. Whenever the caster is damaged, it will always be Graphic Gore.
1995. Whenever the caster takes a dump, there are 3d10 belladonna berries hidden inside.
1996. Whenever the nearest female lies, her nipples grow ¼ inch.
1997. Whenever the nearest male lies, his Manhood grows 1 inch.
1998. Whenever the target takes a dump, it will be 3d100 feet long, though normal in girth.
1999. Whenever within 3d10 feet of royalty, the caster must expose their genitals.
2000. Within a radius of 3d100 feet, this area now restores virginity.

# Appendix 4: Phobias

The list of phobias presented in this appendix is for use with phobia as a mental illness from *Chapter 5: Mind*. To randomly determine a phobia, roll (1d6 - 1) and treat the result as the hundreds position, and then roll 1d100; this yields a range from 001 to 600. Consult the listing below:

001. Ablutophobia: Fear of washing or bathing.
002. Acarophobia: Fear of itching, or of the insects that cause itching.
003. Acerophobia: Fear of sourness.
004. Achluophobia: Fear of darkness.
005. Acousticophobia: Fear of noise.
006. Acrophobia: Fear of heights.
007. Aerophobia: Fear of drafts, air swallowing, or airbourne noxious substances.
008. Aeroacrophobia: Fear of open, high places.
009. Aeronausiphobia: Fear of vomiting secondary to airsickness.
010. Agateophobia: Fear of insanity.
011. Agliophobia: Fear of pain.
012. Agoraphobia: Fear of open spaces, being in crowded and public places like markets, or leaving a safe place.
013. Agraphobia: Fear of sexual abuse.
014. Agrizoophobia: Fear of wild animals.
015. Agyrophobia: Fear of streets or crossing the street.
016. Aichmophobia: Fear of needles or pointed objects.
017. Ailurophobia: Fear of cats.
018. Albuminurophobia: Fear of kidney disease.
019. Alektorophobia: Fear of chickens.
020. Algophobia: Fear of pain.
021. Alliumphobia: Fear of garlic.
022. Allodoxaphobia: Fear of opinions.
023. Altophobia: Fear of heights.
024. Amathophobia: Fear of dust.
025. Ambulophobia: Fear of walking.
026. Amnesiphobia: Fear of amnesia.
027. Amychophobia: Fear of scratches or being scratched.

028. Anablephobia: Fear of looking up.
029. Ancraophobia or Anemophobia: Fear of wind.
030. Androphobia: Fear of men.
031. Anemophobia: Fear of air drafts or wind.
032. Anginophobia: Fear of angina, choking, or narrowness.
033. Angrophobia: Fear of anger or of becoming angry.
034. Ankylophobia: Fear of immobility of a joint.
035. Anthrophobia or Anthophobia: Fear of flowers.
036. Anthropophobia: Fear of characters or society.
037. Antlophobia: Fear of floods.
038. Anuptaphobia: Fear of staying single.
039. Apeirophobia: Fear of infinity.
040. Aphenphosmphobia: Fear of being touched. (Haphephobia)
041. Apiphobia: Fear of bees.
042. Apotemnophobia: Fear of characters with amputations.
043. Arachibutyrophobia: Fear of food sticking to the roof of the mouth.
044. Arachnephobia or Arachnophobia: Fear of spiders.
045. Arithmophobia: Fear of numbers.
046. Arrhenphobia: Fear of men.
047. Arsonphobia: Fear of fire.
048. Asthenophobia: Fear of fainting or weakness.
049. Astraphobia or Astrapophobia: Fear of thunder and lightning.
050. Astrophobia: Fear of stars and celestial space.
051. Asymmetriphobia: Fear of asymmetrical things.
052. Ataxiophobia: Fear of ataxia (muscular incoordination)
053. Ataxophobia: Fear of disorder or untidiness.
054. Atelophobia: Fear of imperfection.
055. Atephobia: Fear of ruin or ruins.
056. Athazagoraphobia: Fear of being forgotton, ignored, or of forgetting.
057. Atomosophobia: Fear of explosions.
058. Atychiphobia: Fear of failure.
059. Aulophobia: Fear of flutes.
060. Aurophobia: Fear of gold.
061. Auroraphobia: Fear of Northern lights.
062. Autodysomophobia: Fear of one who has a vile odor.
063. Automatonophobia: Fear of anything that falsely represents a sentient being.
064. Automysophobia: Fear of being dirty.
065. Autophobia: Fear of being alone, or of oneself.
066. Aviophobia or Aviatophobia: Fear of flying.
067. Ballistophobia: Fear of missiles or projectiles.
068. Basophobia or Basiphobia: Inability to stand. Fear of walking or falling.
069. Bathmophobia: Fear of stairs or steep slopes.
070. Bathophobia: Fear of depth.
071. Batophobia: Fear of heights or being close to high buildings.
072. Batrachophobia: Fear of amphibians, such as frogs, newts, salamanders, etc.
073. Belonephobia: Fear of pins and needles. (Aichmophobia)
074. Bibliophobia: Fear of books.
075. Blennophobia: Fear of slime.
076. Botanophobia: Fear of plants.
077. Bromidrosiphobia or Bromidrophobia: Fear of body smells.
078. Brontophobia: Fear of thunder and lightning.

079. Bufonophobia: Fear of toads.
080. Cacophobia: Fear of ugliness.
081. Cainophobia or Cainotophobia: Fear of newness, novelty.
082. Caligynephobia: Fear of beautiful women.
083. Cardiophobia: Fear of the heart.
084. Carnophobia: Fear of meat.
085. Catagelophobia: Fear of being ridiculed.
086. Catapedaphobia: Fear of jumping from high and low places.
087. Cathisophobia: Fear of sitting.
088. Catoptrophobia: Fear of mirrors.
089. Cenophobia or Centophobia: Fear of new things or ideas.
090. Ceraunophobia: Fear of thunder.
091. Chaetophobia: Fear of hair.
092. Cheimaphobia or Cheimatophobia: Fear of cold.
093. Chemophobia: Fear of chemicals or working with chemicals.
094. Cherophobia: Fear of gaiety.
095. Chionophobia: Fear of snow.
096. Chiraptophobia: Fear of being touched.
097. Chirophobia: Fear of hands.
098. Cholerophobia: Fear of anger.
099. Chorophobia: Fear of dancing.
100. Chrometophobia or Chrematophobia: Fear of money.
101. Chromophobia or Chromatophobia: Fear of colors.
102. Chronophobia: Fear of time.
103. Chronomentrophobia: Fear of clocks.
104. Cibophobia or Sitophobia or Sitiophobia: Fear of food.
105. Claustrophobia: Fear of confined spaces.
106. Cleithrophobia or Cleisiophobia: Fear of being locked in an enclosed place.
107. Cleptophobia:Fear of stealing.
108. Climacophobia: Fear of stairs, climbing, or falling downstairs.
109. Clinophobia: Fear of going to bed.
110. Clithrophobia or Cleithrophobia: Fear of being enclosed.
111. Cnidophobia: Fear of stings.
112. Cometophobia: Fear of comets.
113. Coitophobia: Fear of coitus.
114. Contreltophobia: Fear of sexual abuse.
115. Coprastasophobia: Fear of constipation.
116. Coprophobia: Fear of feces.
117. Coulrophobia: Fear of jesters.
118. Counterphobia: The preference by a phobic for fearful situations.
119. Cremnophobia: Fear of precipices.
120. Cryophobia: Fear of extreme cold, ice, or frost.
121. Crystallophobia: Fear of crystals or glass.
122. Cymophobia: Fear of waves or wave-like motions.
123. Cynophobia: Fear of dogs or rabies.
124. Cypridophobia, Cypriphobia, Cyprianophobia, or Cyprinophobia: Fear of prostitutes or venereal disease.
125. Decidophobia: Fear of making decisions.
126. Defecaloesiophobia: Fear of painful bowels movements.
127. Deipnophobia: Fear of dining or dinner conversations.
128. Dementophobia: Fear of insanity.
129. Demonophobia or Daemonophobia: Fear of demons.

130. Demophobia: Fear of crowds. (Agoraphobia)
131. Dendrophobia: Fear of trees.
132. Dermatophobia: Fear of skin lesions.
133. Dermatosiophobia, Dermatophobia, or Dermatopathophobia: Fear of skin disease.
134. Dextrophobia: Fear of objects at the right side of the body.
135. Diabetophobia: Fear of diabetes.
136. Didaskaleinophobia: Fear of going to school.
137. Dikephobia: Fear of justice.
138. Dinophobia: Fear of dizziness or whirlpools.
139. Diplophobia: Fear of double-vision.
140. Dipsophobia: Fear of drinking.
141. Dishabiliophobia: Fear of undressing in front of someone.
142. Domatophobia or Oikophobia: Fear of houses or being in a house.
143. Doraphobia: Fear of fur or skins of animals.
144. Doxophobia: Fear of expressing opinions or receiving praise.
145. Dromophobia: Fear of crossing streets.
146. Dysmorphophobia: Fear of deformity.
147. Dystychiphobia: Fear of accidents.
148. Ecclesiophobia: Fear of church.
149. Ecophobia: Fear of home.
150. Eicophobia or Oikophobia: Fear of home surroundings.
151. Eisoptrophobia: Fear of mirrors or of seeing oneself in a mirror.
152. Eleutherophobia: Fear of freedom.
153. Elurophobia: Fear of cats. (Ailurophobia)
154. Emetophobia: Fear of vomiting.
155. Enochlophobia: Fear of crowds.
156. Enosiophobia or Enissophobia: Fear of having committed an unpardonable sin, or of criticism.
157. Entomophobia: Fear of insects.
158. Eosophobia: Fear of dawn or daylight.
159. Ephebiphobia: Fear of teenagers.
160. Epistaxiophobia: Fear of nosebleeds.
161. Epistemophobia: Fear of knowledge.
162. Equinophobia: Fear of horses.
163. Eremophobia: Fear of being by oneself or of loneliness.
164. Ereuthrophobia: Fear of blushing.
165. Ergophobia: Fear of work.
166. Erotophobia: Fear of sexual love or sexual questions.
167. Euphobia: Fear of hearing good news.
168. Eurotophobia: Fear of female genitalia.
169. Erythrophobia, Erytophobia, or Ereuthophobia: Fear of red light, blushing, or red.
170. Febriphobia, Fibriphobia or Fibriophobia: Fear of fever.
171. Felinophobia: Fear of cats. (Also: Ailurophobia, Elurophobia, Galeophobia, Gatophobia)
172. Frigophobia: Fear of cold things.
173. Galeophobia or Gatophobia: Fear of cats.
174. Gamophobia: Fear of marriage.
175. Geliophobia: Fear of laughter.
176. Geniophobia: Fear of chins.
177. Genophobia: Fear of sex.
178. Genuphobia: Fear of knees.
179. Gephyrophobia, Gephydrophobia, or Gephysrophobia: Fear of crossing bridges.
180. Gerascophobia: Fear of growing old.

181. Gerontophobia: Fear of old characters, or of growing old.
182. Geumaphobia or Geumophobia: Fear of taste.
183. Glossophobia: Fear of speaking in public or of trying to speak.
184. Gnosiophobia: Fear of knowledge.
185. Graphophobia: Fear of writing or handwriting.
186. Gymnophobia: Fear of nudity.
187. Gynephobia or Gynophobia: Fear of women.
188. Hagiophobia: Fear of saints or holy things.
189. Hamartophobia: Fear of sinning.
190. Haphephobia or Haptephobia: Fear of being touched.
191. Harpaxophobia: Fear of being robbed.
192. Hedonophobia: Fear of feeling pleasure.
193. Heliophobia: Fear of the sun.
194. Helminthophobia: Fear of being infested with worms.
195. Hemophobia, Hemaphobia, or Hematophobia: Fear of blood.
196. Heresyphobia or Hereiophobia: Fear of challenges to official doctrine or of radical deviation.
197. Herpetophobia: Fear of reptiles or creepy, crawly things.
198. Heterophobia or Sexophobia: Fear of the opposite sex.
199. Hierophobia: Fear of priests or sacred things.
200. Hippophobia: Fear of horses.
201. Hippopotomonstrosesquippedaliophobia: Fear of long words.
202. Hobophobia: Fear of bums or beggars.
203. Hodophobia: Fear of road travel.
204. Hormephobia: Fear of shock.
205. Homichlophobia: Fear of fog.
206. Homilophobia: Fear of sermons.
207. Hominophobia: Fear of men.
208. Hydrargyophobia: Fear of mercurial medicines.
209. Hydrophobia: Fear of water, or of rabies.
210. Hydrophobophobia: Fear of rabies.
211. Hyelophobia or Hyalophobia: Fear of glass.
212. Hygrophobia: Fear of liquids, dampness, or moisture.
213. Hylephobia: Fear of materialism, or epilepsy.
214. Hylophobia: Fear of forests.
215. Hypengyophobia or Hypegiaphobia: Fear of responsibility.
216. Hypnophobia: Fear of sleep.
217. Hypsiphobia: Fear of height.
218. Ichthyophobia: Fear of fish.
219. Ideophobia: Fear of ideas.
220. Illyngophobia: Fear of vertigo or feeling dizzy when looking down.
221. Iophobia: Fear of poison.
222. Insectophobia: Fear of insects.
223. Isolophobia: Fear of solitude, being alone.
224. Isopterophobia: Fear of wood-eating insects.
225. Ithyphallophobia: Fear of seeing, thinking about, or having an erect Manhood.
226. Kainolophobia: Fear of novelty.
227. Kainophobia: Fear of anything new, novelty.
228. Kakorrhaphiophobia: Fear of failure or defeat.
229. Katagelophobia: Fear of ridicule.
230. Kathisophobia: Fear of sitting down.
231. Kenophobia: Fear of voids or empty spaces.

232. Keraunophobia: Fear of thunder and lightning.
233. Kinetophobia or Kinesophobia: Fear of movement or motion.
234. Kleptophobia: Fear of stealing.
235. Koinoniphobia: Fear of rooms.
236. Kolpophobia: Fear of genitals, particularly female.
237. Kopophobia: Fear of fatigue.
238. Koniophobia or Amathophobia: Fear of dust.
239. Kosmikophobia: Fear of cosmic phenomenon.
240. Kymophobia: Fear of waves.
241. Kynophobia: Fear of rabies.
242. Kyphophobia: Fear of stooping.
243. Lachanophobia: Fear of vegetables.
244. Laliophobia or Lalophobia: Fear of speaking.
245. Leprophobia or Lepraphobia: Fear of leprosy.
246. Leukophobia: Fear of the color white.
247. Levophobia: Fear of things to the left side of the body.
248. Ligyrophobia: Fear of loud noises.
249. Lilapsophobia: Fear of hurricanes.
250. Limnophobia: Fear of lakes.
251. Linonophobia: Fear of string.
252. Liticaphobia: Fear of lawsuits.
253. Lockiophobia: Fear of childbirth.
254. Logophobia: Fear of words.
255. Lygophobia: Fear of darkness.
256. Lyssophobia: Fear of rabies or of becoming mad.
257. Macrophobia: Fear of long waits.
258. Mageirocophobia: Fear of cooking.
259. Maieusiophobia: Fear of childbirth.
260. Malaxophobia or Sarmassophobia: Fear of love-play.
261. Maniaphobia: Fear of insanity.
262. Mastigophobia: Fear of punishment.
263. Mechanophobia: Fear of machines.
264. Medomalacuphobia: Fear of losing an erection.
265. Medorthophobia: Fear of an erect Manhood.
266. Megalophobia: Fear of large things.
267. Melissophobia: Fear of bees.
268. Melanophobia: Fear of the color black.
269. Melophobia: Fear or hatred of music.
270. Meningitophobia: Fear of brain disease.
271. Menophobia: Fear of menstruation.
272. Merinthophobia: Fear of being bound or tied up.
273. Metallophobia: Fear of metal.
274. Metathesiophobia: Fear of changes.
275. Meteorophobia: Fear of meteors.
276. Methyphobia: Fear of alcohol.
277. Metrophobia: Fear or hatred of poetry.
278. Microphobia: Fear of small things.
279. Mnemophobia: Fear of memories.
280. Molysmophobia or Molysomophobia: Fear of dirt or contamination.
281. Monophobia: Fear of solitude or being alone.
282. Monopathophobia: Fear of definite disease.

283. Mottephobia: Fear of moths.
284. Musophobia or Murophobia: Fear of mice.
285. Mycophobia: Fear or aversion to mushrooms.
286. Mycrophobia - Fear of small things.
287. Myctophobia - Fear of darkness.
288. Myrmecophobia - Fear of ants.
289. Mysophobia: Fear of germs or contamination or dirt.
290. Mythophobia: Fear of myths stories, or false statements.
291. Myxophobia: Fear of slime. (Blennophobia)
292. Nebulaphobia: Fear of fog. (Homichlophobia)
293. Necrophobia: Fear of death or dead things.
294. Nelophobia: Fear of glass.
295. Neophobia: Fear of anything new.
296. Nephophobia: Fear of clouds.
297. Noctiphobia: Fear of the night.
298. Nomatophobia: Fear of names.
299. Nosophobia or Nosemaphobia: Fear of becoming ill.
300. Nostophobia: Fear of returning home.
301. Novercaphobia: Fear of your step-mother.
302. Nudophobia: Fear of nudity.
303. Numerophobia: Fear of numbers.
304. Nyctohylophobia: Fear of dark wooded areas such as forests at night
305. Nyctophobia: Fear of the dark or of night.
306. Obesophobia: Fear of gaining weight.(Pocrescophobia)
307. Ochlophobia: Fear of crowds or mobs.
308. Ochophobia: Fear of vehicles – a chariot, for example.
309. Octophobia: Fear of the figure 8.
310. Odontophobia: Fear of teeth.
311. Odynophobia, Odynephobia, or Algophobia: Fear of pain.
312. Oenophobia: Fear of wine.
313. Oikophobia: Fear of home surroundings, house.
314. Olfactophobia: Fear of smells.
315. Ombrophobia: Fear of rain or of being rained on.
316. Ommetaphobia or Ommatophobia: Fear of eyes.
317. Oneirophobia: Fear of dreams.
318. Oneirogmophobia: Fear of wet dreams.
319. Onomatophobia: Fear of hearing a certain word or of names.
320. Ophidiophobia or Snakephobia: Fear of snakes.
321. Ophthalmophobia: Fear of being stared at.
322. Optophobia: Fear of opening one's eyes.
323. Ornithophobia: Fear of birds.
324. Orthophobia: Fear of property.
325. Osmophobia or Osphresiophobia: Fear of smells or odors.
326. Ostraconophobia: Fear of shellfish.
327. Ouranophobia: Fear of paradise.
328. Pagophobia: Fear of ice or frost.
329. Panthophobia: Fear of suffering and disease.
330. Panophobia or Pantophobia: Fear of everything.
331. Papyrophobia: Fear of paper.
332. Paralipophobia: Fear of neglecting duty or responsibility.
333. Paraphobia: Fear of sexual perversion.

334. Parasitophobia: Fear of parasites.
335. Parthenophobia: Fear of virgins or young girls.
336. Pathophobia: Fear of disease.
337. Patroiophobia: Fear of heredity.
338. Parturiphobia: Fear of childbirth.
339. Peccatophobia: Fear of sinning. (imaginary crime)
340. Pediculophobia: Fear of lice.
341. Pediophobia: Fear of dolls.
342. Pedophobia: Fear of children.
343. Peladophobia: Fear of bald characters.
344. Peniaphobia: Fear of poverty.
345. Pentheraphobia: Fear of mother-in-law. (Novercaphobia)
346. Phagophobia: Fear of swallowing, eating, or being eaten.
347. Phalacrophobia: Fear of becoming bald.
348. Phallophobia: Fear of a Manhood, especially erect.
349. Phasmophobia: Fear of ghosts.
350. Phengophobia: Fear of daylight or sunshine.
351. Philemaphobia or Philematophobia: Fear of kissing.
352. Philophobia: Fear of falling or being in love.
353. Philosophobia: Fear of philosophy.
354. Phobophobia: Fear of phobias.
355. Photoaugliaphobia: Fear of glaring lights.
356. Photophobia: Fear of light.
357. Phonophobia: Fear of noises, voices, or one's own voice.
358. Phronemophobia: Fear of thinking.
359. Phthiriophobia or Pediculophobia: Fear of lice.
360. Phthisiophobia: Fear of tuberculosis.
361. Plutophobia: Fear of wealth.
362. Pluviophobia: Fear of rain or of being rained on.
363. Pneumatiphobia: Fear of spirits.
364. Pnigophobia or Pnigerophobia: Fear of choking or being smothered.
365. Pocrescophobia or Obesophobia: Fear of gaining weight.
366. Pogonophobia: Fear of beards.
367. Politicophobia: Fear or abnormal dislike of politicians.
368. Polyphobia: Fear of many things. Character has 2d20 random phobias.
369. Poinephobia: Fear of punishment.
370. Ponophobia: Fear of overworking or of pain.
371. Porphyrophobia: Fear of the color purple.
372. Potamophobia: Fear of rivers or running water.
373. Potophobia: Fear of alcohol.
374. Proctophobia: Fear of rectum.
375. Prosophobia: Fear of progress.
376. Psellismophobia: Fear of stuttering.
377. Psychophobia: Fear of minds.
378. Psychrophobia: Fear of cold.
379. Pteromerhanophobia: Fear of flying.
380. Pteronophobia: Fear of being tickled by feathers.
381. Pupaphobia: fear of puppets
382. Pyrexiophobia: Fear of fever.
383. Pyrophobia: Fear of fire.
384. Ranidaphobia: Fear of frogs.

385. Rectophobia: Fear of rectums or rectal diseases.
386. Rhabdophobia: Fear of being severely punished or beaten by a rod, severely criticized, or fear of magic wands.
387. Rhypophobia: Fear of defecation.
388. Rhytiphobia: Fear of getting wrinkles.
389. Rupophobia: Fear of dirt.
390. Sarmassophobia or Malaxophobia: Fear of love-play.
391. Scabiophobia: Fear of scabies.
392. Scatophobia: Fear of fecal matter.
393. Scelerophibia: Fear of bad characters, burglars.
394. Sciophobia or Sciaphobia: Fear of shadows.
395. Scoleciphobia: Fear of worms.
396. Scolionophobia: Fear of school.
397. Scopophobia or Scoptophobia: Fear of being seen or stared at.
398. Scotomaphobia: Fear of blindness in visual field.
399. Scotophobia or Achluophobia: Fear of darkness.
400. Scriptophobia: Fear of writing in public.
401. Selachophobia: Fear of sharks.
402. Selaphobia: Fear of light flashes.
403. Selenophobia: Fear of the moon.
404. Seplophobia: Fear of decaying matter.
405. Sesquipedalophobia: Fear of long words.
406. Sexophobia: Fear of the opposite sex.
407. Siderophobia: Fear of stars.
408. Sinistrophobia: Fear of things to the left, left-handed.
409. Sitophobia, Sitiophobia, or Cibophobia: Fear of food or eating.
410. Snakephobia or Ophidophobia: Fear of snakes.
411. Soceraphobia: Fear of parents-in-law.
412. Social Phobia: Fear of being evaluated negatively in social situations.
413. Sociophobia: Fear of society or characters in general.
414. Somniphobia: Fear of sleep.
415. Sophophobia: Fear of learning.
416. Soteriophobia: Fear of dependence on others.
417. Spectrophobia: Fear of specters or ghosts.
418. Spermatophobia or Spermophobia: Fear of loads of splooge, commonly called cum.
419. Spheksophobia: Fear of wasps.
420. Stasibasiphobia, Stasiphobia, or Ambulophobia: Fear of standing or walking.
421. Staurophobia: Fear of crosses.
422. Stenophobia: Fear of narrow things or places.
423. Suriphobia: Fear of mice.
424. Symbolophobia: Fear of symbolism.
425. Symmetrophobia: Fear of symmetry.
426. Syngenesophobia: Fear of relatives.
427. Tachophobia: Fear of speed.
428. Taeniophobia or Teniophobia: Fear of tapeworms.
429. Taphephobia Taphophobia: Fear of being buried alive.
430. Tapinophobia: Fear of being contagious.
431. Taurophobia: Fear of bulls.
432. Teleophobia: Fear of definite plans or religious ceremony.
433. Teratophobia: Fear of bearing a deformed child, fear of monsters, or deformed characters.
434. Testophobia: Fear of taking tests.
435. Tetanophobia: Fear of lockjaw, tetanus.

436. Textophobia: Fear of certain fabrics.
437. Thaasophobia: Fear of sitting.
438. Thalassophobia: Fear of the sea.
439. Thanatophobia or Thantophobia: Fear of death or dying.
440. Theatrophobia: Fear of theaters.
441. Theologicophobia: Fear of theology.
442. Theophobia: Fear of gods or religion.
443. Thermophobia: Fear of heat.
444. Tocophobia: Fear of pregnancy or childbirth.
445. Tonitrophobia: Fear of thunder.
446. Topophobia: Fear of certain places or situations, such as stage-fright.
447. Toxiphobia, Toxophobia, or Toxicophobia: Fear of poison or of being poisoned accidentally.
448. Traumatophobia: Fear of injury.
449. Tremophobia: Fear of trembling.
450. Trichopathophobia, Trichophobia, Hypertrichophobia, or Chaetophobia: Fear of hair.
451. Triskaidekaphobia: Fear of the number 13.
452. Tropophobia: Fear of moving or making changes.
453. Tuberculophobia: Fear of tuberculosis.
454. Tyrannophobia: Fear of tyrants.
455. Uranophobia: Fear of paradise.
456. Urophobia: Fear of urine or urinating.
457. Venustraphobia: Fear of beautiful women.
458. Verbophobia: Fear of words.
459. Vestiphobia: Fear of clothing.
460. Virginitiphobia: Fear of rape.
461. Vitricophobia: Fear of step-father.
462. Wiccaphobia: Fear of witches (female sorcerers) and witchcraft.
463. Xanthophobia: Fear of the color yellow or the word yellow.
464. Xenoglossophobia: Fear of foreign languages.
465. Xenophobia: Fear of strangers or foreigners.
466. Xerophobia: Fear of dryness.
467. Xylophobia: Fear of wooden objects or forests.
468. Zelophobia: Fear of jealousy.
469. Zeusophobia: Fear of a god or gods.
470. Zoophobia: Fear of animals.
471-600. Reroll

# Appendix 5: Ingredients

This appendix is a compilation of ingredients that may be selected randomly. The description will indicate whether the ingredient is reusable or expended upon casting. To determine a random ingredient, roll 1d1000 and roll another 1d10 to see if it was the (1-5) first or (6-10) second thousand, and consult the following table[1].

Note that some of these ingredients are vague. For instance, ingredient #1827 is the sweat of the palms of a prosperous business owner. It is the Aedile's discretion exactly what 'prosperous' means. In this way, casters who seek ingredients should be careful to fulfill the requirements. Upon casting the spell in question, the Aedile may declare that the spell fails and an effect does not occur. The caster is then left to wonder which ingredient failed to meet the necessary criteria. Another example is that #1018 is a dismembered tooth that is black. Exactly how black is black? This is the Aedile's discretion.

Although many ingredients are common and easy for casters to obtain, a large number of ingredients will pose difficulties, usually requiring the caster to quest for them. Aediles should not overlook the usefulness of the need for ingredients regarding plots.

Above all, it is suggested that Aediles use discretion and do what is appropriate or best for their game. If a random ingredient is rolled and the results are nonsensical within context, then the Aedile may decide to have the player reroll. Players may have concerns about the validity of many ingredients such as body parts. Vast numbers of magical texts have been burned, and so modern knowledge of ancient and medieval magic is rather limited. Apparently, collections of body parts were popular ingredients for sorcerers. For example, a tale (Fitcher's Bird in The Complete Fairy Tales of the Brothers Grimm) is told of a sorcerer who knocks on random homes, charms maidens, brings them home, tricks them, kills them, dismembers their bodies, and stores the body parts in a cauldron (p. 167-170). Similarly, an advanced sorceress named Pamphila maintains her magical workshop atop her roof, where among ointments and other magical ingredients, she stores a collection of stolen body parts (Metamorphoses by Apuleius of Madaura, Book 2, p. 20-21).

1. This method creates a random distribution from 1-2000 that is random in the sense that each number has the same probability, whereas the simpler 2d1000 produces a distribution in which each number does not have the same probability, such that the probability of 1000 is higher than the probability of 2000.

0001. Agate gemstone - reusable
0002. Ale - expended
0003. Ale of a bugbear - expended
0004. Ale of a dwarf - expended
0005. Ale of a human - expended
0006. Ale of an anakim - expended
0007. Ale served in a tavern - expended
0008. Ale served in an inn - expended
0009. Altar - reusable
0010. Altar made of at least 1d10 different kinds of wood - reusable
0011. Altar made of beeswax - reusable
0012. Altar made of black stone - reusable
0013. Altar made of brass - reusable
0014. Altar made of bronze - reusable
0015. Altar made of carefully-fitted teeth - reusable
0016. Altar made of chalk - reusable
0017. Altar made of compressed corpses - reusable
0018. Altar made of cooled lava - reusable
0019. Altar made of copper - reusable
0020. Altar made of decapitated heads - reusable
0021. Altar made of dirt - reusable
0022. Altar made of glass - reusable
0023. Altar made of gold - reusable
0024. Altar made of granite - reusable
0025. Altar made of ice - reusable
0026. Altar made of interconnecting bones - reusable
0027. Altar made of magnetic rock - reusable
0028. Altar made of marble - reusable
0029. Altar made of oak - reusable
0030. Altar made of petrified wood - reusable
0031. Altar made of pewter - reusable
0032. Altar made of pine - reusable
0033. Altar made of silver - reusable
0034. Altar made of soap - reusable
0035. Altar made of stone - reusable
0036. Altar made of wicker - reusable
0037. Altar made of wood - reusable
0038. Amber gemstone - reusable
0039. Amethyst gemstone - reusable
0040. Amulet - reusable
0041. Anally-inserted mast of a ship - reusable
0042. Anemone - expended
0043. Anklet - reusable
0044. Ant - expended
0045. Anvil - reusable
0046. Anvil of a blacksmith - reusable
0047. Anvil of a blacksmith, desecrated in blood - reusable
0048. Anything stolen - expended
0049. Anything stolen from a base ogre - expended
0050. Anything stolen from a black dwarf - expended
0051. Anything stolen from a borbytingarna - expended

0052. Anything stolen from a brown dwarf - expended
0053. Anything stolen from a bugbear - expended
0054. Anything stolen from a character who hardly ever talks - expended
0055. Anything stolen from a character who has Retard Strength - expended
0056. Anything stolen from a character who talks too much - expended
0057. Anything stolen from a cliff ogre - expended
0058. Anything stolen from a dark elf - expended
0059. Anything stolen from a gruagach ogre - expended
0060. Anything stolen from a hairy humanoid - expended
0061. Anything stolen from a happily married couple - expended
0062. Anything stolen from a hill troll - expended
0063. Anything stolen from a kinder-fresser - expended
0064. Anything stolen from a kobold - expended
0065. Anything stolen from a light elf - expended
0066. Anything stolen from a moral humanoid - expended
0067. Anything stolen from a neighboring community - expended
0068. Anything stolen from a prosperous local merchant - expended
0069. Anything stolen from a randomly determined home - expended
0070. Anything stolen from a subterranean troll - expended
0071. Anything stolen from a temple - expended
0072. Anything stolen from a troll - expended
0073. Anything stolen from a virgin maiden - expended
0074. Anything stolen from a white dwarf - expended
0075. Anything stolen from an elf - expended
0076. Anything stolen from an ethical humanoid - expended
0077. Anything stolen from an immoral humanoid - expended
0078. Anything stolen from an ogre - expended
0079. Anything stolen from an unethical humanoid - expended
0080. Anything stolen from an unhappily married couple - expended
0081. Anything stolen from the local government - expended
0082. Anything stolen that is worth less than 1 s.p. - expended
0083. Anything stolen that is worth more than 1d100 s.p. - expended
0084. Anything stolen that is edible - expended
0085. Apron - reusable
0086. Apron of a bugbear slave - reusable
0087. Apron of a dwarven wife - reusable
0088. Apron of a human wife - reusable
0089. Apron of a kobold slave - reusable
0090. Armor of a bugbear - reusable
0091. Armor of a dwarf - reusable
0092. Armor of a human - reusable
0093. Armor of a kobold - reusable
0094. Armor of a troll - reusable
0095. Armor of an anakim - reusable
0096. Armor of an elf - reusable
0097. Armor of an ogre - reusable
0098. Arrow - reusable
0099. Arsenic - expended
0100. Ashen remains of a burnt anakim - reusable
0101. Ashen remains of a burnt bugbear - reusable
0102. Ashen remains of a burnt dwarf - reusable

0103. Ashen remains of a burnt elf - reusable
0104. Ashen remains of a burnt human - reusable
0105. Ashen remains of a burnt kobold - reusable
0106. Ashen remains of a burnt ogre - reusable
0107. Ashen remains of a burnt troll - reusable
0108. Ashen remains of a character in old age - reusable
0109. Ashen remains of a child - reusable
0110. Ashen remains of a middle-aged character - reusable
0111. Ashen remains of a pubescent character - reusable
0112. Ashen remains of a venerable character - reusable
0113. Ashen remains of a wicker man - reusable
0114. Ashen remains of a young adult - reusable
0115. Ashen remains of an infant - reusable
0116. Axe - reusable
0117. Baby born under duress (such as during the attack of a foe) - reusable
0118. Backpack - reusable
0119. Badger - reusable
0120. Baneberry - expended
0121. Bangs of a maiden when the hair always gets in her face and irritates her - expended
0122. Bark of a beech tree - reusable
0123. Bark of a cherry tree - reusable
0124. Bark of a cypress tree - reusable
0125. Bark of a daphne shrub - reusable
0126. Bark of a maple tree - reusable
0127. Bark of a pine tree - reusable
0128. Bark of a spruce tree - reusable
0129. Bark of a sycamore tree - reusable
0130. Bark of a tree - reusable
0131. Bark of a tree at least 3d10 feet tall - reusable
0132. Bark of a tree no taller than 1d10 feet - reusable
0133. Bark of a tree that still stands, yet has been dead for 1d10 years - reusable
0134. Bark of a tree that was chopped down by a human boy no older than 1d10 years old - reusable
0135. Bark of a tree with roots thicker than the caster's wrist 3d10 feet from the tree - reusable
0136. Bark of a walnut tree - reusable
0137. Bark of a willow shrub - reusable
0138. Bark of a yew tree - reusable
0139. Bark of an ash tree - reusable
0140. Bark of an elder tree - reusable
0141. Bark of an oak tree - reusable
0142. Basil - expended
0143. Bat - expended
0144. Beaver - reusable while still alive
0145. Beaver of a beaver - expended
0146. Beehive - reusable
0147. Beer - expended
0148. Beeswax - reusable
0149. Belch that is trapped - expended
0150. Bell - reusable
0151. Belladonna - expended
0152. Bellybutton grime - expended
0153. Bellybutton grime of a guard in chainmail - expended

0154. Belt - reusable
0155. Belt of a berserker - reusable
0156. Berry - expended
0157. Berry of a belladonna plant - expended
0158. Berry of a daphne shrub - expended
0159. Berry of a mistletoe plant - expended
0160. Berry of a yew tree - expended
0161. Berry of an elder tree - expended
0162. Bile of a bugbear - expended
0163. Bile of a character in old age - expended
0164. Bile of a child - expended
0165. Bile of a dwarf - expended
0166. Bile of a goat - expended
0167. Bile of a human - expended
0168. Bile of a kobold - expended
0169. Bile of a middle-aged character - expended
0170. Bile of a pubescent character - expended
0171. Bile of a troll - expended
0172. Bile of a venerable character - expended
0173. Bile of a young adult - expended
0174. Bile of an anakim - expended
0175. Bile of an elf - expended
0176. Bile of an infant - expended
0177. Bile of an ogre - expended
0178. Bird that shat on a character within 24 hours - reusable
0179. Birthmark that has been sliced off - expended
0180. Blackberry - expended
0181. Blanket - reusable
0182. Blanket from a whore's bed - reusable, as often as she is
0183. Blood of a bisexual - expended
0184. Blood of a black sheep - expended
0185. Blood of a bruise - expended
0186. Blood of a bugbear - expended
0187. Blood of a carnivore - expended
0188. Blood of a character in old age - expended
0189. Blood of a child - expended
0190. Blood of a diseased character - expended
0191. Blood of a dragon - expended
0192. Blood of a dwarf - expended
0193. Blood of a female - expended
0194. Blood of a fish - expended
0195. Blood of a frog - expended
0196. Blood of a heterosexual - expended
0197. Blood of a homosexual - expended
0198. Blood of a human - expended
0199. Blood of a humanoid vegetarian - expended
0200. Blood of a jugular vein - expended
0201. Blood of a kobold - expended
0202. Blood of a lycanthrope - expended
0203. Blood of a male - expended
0204. Blood of a mammal - expended

0205. Blood of a middle-aged character - expended
0206. Blood of a murderer - expended
0207. Blood of a pregnant female - expended
0208. Blood of a pubescent character - expended
0209. Blood of a snake - expended
0210. Blood of a venerable character - expended
0211. Blood of a young adult - expended
0212. Blood of an anakim - expended
0213. Blood of an egg of a chicken - expended
0214. Blood of an elf - expended
0215. Blood of an herbivore - expended
0216. Blood of an infant - expended
0217. Blood of an ogre - expended
0218. Blood of an omnivore -expended
0219. Blood of an troll - expended
0220. Blood of the broken nose of a bully - expended
0221. Blood of the cheek of a victim of a kitten's claw - expended
0222. Blood of the wrist of a character committing suicide - expended
0223. Bloodclot - expended
0224. Bloodclot of a menstruating anakim - expended
0225. Bloodclot of a menstruating bugbear - expended
0226. Bloodclot of a menstruating dwarf - expended
0227. Bloodclot of a menstruating elf - expended
0228. Bloodclot of a menstruating human - expended
0229. Bloodclot of a menstruating kobold - expended
0230. Bloodclot of a menstruating ogre - expended
0231. Bloodclot of a menstruating troll - expended
0232. Bloodstone gemstone - reusable
0233. Bloody brown mouse - reusable for 1 month
0234. Bloody rock - reusable
0235. Bloody stump of a hermaphrodite - reusable for 3 months
0236. Body hair plucked from an area affected by a rash - expended
0237. Book - expended
0238. Book - reusable
0239. Book of topic boring to a boy - reusable
0240. Book stolen from a sage - reusable
0241. Book that has been read by over 50 sentient and literate beings - reusable
0242. Boot - reusable
0243. Bowl - reusable
0244. Bowl filled with blood - bowl is reusable, blood is expended
0245. Bowl of spider soup that is warm - reusable until cold
0246. Bowl that is full and overflowing of jism - expended
0247. Bracelet - reusable
0248. Branch of an ash tree - reusable
0249. Branch of a beech tree - reusable
0250. Branch of a cherry tree - reusable
0251. Branch of a conifer - reusable
0252. Branch of a dead tree - reusable
0253. Branch of a deciduous tree - reusable
0254. Branch of a living tree - reusable
0255. Branch of a maple tree - reusable

0256. Branch of a pine tree - reusable
0257. Branch of a spruce tree - reusable
0258. Branch of a sycamore tree - reusable
0259. Branch of a walnut tree - reusable
0260. Branch of a willow tree - reusable
0261. Branch of a yew tree - reusable
0262. Branch of an oak tree - reusable
0263. Branch of an elder tree - reusable
0264. Brass - reusable
0265. Breast-milk of a bitch - expended
0266. Breast-milk of a bugbear - expended
0267. Breast-milk of a character in old age - expended
0268. Breast-milk of a dwarf - expended
0269. Breast-milk of a human - expended
0270. Breast-milk of a kobold - expended
0271. Breast-milk of a middle-aged character - expended
0272. Breast-milk of a pubescent character - expended
0273. Breast-milk of a soothsayer - expended
0274. Breast-milk of a troll - expended
0275. Breast-milk of a venerable character - expended
0276. Breast-milk of a young adult - expended
0277. Breast-milk of A-cups - expended
0278. Breast-milk of an anakim - expended
0279. Breast-milk of an elf - expended
0280. Breast-milk of an ogre - expended
0281. Breast-milk of B-cups - expended
0282. Breast-milk of breasts larger than D-cups - expended
0283. Breast-milk of breasts smaller than A-cups - expended
0284. Breast-milk of C-cups - expended
0285. Breast-milk of D-cups - expended
0286. Broccoli - expended
0287. Bronze - expended
0288. Bronze - reusable
0289. Brooch - expended
0290. Brooch - reusable
0291. Brooch of a knight - reusable
0292. Broom stick - reusable
0293. Bucket of water from a horse's trough - expended
0294. Buckle - reusable
0295. Bullion - reusable
0296. Bumblebee - expended
0297. Butter - expended
0298. Butterfly - expended
0299. Cabbage - expended
0300. Callous forged from the heat of furious masturbation - expended
0301. Candle - reusable
0302. Candle of a sorcerer - reusable
0303. Candles that are lit (at least 3d10 of them) - reusable
0304. Cannibalized corpse - reusable
0305. Cap of a destroying angel mushroom - expended
0306. Cap of a magic mushroom - expended

0307. Captured queef (vaginal belch) - expended
0308. Carbon steel - expended
0309. Carbon steel - reusable
0310. Carrot - reusable
0311. Caster must be a virgin - expended
0312. Caster must be able to do fractions in Math Intelligence - reusable
0313. Caster must have abstained from all sexual relations for 1 day - reusable
0314. Caster must have abstained from all sexual relations for 1 month - reusable
0315. Caster must have abstained from all sexual relations for 1 week reusable
0316. Caster must have abstained from all sexual relations for 1 year - reusable
0317. Caster must masturbate another character to completion - expended
0318. Caster must masturbate to completion in front of a crowd and enjoy it - expended
0319. Caster must personally hand-tie a poisonous snake into a square knot - reusable
0320. Caster must slit their arms and bleed for their god - reusable until bleeding stops
0321. Caster must somehow dilate their own ass at the moment of casting - expended
0322. Caster's body must be free of injuries for at least 1 day - reusable
0323. Caster's body must be free of injuries for at least 1 month - reusable
0324. Caster's body must be free of injuries for at least 1 week - reusable
0325. Caster's body must be free of injuries for at least 1 year - reusable
0326. Caster's hair - expended
0327. Caster's wildest sexual fantasy written in detail on parchment - reusable
0328. Cat that is black - reusable
0329. Catapult wheel that is used and intact - reusable
0330. Cat's Eye gemstone - reusable
0331. Cauldron - reusable
0332. Cauldron filled with body parts - expended (but not the cauldron)
0333. Cauldron filled with body parts from places of execution - expended (but not the cauldron)
0334. Cauldron filled with boiling water - expended (but not the cauldron)
0335. Cauldron filled with dried body parts - expended (but not the cauldron)
0336. Cauldron filled with living victims - expended (but not the cauldron)
0337. Cauldron filled with porridge - expended (but not the cauldron)
0338. Cauldron filled with the blood of foes - expended (but not the cauldron)
0339. Cauldron filled with the broth of humanoids - expended (but not the cauldron)
0340. Caviar - expended
0341. Celery - expended
0342. Centipede - expended
0343. Chain link from a torture rack that broke during interrogation - reusable
0344. Chain link without rust from chainmail - reusable
0345. Chalcedony gemstone - reusable
0346. Chalice - reusable
0347. Chalice filled with blood - blood is expended
0348. Chalk that is red - expended
0349. Chalk that is yellow - expended
0350. Charred remains of a victim of the spell Inferno - reusable
0351. Chastity belt of a woman who mysteriously became pregnant anyway - reusable
0352. Chastity belt once worn by a virgin - reusable
0353. Cheese - expended
0354. Chemise - reusable
0355. Cherry - expended
0356. Chestnut - expended
0357. Child who resulted from an orgy - reusable, just like the mother

0358. Chunk of rotten meat - expended
0359. Citrine gemstone - reusable
0360. Claw of a dragon - reusable
0361. Cleaver - reusable
0362. Cloak - reusable
0363. Cloth - expended
0364. Cloth - reusable
0365. Clothing of a child - reusable
0366. Club of an ogre - reusable
0367. Coal - expended
0368. Coat of arms of a knight - reusable
0369. Cocoon of a moth - reusable
0370. Coin - reusable
0371. Coin from a dragon's hoard - reusable
0372. Coin from a dwarven city - reusable
0373. Coin from a subterranean troll palace - reusable
0374. Collarbone of a chandler - expended
0375. Comb of a carpenter - reusable
0376. Concoction made from 1 ounce cheese and 1 ounce butt-sweat - reusable
0377. Condom made from the bladder of a goat - expended
0378. Continual devotion for 1 day to one's god - reusable while devotion lasts
0379. Continual devotion for 1 decade to one's god - reusable while devotion lasts
0380. Continual devotion for 1 month to one's god - reusable while devotion lasts
0381. Continual devotion for 1 week to one's god - reusable while devotion lasts
0382. Continual devotion for 1 year to one's god - reusable while devotion lasts
0383. Continual devotion for 1 year to one's publicly proclaimed god - reusable while devotion lasts
0384. Copper - expended
0385. Copper - reusable
0386. Coral gemstone - reusable
0387. Corpse - reusable
0388. Corpse of a bird - reusable
0389. Corpse of a boar - reusable
0390. Corpse of a bugbear - reusable
0391. Corpse of a cat - reusable
0392. Corpse of a criminal placed in a barrel with nails and rolled down a hill and into a river - reusable
0393. Corpse of a decapitated chicken - reusable
0394. Corpse of a dog - reusable
0395. Corpse of a dwarf - reusable
0396. Corpse of a human - reusable
0397. Corpse of a kobold - reusable
0398. Corpse of a miscarriage - expended
0399. Corpse of a rat - reusable
0400. Corpse of a squirrel - reusable
0401. Corpse of a troll - reusable
0402. Corpse of an elf - reusable
0403. Corpse of an ogre - reusable
0404. Corpse of the father of the caster's best friend - reusable
0405. Corpse of the mother of the caster's best friend - reusable
0406. Corpse that has literally been pounded into dust - reusable
0407. Couple in courtly love - reusable
0408. Cricket - expended

0409. Crop stolen from a farmer who couldn't care less about it - expended
0410. Crossbar that braces a door - reusable
0411. Crossbow - reusable
0412. Crown of a king - reusable
0413. Crushed spider - expended
0414. Crystal ball - reusable
0415. Cud of a cow - expended
0416. Cup of water filled from a waterfall - expended
0417. Daffodil - expended
0418. Dagger - reusable
0419. Dagger of a daring drunkard - reusable
0420. Dandruff from a girl who has been spanked by her father thrice this week - expended
0421. Dandruff of an anakim - expended
0422. Dead fetus - reusable for 1 week
0423. Decapitated head - reusable
0424. Decapitated head of a bugbear - reusable
0425. Decapitated head of a chicken - reusable
0426. Decapitated head of a dragon - reusable
0427. Decapitated head of a dwarf - reusable
0428. Decapitated head of a female - reusable
0429. Decapitated head of a female young adult with a Facial Charisma greater than 130 - reusable
0430. Decapitated head of a foe - reusable
0431. Decapitated head of a friend - reusable
0432. Decapitated head of a human - reusable
0433. Decapitated head of a kobold - reusable
0434. Decapitated head of a male - reusable
0435. Decapitated head of a moral character - reusable
0436. Decapitated head of a noble character - reusable
0437. Decapitated head of a peasant - reusable
0438. Decapitated head of a public executioner, decapitated with his own axe - reusable
0439. Decapitated head of a royal character - reusable
0440. Decapitated head of a serf - reusable
0441. Decapitated head of a slave - reusable
0442. Decapitated head of a troll - reusable
0443. Decapitated head of a wolf - reusable
0444. Decapitated head of an anakim - reusable
0445. Decapitated head of an elf - reusable
0446. Decapitated head of an ogre - reusable
0447. Decapitated head that is ugly enough to make 9 out of 10 little children cry - reusable
0448. Decapitated head whose mouth is filled with the dung of the caster - reusable
0449. Diamond gemstone - reusable
0450. Digit of the caster - reusable for 1 month
0451. Dildo - reusable
0452. Dirk - reusable
0453. Dirt - expended
0454. Dirt of 10 fingernails from 10 characters - expended
0455. Dirt of a garden - reusable
0456. Dirt of a subterranean cavern - expended
0457. Dirt of the ground on which a cacodaemon (demon) walked - expended
0458. Dirt of the ground on which a eudaemon (angel) walked - expended
0459. Dirt of the underworld - reusable

0460. Dirt that is dry and brown - expended
0461. Dirt that is dry and reddish - expended
0462. Dirt that is moist and dark - expended
0463. Disembodied soul - expended
0464. Disembodied soul - reusable
0465. Dismembered 7th vertebrae of a 7th son - reusable
0466. Dismembered and fractured femur bone of an anakim - reusable for 2 years
0467. Dismembered arm of a bugbear - reusable
0468. Dismembered arm of a dwarf - reusable
0469. Dismembered arm of a human - reusable
0470. Dismembered arm of a kobold - reusable
0471. Dismembered arm of a noble character - reusable
0472. Dismembered arm of a peasant - reusable
0473. Dismembered arm of a royal character - reusable
0474. Dismembered arm of a serf - reusable
0475. Dismembered arm of a slave - reusable
0476. Dismembered arm of a troll - reusable
0477. Dismembered arm of an anakim - reusable
0478. Dismembered arm of an elf - reusable
0479. Dismembered arm of an ogre - reusable
0480. Dismembered arm with a compound fracture - reusable for 3 months
0481. Dismembered beard of a dwarf - expended
0482. Dismembered bicep of a warrior - expended
0483. Dismembered big toe - reusable
0484. Dismembered big toe of a bugbear - expended
0485. Dismembered big toe of a dwarf - expended
0486. Dismembered big toe of a human - expended
0487. Dismembered big toe of a kobold - expended
0488. Dismembered big toe of a troll - expended
0489. Dismembered big toe of an anakim - expended
0490. Dismembered big toe of an elf - expended
0491. Dismembered big toe of an ogre - expended
0492. Dismembered body, hacked into 69 pieces - expended
0493. Dismembered bone - reusable
0494. Dismembered bone marrow - expended
0495. Dismembered bone of a bugbear - reusable
0496. Dismembered bone of a chicken - reusable
0497. Dismembered bone of a dwarf - reusable
0498. Dismembered bone of a human - reusable
0499. Dismembered bone of a kobold - reusable
0500. Dismembered bone of a noble character - reusable
0501. Dismembered bone of a peasant - reusable
0502. Dismembered bone of a royal character - reusable
0503. Dismembered bone of a serf - reusable
0504. Dismembered bone of a slave - reusable
0505. Dismembered bone of a troll - reusable
0506. Dismembered bone of an anakim - reusable
0507. Dismembered bone of an elf - reusable
0508. Dismembered bone of an ogre - reusable
0509. Dismembered brain - expended
0510. Dismembered brain of a bugbear - expended

0511. Dismembered brain of a dwarf - expended
0512. Dismembered brain of a human - expended
0513. Dismembered brain of a kobold - expended
0514. Dismembered brain of a ogre - expended
0515. Dismembered brain of a noble character - expended
0516. Dismembered brain of a peasant - expended
0517. Dismembered brain of a philosopher - expended
0518. Dismembered brain of a royal character - expended
0519. Dismembered brain of a serf - expended
0520. Dismembered brain of a slave - expended
0521. Dismembered brain of a troll - expended
0522. Dismembered brain of an anakim - expended
0523. Dismembered brain of an elf - expended
0524. Dismembered brain of an ogre - expended
0525. Dismembered brain that is still wet - expended
0526. Dismembered breast of a whore - expended
0527. Dismembered calf - expended
0528. Dismembered cheek - expended
0529. Dismembered clitoris - expended
0530. Dismembered clitoris of a bugbear - expended
0531. Dismembered clitoris of a dwarf - expended
0532. Dismembered clitoris of a human - expended
0533. Dismembered clitoris of a kobold - expended
0534. Dismembered clitoris of a noble character - expended
0535. Dismembered clitoris of a peasant - expended
0536. Dismembered clitoris of a royal character - expended
0537. Dismembered clitoris of a serf - expended
0538. Dismembered clitoris of a slave - expended
0539. Dismembered clitoris of a troll - expended
0540. Dismembered clitoris of an anakim - expended
0541. Dismembered clitoris of an elf - expended
0542. Dismembered clitoris of an ogre - expended
0543. Dismembered ear - reusable
0544. Dismembered ear of a bugbear - expended
0545. Dismembered ear of a deaf character - expended
0546. Dismembered ear of a dwarf - expended
0547. Dismembered ear of a human - expended
0548. Dismembered ear of a kobold - expended
0549. Dismembered ear of a troll - expended
0550. Dismembered ear of an anakim - expended
0551. Dismembered ear of an elf - expended
0552. Dismembered ear of an ogre - expended
0553. Dismembered elbow of a bugbear - reusable
0554. Dismembered elbow of a dwarf - reusable
0555. Dismembered elbow of a human - reusable
0556. Dismembered elbow of a kobold - reusable
0557. Dismembered elbow of a troll - reusable
0558. Dismembered elbow of an anakim - reusable
0559. Dismembered elbow of an elf - reusable
0560. Dismembered elbow of an ogre - reusable
0561. Dismembered eyeball - expended

0562. Dismembered eyeball of a blind character - expended
0563. Dismembered eyeball of a bugbear - expended
0564. Dismembered eyeball of a dwarf - expended
0565. Dismembered eyeball of a female in heat - expended
0566. Dismembered eyeball of a human - expended
0567. Dismembered eyeball of a kobold - expended
0568. Dismembered eyeball of a seeing-eye dog - expended
0569. Dismembered eyeball of a troll - expended
0570. Dismembered eyeball of an anakim - expended
0571. Dismembered eyeball of an eagle - expended
0572. Dismembered eyeball of an elf - expended
0573. Dismembered eyeball of an enameler - expended
0574. Dismembered eyeball of an ogre - expended
0575. Dismembered eyeball that was abacinated (burned with a heated poker) - expended
0576. Dismembered fang - reusable
0577. Dismembered fang of a serpent - reusable
0578. Dismembered femur - reusable
0579. Dismembered femur from a forester - reusable
0580. Dismembered femur of a bugbear - reusable
0581. Dismembered femur of a dwarf - reusable
0582. Dismembered femur of a human - reusable
0583. Dismembered femur of a kobold - reusable
0584. Dismembered femur of a troll - reusable
0585. Dismembered femur of an anakim - reusable
0586. Dismembered femur of an elf - reusable
0587. Dismembered femur of an ogre - reusable
0588. Dismembered fibula from a flirtatious woman who is fat but also flat-chested - expended
0589. Dismembered finger - reusable
0590. Dismembered finger of a bugbear - reusable
0591. Dismembered finger of a dwarf - reusable
0592. Dismembered finger of a fletcher - expended
0593. Dismembered finger of a human - reusable
0594. Dismembered finger of a kobold - reusable
0595. Dismembered finger of a noble character - expended
0596. Dismembered finger of a peasant - expended
0597. Dismembered finger of a royal character - expended
0598. Dismembered finger of a serf - expended
0599. Dismembered finger of a slave - expended
0600. Dismembered finger of a troll - reusable
0601. Dismembered finger of an anakim - reusable
0602. Dismembered finger of an elf - reusable
0603. Dismembered finger of an ogre - reusable
0604. Dismembered fingernail - expended
0605. Dismembered fingernail of a bard - expended
0606. Dismembered fingernail of a bugbear - expended
0607. Dismembered fingernail of a dwarf - expended
0608. Dismembered fingernail of a human - expended
0609. Dismembered fingernail of a kobold - expended
0610. Dismembered fingernail of a troll - expended
0611. Dismembered fingernail of an anakim - expended
0612. Dismembered fingernail of an elf - expended

0613. Dismembered fingernail of an ogre - expended
0614. Dismembered fingernail of the left hand of a virginal maiden - reusable for 6 months
0615. Dismembered fingernail of the middle finger of a woman who fingers herself - reusable
0616. Dismembered fingers of a blind character - expended
0617. Dismembered foot - reusable
0618. Dismembered foot of a bugbear - reusable
0619. Dismembered foot of a dwarf - reusable
0620. Dismembered foot of a human - reusable
0621. Dismembered foot of a kobold - reusable
0622. Dismembered foot of a runaway slave - reusable
0623. Dismembered foot of a troll - reusable
0624. Dismembered foot of an anakim - reusable
0625. Dismembered foot of an elf - reusable
0626. Dismembered foot of an ogre - reusable
0627. Dismembered forearm - expended
0628. Dismembered forearm of a bugbear - expended
0629. Dismembered forearm of a dwarf - expended
0630. Dismembered forearm of a human - expended
0631. Dismembered forearm of a kobold - expended
0632. Dismembered forearm of a troll - expended
0633. Dismembered forearm of an anakim - expended
0634. Dismembered forearm of an elf - expended
0635. Dismembered forearm of an ogre - expended
0636. Dismembered hair - expended
0637. Dismembered hair of a dog sleeping by the bed of its master - expended
0638. Dismembered hair of a flea-infested armpit - expended
0639. Dismembered hair of a griffon - expended
0640. Dismembered hair of a rump - expended
0641. Dismembered hair of a wolf's belly - expended
0642. Dismembered hair of a woman who caused 20 males to smile widely in the last hour - expended
0643. Dismembered hair of a woman whose crotch may be smelled 5 feet away - expended
0644. Dismembered hair of an adult whose body odor may be smelled 5 feet away - expended
0645. Dismembered hair of an armpit - expended
0646. Dismembered hair of an athletic child-abuser - reusable for 1 week
0647. Dismembered hair of an executed criminal who was later known to be innocent - expended
0648. Dismembered hair of the back of a neck - expended
0649. Dismembered hair of the caster - expended
0650. Dismembered hair that is white and of a sage - expended
0651. Dismembered hamstring of a bounty hunter - reusable for 2 months
0652. Dismembered hand of a brat who refuses to eat their porridge - reusable for 1 month
0653. Dismembered hand that has been flattened with a loving hammer of justice - reusable
0654. Dismembered heart - expended
0655. Dismembered heart of a bugbear - expended
0656. Dismembered heart of a dwarf - expended
0657. Dismembered heart of a human - expended
0658. Dismembered heart of a knight - expended
0659. Dismembered heart of a kobold - expended
0660. Dismembered heart of a murderer - expended
0661. Dismembered heart of a troll - expended
0662. Dismembered heart of an anakim - expended
0663. Dismembered heart of an elf - expended

0664. Dismembered heart of an innocent child - expended
0665. Dismembered heart of an ogre - expended
0666. Dismembered hip - reusable
0667. Dismembered hoof - reusable
0668. Dismembered hoof of a centaur - reusable
0669. Dismembered hoof of a horse - reusable
0670. Dismembered hump of a camel - expended
0671. Dismembered hymen - expended
0672. Dismembered hymen of a giant - expended
0673. Dismembered hymen of a hare - expended
0674. Dismembered hymen of a whore - expended
0675. Dismembered intestine - expended
0676. Dismembered intestine of a bugbear - expended
0677. Dismembered intestine of a dwarf - expended
0678. Dismembered intestine of a human - expended
0679. Dismembered intestine of a kobold - expended
0680. Dismembered intestine of a troll - expended
0681. Dismembered intestine of an anakim - expended
0682. Dismembered intestine of an elf - expended
0683. Dismembered intestine of an interpreter - expended
0684. Dismembered intestine of an ogre - expended
0685. Dismembered jawbone - reusable
0686. Dismembered jawbone of a bugbear - reusable
0687. Dismembered jawbone of a dwarf - reusable
0688. Dismembered jawbone of a fetal pig - reusable for 6 months
0689. Dismembered jawbone of a human - reusable
0690. Dismembered jawbone of a kobold - reusable
0691. Dismembered jawbone of a troll - reusable
0692. Dismembered jawbone of an anakim - reusable
0693. Dismembered jawbone of an elf - reusable
0694. Dismembered jawbone of an ogre - reusable
0695. Dismembered kidney - expended
0696. Dismembered kidney of a bugbear - expended
0697. Dismembered kidney of a dwarf - expended
0698. Dismembered kidney of a human - expended
0699. Dismembered kidney of a kobold - expended
0700. Dismembered kidney of a troll - expended
0701. Dismembered kidney of an anakim - expended
0702. Dismembered kidney of an elf - expended
0703. Dismembered kidney of an ogre - expended
0704. Dismembered kneebone - reusable
0705. Dismembered kneebone of a bugbear - reusable
0706. Dismembered kneebone of a dwarf - reusable
0707. Dismembered kneebone of a human - reusable
0708. Dismembered kneebone of a kobold - reusable
0709. Dismembered kneebone of a troll - reusable
0710. Dismembered kneebone of an anakim - reusable
0711. Dismembered kneebone of an elf - reusable
0712. Dismembered kneebone of an ogre - reusable
0713. Dismembered knuckle - reusable
0714. Dismembered knuckle of a bugbear - reusable

0715. Dismembered knuckle of a dwarf - reusable
0716. Dismembered knuckle of a gambler - reusable
0717. Dismembered knuckle of a human - reusable
0718. Dismembered knuckle of a kobold - reusable
0719. Dismembered knuckle of a troll - reusable
0720. Dismembered knuckle of an anakim - reusable
0721. Dismembered knuckle of an elf - reusable
0722. Dismembered knuckle of an ogre - reusable
0723. Dismembered labia - reusable
0724. Dismembered labia of a bugbear - reusable
0725. Dismembered labia of a dwarf - reusable
0726. Dismembered labia of a human - reusable
0727. Dismembered labia of a kobold - reusable
0728. Dismembered labia of a noble character - reusable
0729. Dismembered labia of a peasant - reusable
0730. Dismembered labia of a royal character - reusable
0731. Dismembered labia of a serf - reusable
0732. Dismembered labia of a slave - reusable
0733. Dismembered labia of a troll - reusable
0734. Dismembered labia of an anakim - reusable
0735. Dismembered labia of an elf - reusable
0736. Dismembered labia of an ogre - reusable
0737. Dismembered large intestine - expended
0738. Dismembered larynx of a loudmouth - reusable for 1 week
0739. Dismembered leg - expended
0740. Dismembered leg of a bugbear - expended
0741. Dismembered leg of a dwarf - expended
0742. Dismembered leg of a elf - expended
0743. Dismembered leg of a frog - expended
0744. Dismembered leg of a human - expended
0745. Dismembered leg of a kobold - expended
0746. Dismembered leg of a noble character - expended
0747. Dismembered leg of a peasant - expended
0748. Dismembered leg of a royal character - expended
0749. Dismembered leg of a serf - expended
0750. Dismembered leg of a slave - expended
0751. Dismembered leg of a troll - expended
0752. Dismembered leg of an anakim - expended
0753. Dismembered leg of an ogre - expended
0754. Dismembered limb - reusable
0755. Dismembered limb of a bugbear - reusable
0756. Dismembered limb of a dwarf - reusable
0757. Dismembered limb of a human - reusable
0758. Dismembered limb of a kobold - reusable
0759. Dismembered limb of a noble character - reusable
0760. Dismembered limb of a peasant - reusable
0761. Dismembered limb of a royal character - reusable
0762. Dismembered limb of a serf - reusable
0763. Dismembered limb of a slave - reusable
0764. Dismembered limb of a troll - reusable
0765. Dismembered limb of an anakim - reusable

0766. Dismembered limb of an elf - reusable
0767. Dismembered limb of an ogre - reusable
0768. Dismembered liver - expended
0769. Dismembered liver of a bugbear - expended
0770. Dismembered liver of a dwarf - expended
0771. Dismembered liver of a human - expended
0772. Dismembered liver of a kobold - expended
0773. Dismembered liver of a troll - expended
0774. Dismembered liver of an anakim - expended
0775. Dismembered liver of an elf - expended
0776. Dismembered liver of an ogre - expended
0777. Dismembered lung - expended
0778. Dismembered lung of a bugbear - expended
0779. Dismembered lung of a dwarf - expended
0780. Dismembered lung of a human - expended
0781. Dismembered lung of a kobold - expended
0782. Dismembered lung of a noble character - expended
0783. Dismembered lung of a peasant - expended
0784. Dismembered lung of a royal character - expended
0785. Dismembered lung of a serf - expended
0786. Dismembered lung of a slave - expended
0787. Dismembered lung of a troll - expended
0788. Dismembered lung of an anakim - expended
0789. Dismembered lung of an elf - expended
0790. Dismembered lung of an ogre - expended
0791. Dismembered Manhood - expended
0792. Dismembered Manhood of a bugbear - expended
0793. Dismembered Manhood of a dwarf - expended
0794. Dismembered Manhood of a human - expended
0795. Dismembered Manhood of a kobold - expended
0796. Dismembered Manhood of a noble character - expended
0797. Dismembered Manhood of a peasant - expended
0798. Dismembered Manhood of a royal character - expended
0799. Dismembered Manhood of a serf - expended
0800. Dismembered Manhood of a slave - expended
0801. Dismembered Manhood of a troll - expended
0802. Dismembered Manhood of an adulterer - expended
0803. Dismembered Manhood of an anakim - expended
0804. Dismembered Manhood of an elf - expended
0805. Dismembered Manhood of an impotent male - expended
0806. Dismembered Manhood of an ogre - expended
0807. Dismembered Manhood that has been drained of blood by a leech - expended
0808. Dismembered marrow of a bisexual - expended
0809. Dismembered marrow of a carnivore - expended
0810. Dismembered marrow of a corpse that will be found tomorrow - expended
0811. Dismembered marrow of a heterosexual - expended
0812. Dismembered marrow of a homosexual - expended
0813. Dismembered marrow of a humanoid vegetarian - expended
0814. Dismembered marrow of a mermaid - expended
0815. Dismembered marrow of a mindless man - expended
0816. Dismembered marrow of an herbivore - expended

0817. Dismembered marrow of an omnivore - expended
0818. Dismembered mouth with an inserted pear (see Torture Devices in *Chap. 9: Equipment*) - reusable
0819. Dismembered nipple - expended
0820. Dismembered nipple of a good-for-nothing character - expended
0821. Dismembered nipples, 12 in a jar - reusable for 1 year if stored in wine and sealed properly
0822. Dismembered nose - expended
0823. Dismembered nose of a bugbear - expended
0824. Dismembered nose of a dwarf - expended
0825. Dismembered nose of a human - expended
0826. Dismembered nose of a kobold - expended
0827. Dismembered nose of a noble character - expended
0828. Dismembered nose of a peasant - expended
0829. Dismembered nose of a royal character - expended
0830. Dismembered nose of a serf - expended
0831. Dismembered nose of a slave - expended
0832. Dismembered nose of a troll - expended
0833. Dismembered nose of an anakim - expended
0834. Dismembered nose of an elf - expended
0835. Dismembered nose of an ogre - expended
0836. Dismembered ovary - expended
0837. Dismembered ovary of a bugbear - expended
0838. Dismembered ovary of a dwarf - expended
0839. Dismembered ovary of a human - expended
0840. Dismembered ovary of a kobold - expended
0841. Dismembered ovary of a noble character - expended
0842. Dismembered ovary of a peasant - expended
0843. Dismembered ovary of a royal character - expended
0844. Dismembered ovary of a serf - expended
0845. Dismembered ovary of a slave - expended
0846. Dismembered ovary of a troll - expended
0847. Dismembered ovary of an adulteress - expended
0848. Dismembered ovary of an anakim - expended
0849. Dismembered ovary of an elf - expended
0850. Dismembered ovary of an ogre - expended
0851. Dismembered part of a wing of a dragon - reusable
0852. Dismembered paw - reusable
0853. Dismembered paw of a frothing wolf - reusable
0854. Dismembered pupoof (bugbear Manhood) - expended
0855. Dismembered rib - expended
0856. Dismembered rib of a bugbear - expended
0857. Dismembered rib of a dwarf - expended
0858. Dismembered rib of a human - expended
0859. Dismembered rib of a kobold - expended
0860. Dismembered rib of a noble character - expended
0861. Dismembered rib of a peasant - expended
0862. Dismembered rib of a royal character - expended
0863. Dismembered rib of a serf - expended
0864. Dismembered rib of a slave - expended
0865. Dismembered rib of a troll - expended
0866. Dismembered rib of an anakim - expended
0867. Dismembered rib of an elf - expended

0868. Dismembered rib of an ogre - expended
0869. Dismembered scapula - expended
0870. Dismembered shin - expended
0871. Dismembered shoulder socket - expended
0872. Dismembered skin of a character with scabies (1 square inch) - expended
0873. Dismembered skin of a slovenly slut who was suplexed onto a stone - expended
0874. Dismembered skin of an anakim - expended
0875. Dismembered skin of an infant born less than 1 hour ago - expended
0876. Dismembered small intestine - expended
0877. Dismembered spine - expended
0878. Dismembered spine of a bugbear - expended
0879. Dismembered spine of a dwarf - expended
0880. Dismembered spine of a human - expended
0881. Dismembered spine of a kobold - expended
0882. Dismembered spine of a noble character - expended
0883. Dismembered spine of a peasant - expended
0884. Dismembered spine of a royal character - expended
0885. Dismembered spine of a serf - expended
0886. Dismembered spine of a slave - expended
0887. Dismembered spine of a troll - expended
0888. Dismembered spine of an anakim - expended
0889. Dismembered spine of an elf - expended
0890. Dismembered spine of an ogre - expended
0891. Dismembered stomach of a bugbear - expended
0892. Dismembered stomach of a dwarf - expended
0893. Dismembered stomach of a floating corpse - reusable for 1 month
0894. Dismembered stomach of a human - expended
0895. Dismembered stomach of a kobold - expended
0896. Dismembered stomach of a noble character - expended
0897. Dismembered stomach of a peasant - expended
0898. Dismembered stomach of a royal character - expended
0899. Dismembered stomach of a serf - expended
0900. Dismembered stomach of a slave - expended
0901. Dismembered stomach of a troll - expended
0902. Dismembered stomach of an anakim - expended
0903. Dismembered stomach of an elf - expended
0904. Dismembered stomach of an ogre - expended
0905. Dismembered tail - reusable
0906. Dismembered tail of a horse - reusable
0907. Dismembered tail of an anakim - reusable
0908. Dismembered talon - expended
0909. Dismembered talon of a eagle - expended
0910. Dismembered talon of a falcon - expended
0911. Dismembered testicle - expended
0912. Dismembered testicle of a bugbear - expended
0913. Dismembered testicle of a diseased slaveboy - expended
0914. Dismembered testicle of a dog - expended
0915. Dismembered testicle of a dwarf - expended
0916. Dismembered testicle of a goat - expended
0917. Dismembered testicle of a human - expended
0918. Dismembered testicle of a kobold - expended

0919. Dismembered testicle of a noble character - expended
0920. Dismembered testicle of a peasant - expended
0921. Dismembered testicle of a royal character - expended
0922. Dismembered testicle of a serf - expended
0923. Dismembered testicle of a slave - expended
0924. Dismembered testicle of a troll - expended
0925. Dismembered testicle of an anakim - expended
0926. Dismembered testicle of an elf - expended
0927. Dismembered testicle of an ogre - expended
0928. Dismembered testicle that is naturally hairless - expended
0929. Dismembered thigh - expended
0930. Dismembered thigh of a bugbear - expended
0931. Dismembered thigh of a dwarf - expended
0932. Dismembered thigh of a elf - expended
0933. Dismembered thigh of a human - expended
0934. Dismembered thigh of a kobold - expended
0935. Dismembered thigh of a noble character - expended
0936. Dismembered thigh of a peasant - expended
0937. Dismembered thigh of a royal character - expended
0938. Dismembered thigh of a serf - expended
0939. Dismembered thigh of a slave - expended
0940. Dismembered thigh of a troll - expended
0941. Dismembered thigh of an anakim - expended
0942. Dismembered thigh of an ogre - expended
0943. Dismembered thumb - reusable
0944. Dismembered thumb of a bugbear - reusable
0945. Dismembered thumb of a dwarf - reusable
0946. Dismembered thumb of a human - reusable
0947. Dismembered thumb of a kobold - reusable
0948. Dismembered thumb of a noble character - reusable
0949. Dismembered thumb of a peasant - reusable
0950. Dismembered thumb of a royal character - reusable
0951. Dismembered thumb of a serf - reusable
0952. Dismembered thumb of a slave - reusable
0953. Dismembered thumb of a thief - reusable
0954. Dismembered thumb of a troll - reusable
0955. Dismembered thumb of a wench - reusable
0956. Dismembered thumb of an anakim - reusable
0957. Dismembered thumb of an elf - reusable
0958. Dismembered thumb of an ogre - reusable
0959. Dismembered thyroid of an ogre - expended
0960. Dismembered toe - expended
0961. Dismembered toe of a bugbear - expended
0962. Dismembered toe of a dwarf - expended
0963. Dismembered toe of a human - expended
0964. Dismembered toe of a kobold - expended
0965. Dismembered toe of a noble character - expended
0966. Dismembered toe of a peasant - expended
0967. Dismembered toe of a royal character - expended
0968. Dismembered toe of a serf - expended
0969. Dismembered toe of a slave - expended

0970. Dismembered toe of a troll - expended
0971. Dismembered toe of an anakim - expended
0972. Dismembered toe of an elf - expended
0973. Dismembered toe of an ogre - expended
0974. Dismembered toenail of a bugbear - expended
0975. Dismembered toenail of a dwarf - expended
0976. Dismembered toenail of a human - expended
0977. Dismembered toenail of a kobold - expended
0978. Dismembered toenail of a noble character - expended
0979. Dismembered toenail of a peasant - expended
0980. Dismembered toenail of a royal character - expended
0981. Dismembered toenail of a serf - expended
0982. Dismembered toenail of a slave - expended
0983. Dismembered toenail of a troll - expended
0984. Dismembered toenail of an anakim - expended
0985. Dismembered toenail of an elf - expended
0986. Dismembered toenail of any ogre - expended
0987. Dismembered tongue - expended
0988. Dismembered tongue of a braggart - expended
0989. Dismembered tongue of a bugbear - expended
0990. Dismembered tongue of a cow - expended
0991. Dismembered tongue of a dove - expended
0992. Dismembered tongue of a dwarf - expended
0993. Dismembered tongue of a human - expended
0994. Dismembered tongue of a kobold - expended
0995. Dismembered tongue of a mouthy character - expended
0996. Dismembered tongue of a noble character - expended
0997. Dismembered tongue of a peasant - expended
0998. Dismembered tongue of a royal character - expended
0999. Dismembered tongue of a serf - expended
1000. Dismembered tongue of a slave - expended
1001. Dismembered tongue of a troll - expended
1002. Dismembered tongue of a woman who fantasizes about small Manhoods - reusable for 1 week
1003. Dismembered tongue of an anakim - expended
1004. Dismembered tongue of an elf - expended
1005. Dismembered tongue of an ogre - expended
1006. Dismembered tooth - reusable
1007. Dismembered tooth kicked out of the last female who refused the caster - reusable
1008. Dismembered tooth of a bugbear - reusable
1009. Dismembered tooth of a dwarf - reusable
1010. Dismembered tooth of a human - reusable
1011. Dismembered tooth of a kobold - reusable
1012. Dismembered tooth of a royal food-taster (cup bearer) - reusable
1013. Dismembered tooth of a tailor with a temper - reusable
1014. Dismembered tooth of a troll - reusable
1015. Dismembered tooth of an anakim - reusable
1016. Dismembered tooth of an elf - reusable
1017. Dismembered tooth of an ogre - reusable
1018. Dismembered tooth that is a molar - reusable
1019. Dismembered tooth that is black - reusable
1020. Dismembered tooth that is rotten - reusable

1021. Dismembered tooth that is yellow - reusable
1022. Dismembered torso - reusable
1023. Dismembered torso of a bugbear - reusable
1024. Dismembered torso of a criminal who has been drawn and quartered - reusable
1025. Dismembered torso of a dwarf - reusable
1026. Dismembered torso of a human - reusable
1027. Dismembered torso of a kobold - reusable
1028. Dismembered torso of a troll - reusable
1029. Dismembered torso of an anakim - reusable
1030. Dismembered torso of an elf - reusable
1031. Dismembered torso of an ogre - reusable
1032. Dismembered triceps - expended
1033. Dismembered vagina of a venerable virgin - reusable
1034. Dismembered veins of a fat character's leg - reusable for 1 week
1035. Dismembered vertebrae of a bugbear - expended
1036. Dismembered vertebrae of a dwarf - expended
1037. Dismembered vertebrae of a human - expended
1038. Dismembered vertebrae of a kobold - expended
1039. Dismembered vertebrae of a noble character - expended
1040. Dismembered vertebrae of a peasant - expended
1041. Dismembered vertebrae of a royal character - expended
1042. Dismembered vertebrae of a serf - expended
1043. Dismembered vertebrae of a slave - expended
1044. Dismembered vertebrae of a troll - expended
1045. Dismembered vertebrae of an anakim - expended
1046. Dismembered vertebrae of an elf - expended
1047. Dismembered vertebrae of an ogre - expended
1048. Dismembered vocal chords of a wolf - reusable for 3 months
1049. Dismembered voicebox of a back-talking whore - reusable for 1 week
1050. Dismembered voicebox of a habitual strangler - reusable for 1 week
1051. Dismembered wings - expended
1052. Dismembered wings of a bat - expended
1053. Dismembered wings of a succubus - reusable
1054. Dismembered wings of an anakim - expended
1055. Dismembered wings of an incubus - reusable
1056. Dismembered wings of any bird - expended
1057. Dismembered wisdom tooth - reusable
1058. Dismembered wishbone - reusable for 1 year unless broken
1059. Dismembered womb - expended
1060. Dismembered womb of a bugbear - expended
1061. Dismembered womb of a dwarf - expended
1062. Dismembered womb of a human - expended
1063. Dismembered womb of a kobold - expended
1064. Dismembered womb of a troll - expended
1065. Dismembered womb of an anakim - expended
1066. Dismembered womb of an elf - expended
1067. Dismembered womb of an ogre - expended
1068. Dismembered wrist bones of an elderly weaver - expended
1069. Dog that has run away from home 1d10 times - reusable while alive
1070. Dress of a dumb damsel - reusable
1071. Dung of a bat - expended

1072. Dung of a bird that shat on a character's shoulder - expended
1073. Dung of a bisexual - expended
1074. Dung of a bugbear - expended
1075. Dung of a carnivore - expended
1076. Dung of a castrated male - expended
1077. Dung of a cat - expended
1078. Dung of a character who has larger genitals than the caster - expended
1079. Dung of a character who has smaller genitals than the caster - expended
1080. Dung of a decorticated creature - expended
1081. Dung of a dog - expended
1082. Dung of a dwarf - expended
1083. Dung of a father who values the life of his child more than his own - expended
1084. Dung of a heterosexual - expended
1085. Dung of a homosexual - expended
1086. Dung of a horse that has been freshly regurgitated - expended
1087. Dung of a human - expended
1088. Dung of a humanoid vegetarian - expended
1089. Dung of a kobold - expended
1090. Dung of a mother who values the life of her child more than heir own - expended
1091. Dung of a pregnant female - expended
1092. Dung of a priest - expended
1093. Dung of a slave who has pleasured their master - expended
1094. Dung of a spayed female - expended
1095. Dung of a troll - expended
1096. Dung of a wolf - expended
1097. Dung of an anakim - expended
1098. Dung of an elf - expended
1099. Dung of an herbivore - expended
1100. Dung of an ogre - expended
1101. Dung of an omnivore - expended
1102. Dung of the caster's last sodomy victim - reusable for 3 weeks
1103. Dung remaining on an arm after full insertion into the ass of an ass - reusable for 1 day
1104. Dung that dried on the bottom of a sandal, shoe, or boot - expended
1105. Dung that is fresh, wet, and slimy - expended
1106. Dung that is green and of a baby - expended
1107. Dung that is old and dried - expended
1108. Dye - expended
1109. Earwax - reusable
1110. Earwax of a drunk bear that currently has diarrhea - expended
1111. Earwax of a stray dog - expended
1112. Eel - reusable
1113. Eel with rigor mortis - reusable for 1 week
1114. Egg - reusable
1115. Egg of a chicken that is unhatched - expended
1116. Egg of a dragon that is unhatched - expended
1117. Egg of a lesbian - expended
1118. Egg of an endangered bird - expended
1119. Egg with 2 yolks - expended
1120. Egg with 3 yolks - expended
1121. Emerald gemstone - reusable
1122. Ergot fungus - expended

1123. Exact intended spell effect must be written on parchment - reusable
1124. Eyebrow hair of a character who seems to have 1 large eyebrow instead of 2 - reusable
1125. Eyelashes - expended
1126. Eyelashes of a maiden - expended
1127. Familiar - reusable
1128. Familiar of a warlock - reusable
1129. Familiar of a witch - reusable
1130. Fart gas that is trapped - expended
1131. Feather - expended
1132. Feather - reusable
1133. Feather dipped in fresh vaginal blood - expended
1134. Feather dipped in menstrual blood - expended
1135. Feather dipped in milk of a maddened mother - expended
1136. Feather dipped in semen of a druid - expended
1137. Feather dipped in snot of an ogre - expended
1138. Feather dipped in tar - expended
1139. Feather dipped in virginal blood - expended
1140. Feather of a bird that was chopped in half - expended
1141. Feather that has been dipped in ink and used to write a love poem - expended
1142. Feather used by an advisor to any king in a kinky sexual act - expended
1143. Fennel - expended
1144. Fetus that is alive - expended
1145. Fig - expended
1146. Figurine - expended
1147. Figurine - reusable
1148. Fire - expended
1149. Fire from a forge - reusable
1150. Fire Opal gemstone - reusable
1151. Firefly - expended
1152. Fish from a lake - expended
1153. Fish from a river - expended
1154. Fish from the ocean - expended
1155. Fish from the sea - expended
1156. Fish that was hooked - expended
1157. Flail - reusable
1158. Flask - reusable
1159. Flax - expended
1160. Flint - reusable
1161. Flute - reusable
1162. Flute made of silver - reusable
1163. Flute made of wood by a human - reusable
1164. Flute made of wood by an elf - reusable
1165. Fly - expended
1166. Food served to a baron that he did not eat - expended
1167. Food served to a baroness that she did not eat - expended
1168. Food served to a chieftain that he did not eat - expended
1169. Food served to a duchess that she did not eat - expended
1170. Food served to a duke that he did not eat - expended
1171. Food served to a king that he did not eat - expended
1172. Food served to a lady that she did not eat - expended
1173. Food served to a lord that he did not eat - expended

1174. Food served to a prince that he did not eat - expended
1175. Food served to a princess that she did not eat - expended
1176. Food served to a queen that she did not eat - expended
1177. Frankincense - expended
1178. Freckles that have been scraped from a fisherman - expended
1179. Frost from the eyebrow of a recently killed soldier - expended
1180. Fungi - expended
1181. Fur from a brown bear - reusable
1182. Fur from a polar bear - reusable
1183. Fur from a wolverine - reusable
1184. Gangrene - reusable while its victim lives
1185. Gargling with cum for the duration of the spell - expended
1186. Garlic - reusable
1187. Garment from a corpse - reusable
1188. Garter from a gluttonous grocer - expended
1189. Gemstone from the purse of a thief - reusable
1190. Gemstone that has been worn in the concave chest of a freak for 1 month - reusable
1191. Gemstone worth at least 1 g.p. - expended
1192. Gemstone worth at least 1 g.p. - reusable
1193. Gemstone worth at least 100 g.p. - expended
1194. Gemstone worth at least 100 g.p. - reusable
1195. Gemstone worth at least 5 s.p. - expended
1196. Gemstone worth at least 5 s.p. - reusable
1197. Gemstone worth at least 50 g.p. - expended
1198. Gemstone worth at least 50 g.p. - reusable
1199. Girdle - reusable
1200. Girdle of a 'but-her-face' wench (see the Facial Charisma table in *Chap. 3: Abilities*) - reusable
1201. Glass - reusable
1202. Goblet full of ale - expended
1203. Goblet full of beer - expended
1204. Goblet full of mead - expended
1205. Goblet full of milk - expended
1206. Goblet full of wine - expended
1207. Goblet of a greedy merchant - reusable
1208. Gold - reusable
1209. Gold coin stolen or taken by force from a professional pick pocket - reusable
1210. Gold nugget - reusable
1211. Grain - expended
1212. Grain of arsenic - expended
1213. Granite - reusable
1214. Grape - expended
1215. Grass - expended
1216. Grass frozen solid - expended
1217. Grass that is dead - expended
1218. Grass that is yellow - expended
1219. Grasshopper cocooned in ice - reusable until the ice melts
1220. Green Tourmaline gemstone - reusable
1221. Grimoire - reusable
1222. Grove of 13 Monolithic stones arranged as a calendar according to month - reusable
1223. Grove of 28 Monolithic stones arranged as a lunar calendar - reusable
1224. Hairball coughed up from a cat - expended

1225. Hammer - reusable
1226. Handwriting of a moral character who is a total stranger - reusable
1227. Handwriting of an ethical character who is a total stranger - reusable
1228. Handwriting of an immoral character who is a total stranger - reusable
1229. Handwriting of an unethical character who is a total stranger - reusable
1230. Hat of a gnome - reusable
1231. Hat of a haggard husband - reusable
1232. Hat of a hosier unhappy with her husband - reusable while she is unhappy with him
1233. Helmet - reusable
1234. Helmet of a hero who was hacked in half - reusable
1235. Hide of a bugbear - reusable
1236. Hide of a cow - reusable
1237. Hide of a horse - reusable
1238. Hide of a kitten - reusable
1239. Hide of a wild animal - reusable for 6 months
1240. Homemade poople-beater - reusable
1241. Honey - reusable
1242. Honey from a huge hive overhanging a cliff - expended
1243. Honey that must be smeared on the caster's genitals - expended
1244. Horn of a bull - expended
1245. Horn of a unicorn - reusable
1246. Horn of an anakim - reusable
1247. Horseshoe - reusable
1248. Hot wax dripped onto the caster's rump - expended
1249. Hydrochloric acid - expended
1250. Ice - expended
1251. Incense - expended
1252. Ink - expended
1253. Ink of an octopus - expended
1254. Insect that is alive though its wings have been removed - reusable
1255. Intestinal worm - expended
1256. Iolite gemstone - reusable
1257. Iron - reusable
1258. Iron ore - reusable
1259. Ivy - reusable
1260. Jewelry - reusable
1261. Juniper oil - expended
1262. Key to a lock - reusable
1263. Knife - reusable
1264. Knitting needle of a caring mother - reusable
1265. Knot of a tree - reusable
1266. Lamella (thin metal plate) - reusable
1267. Lantern - reusable
1268. Lantern that is lit - reusable
1269. Lapis Lazuli gemstone - reusable
1270. Lard - expended
1271. Lard from an epileptic bugbear - expended
1272. Lava - reusable
1273. Leaf of a belladonna plant - expended
1274. Leaf of a cherry tree - expended
1275. Leaf of a conifer - expended

1276. Leaf of a deciduous tree - expended
1277. Leaf of a dill plant - expended
1278. Leaf of a false hellebore plant - expended
1279. Leaf of a fennel plant - expended
1280. Leaf of a henbane plant - expended
1281. Leaf of a horehound plant - expended
1282. Leaf of a hyssop plant - expended
1283. Leaf of a maple tree - expended
1284. Leaf of a marijuana plant - expended
1285. Leaf of a poison hemlock plant - expended
1286. Leaf of a poison ivy plant - expended
1287. Leaf of a rhubarb plant - expended
1288. Leaf of a rosemary herb - expended
1289. Leaf of a sage herb - expended
1290. Leaf of a sycamore tree - expended
1291. Leaf of a walnut tree - expended
1292. Leaf of an angelica herb - expended
1293. Leaf of an elder tree - expended
1294. Leaf of an oleander plant - expended
1295. Leaf that is perfectly symmetrical - expended
1296. Leather - reusable
1297. Leather bracers - reusable
1298. Leather gloves - reusable
1299. Leather gloves made to fit a large goose - reusable
1300. Leather made from a calf - reusable
1301. Leather made from a horse - reusable
1302. Lettuce - expended
1303. Lint of a belly button - expended
1304. Lizard - expended
1305. Lizard - reusable
1306. Loaf of bread - reusable
1307. Lock of hair - expended
1308. Lock of hair - reusable
1309. Lock of hair from a bitch (any kind works) poisoned by yew (possibly by you) - expended
1310. Lock of hair from a werebear - expended
1311. Lock of hair from a wereboar - expended
1312. Lock of hair from a werewolf - expended
1313. Lock of pubic hair from an 11 year-old, and the hair must be 3 inches in length - expended
1314. Lock to a prison cell - reusable
1315. Locket - reusable
1316. Longbow - reusable
1317. Loose chin-skin of an elderly bastard - reusable for 3 days
1318. Love-child of a peasant and a noble - reusable
1319. Love-child of a slave and a master - reusable
1320. Lucky rabbit's foot from an unlucky corpse - reusable
1321. Lump of coal - expended
1322. Lump of coal - reusable
1323. Lute - reusable
1324. Lute with a value of at least 3d100 silver pieces - reusable
1325. Lye - expended
1326. Mace - reusable

1327. Maggots - expended
1328. Magical item stolen from the dwelling of a subterranean troll - expended
1329. Magical words written in the caster's blood - expended
1330. Manacles of a falsely accused anakim - reusable
1331. Manacles of a falsely accused bugbear - reusable
1332. Manacles of a falsely accused human - reusable
1333. Manacles of a falsely accused kobold - reusable
1334. Manacles of a falsely accused subterranean troll - reusable
1335. Map that is correctly proportioned and drawn by a blind character - reusable
1336. Marble - reusable
1337. Maul - reusable
1338. Mead - expended
1339. Meat - expended
1340. Medallion - reusable
1341. Mercury - expended
1342. Metal - reusable
1343. Metal plate removed from the brigandine armor of a freshly fallen mercenary - reusable
1344. Milk - expended
1345. Milk that has passed through the nose of a laughing character - expended
1346. Mirror - reusable
1347. Mirror of a rich, fat character - reusable
1348. Mirror of an ugly maiden - reusable
1349. Monolithic stone - reusable
1350. Moon that is full and must be visible overhead - reusable
1351. Moon that is new and must be overhead - reusable
1352. Moonstone gemstone - reusable
1353. Morgenstern - reusable
1354. Moss - expended
1355. Mud - expended
1356. Mushroom - expended
1357. Musical instrument of a virtuosic player - reusable
1358. Mutton that is infested by flies - expended
1359. Nasal hair - expended
1360. Nasal hair of a hanged man - expended
1361. Nasal hair of an ogre - expended
1362. Naval hair from a boy who has been spanked by his father thrice this week - expended
1363. Navel hair of a nameless character - expended
1364. Necklace with a moonstone worn only under the moonlight - reusable
1365. Nest of a bird - expended
1366. Nitric acid - expended
1367. Noose - reusable
1368. Oar - reusable
1369. Oar of a longship - reusable
1370. Oar of a trireme - reusable
1371. Oar that is broken - reusable
1372. Obsidian gemstone - reusable
1373. Object used frequently to spank adults - reusable
1374. Object used frequently to spank children - reusable
1375. Oil - expended
1376. Oil that has been splashed all over the body of a virgin - expended
1377. Oil that must cover the caster's body from head to toe - expended

1378. Olive - expended
1379. Onyx gemstone - reusable
1380. Open wound of the caster with plenty of salt rubbed into it - reusable
1381. Ounce of marijuana; must be smoked while casting - expended
1382. Page ripped out of a book - expended
1383. Pages of moral scripture must be wiped on the caster's rump - reusable
1384. Pair of dice - reusable
1385. Pantaloons of a bard - reusable
1386. Papyrus leaf coated with a heavy seminal load that is still very white - expended
1387. Parchment - expended
1388. Parchment that has been lifted so gracefully by the suction of a schoolgirl's twat - reusable
1389. Pauldron (shoulder plate armor) of a knight - reusable
1390. Pen of a sage - reusable
1391. Pendant - reusable
1392. Pentagram - reusable
1393. Pentagram or inverted pentagram, whichever is more appropriate - reusable
1394. Pentagram that is inverted - reusable
1395. Perchloric acid - expended
1396. Peridot gemstone - reusable
1397. Pewter - expended
1398. Pewter - reusable
1399. Phlegm of a bisexual - expended
1400. Phlegm of a bugbear - expended
1401. Phlegm of a carnivore - expended
1402. Phlegm of a character in old-age - expended
1403. Phlegm of a child - expended
1404. Phlegm of a dwarf - expended
1405. Phlegm of a female - expended
1406. Phlegm of a heterosexual - expended
1407. Phlegm of a homosexual - expended
1408. Phlegm of a human - expended
1409. Phlegm of a humanoid vegetarian - expended
1410. Phlegm of a kobold - expended
1411. Phlegm of a male - expended
1412. Phlegm of a middle-aged character - expended
1413. Phlegm of a pubescent character - expended
1414. Phlegm of a rodent with hiccups - expended
1415. Phlegm of a troll - expended
1416. Phlegm of a venerable character - expended
1417. Phlegm of a young adult - expended
1418. Phlegm of an anakim - expended
1419. Phlegm of an elf - expended
1420. Phlegm of an herbivore - expended
1421. Phlegm of an infant - expended
1422. Phlegm of an ogre - expended
1423. Phlegm of an omnivore - expended
1424. Piece of wood - expended
1425. Piece of wood - reusable for 1 year
1426. Pillow - reusable
1427. Plant that is alive - expended
1428. Plum - expended

1429. Poisonous plant - expended
1430. Polearm - reusable
1431. Popped acne pus - expended
1432. Possessed character - reusable while possessed
1433. Possession from the home of a baron - reusable
1434. Possession from the home of a baroness - reusable
1435. Possession from the home of a chieftain - reusable
1436. Possession from the home of a duchess - reusable
1437. Possession from the home of a duke - reusable
1438. Possession from the home of a king - reusable
1439. Possession from the home of a lady - reusable
1440. Possession from the home of a lord - reusable
1441. Possession from the home of a prince - reusable
1442. Possession from the home of a princess - reusable
1443. Possession from the home of a queen - reusable
1444. Possession of a baker - expended
1445. Possession of a blacksmith - expended
1446. Possession of a bladesmith - expended
1447. Possession of a bowyer - expended
1448. Possession of a bugbear - expended
1449. Possession of a cooper - expended
1450. Possession of a druid - expended
1451. Possession of a dwarf - expended
1452. Possession of a female - expended
1453. Possession of a fletcher - expended
1454. Possession of a human - expended
1455. Possession of a kobold - expended
1456. Possession of a mage - expended
1457. Possession of a male - expended
1458. Possession of a priest - expended
1459. Possession of a public executioner - expended
1460. Possession of a schoolmaster - expended
1461. Possession of a slave - expended
1462. Possession of a slave-trader - expended
1463. Possession of a soldier - expended
1464. Possession of a sorcerer - expended
1465. Possession of a tanner - expended
1466. Possession of a troll - expended
1467. Possession of a weaponsmith - expended
1468. Possession of a whore - expended
1469. Possession of an acrobat - expended
1470. Possession of an anakim - expended
1471. Possession of an armorsmith - expended
1472. Possession of an elf - expended
1473. Possession of an ogre - expended
1474. Pubic hair of a bugbear - expended
1475. Pubic hair of a dwarf - expended
1476. Pubic hair of a giant - expended
1477. Pubic hair of a human - expended
1478. Pubic hair of a kobold - expended
1479. Pubic hair of a Manhood that has entertained at least 50 different females - expended

1480. Pubic hair of a smelly little trollop who has an unkempt box - expended
1481. Pubic hair of a troll - expended
1482. Pubic hair of a vagina that has entertained at least 50 different males - expended
1483. Pubic hair of a virgin - expended
1484. Pubic hair of an anakim - expended
1485. Pubic hair of an elf - expended
1486. Pubic hair of an ogre - expended
1487. Quartz gemstone - reusable
1488. Quarterstaff made of yew wood - reusable
1489. Quarterstaff of a hierophant who is quicker on their feet than the caster - reusable
1490. Queen bee - expended
1491. Rag of a menstruating anakim - reusable
1492. Rag of a menstruating bugbear - reusable
1493. Rag of a menstruating dwarf - reusable
1494. Rag of a menstruating elf - reusable
1495. Rag of a menstruating human - reusable
1496. Rag of a menstruating kobold - reusable
1497. Rag of a menstruating lesbian - reusable
1498. Rag of a menstruating ogre - reusable
1499. Rag of a menstruating troll - reusable
1500. Rag of a menstruating virgin - reusable
1501. Rape (turnip) - expended
1502. Rapeseed (of a turnip) - expended
1503. Red dog with rabies - expended
1504. Religious bread made of flour and the blood of infants - expended
1505. Removed wart - expended
1506. Ring - reusable
1507. Ring made of brass - reusable
1508. Ring made of bronze - reusable
1509. Ring made of gold - reusable
1510. Ring made of iron - reusable
1511. Ring made of silver - reusable
1512. Ring made of stone - reusable
1513. Ring made of wood - reusable
1514. Ring retrieved from the bottom of a creek - reusable
1515. Ring retrieved from the bottom of a lake - reusable
1516. Ring retrieved from the bottom of a patch of quicksand - reusable
1517. Ring retrieved from the bottom of a pond - reusable
1518. Ring retrieved from the bottom of a river - reusable
1519. Ring retrieved from the bottom of an ocean - reusable
1520. Ring that has been lost in a vagina for 3 months or more - reusable (although it reeks)
1521. Robes - reusable
1522. Rock glowing red with heat - reusable while glowing red
1523. Root of a belladonna plant - expended
1524. Root of a henbane plant - expended
1525. Root of a mandrake plant - expended
1526. Root of a poison hemlock plant - expended
1527. Root of a tarragon herb - expended
1528. Root of a valerian shrub - expended
1529. Root of a water hemlock plant - expended
1530. Rope - reusable

1531. Rope of a hanged man, it must be taken from the body - reusable
1532. Rose - expended
1533. Rose that was given to a female by a lovesick male - expended
1534. Ruby gemstone - reusable
1535. Rudder of a warship - reusable
1536. Rust - expended
1537. Sabaton (foot plate armor) - reusable
1538. Sack of a bandit - expended
1539. Sacrificial adulterer (or adulteress, caster's preference) must be tied or chained to a stone altar, and will die upon casting.
1540. Sacrificial anakim must be tied or chained to a stone altar, and will die upon casting.
1541. Sacrificial bird must be tied or chained to a stone altar, and will die upon casting.
1542. Sacrificial bisexual must be tied or chained to a stone altar, and will die upon casting.
1543. Sacrificial black sheep must be tied or chained to a stone altar, and will die upon casting.
1544. Sacrificial boar must be tied or chained to a stone altar, and will die upon casting.
1545. Sacrificial bugbear must be tied or chained to a stone altar, and will die upon casting.
1546. Sacrificial cat must be tied or chained to a stone altar, and will die upon casting.
1547. Sacrificial chambermaid must be tied or chained to a stone altar, and will die upon casting.
1548. Sacrificial cow must be tied or chained to a stone altar, and will die upon casting.
1549. Sacrificial criminal must be tied or chained to a stone altar, and will die upon casting.
1550. Sacrificial debtor must be tied or chained to a stone altar, and will die upon casting.
1551. Sacrificial dog must be tied or chained to a stone altar, and will die upon casting.
1552. Sacrificial dwarf must be tied or chained to a stone altar, and will die upon casting.
1553. Sacrificial elderly female who is naked, must be tied or chained to a stone altar, and will die upon casting.
1554. Sacrificial elderly male who is naked, must be tied or chained to a stone altar, and will die upon casting.
1555. Sacrificial elf must be tied or chained to a stone altar and will die upon casting.
1556. Sacrificial female child who is naked, must be tied or chained to a stone altar, and will die upon casting.
1557. Sacrificial female in old age who is naked, must be tied or chained to a stone altar, and will die upon casting.
1558. Sacrificial female infant who is naked, must be placed on a stone altar, and will die upon casting.
1559. Sacrificial female victim who is at least a young adult and a virgin must be tied or chained to a stone altar, and will die upon casting.
1560. Sacrificial female young adult who is naked, must be tied or chained to a stone altar, and will die upon casting.
1561. Sacrificial freak of nature (see *Chap. 2: Body*) must be tied or chained to an altar, and will die upon casting.
1562. Sacrificial goat must be tied or chained to a stone altar, and will die upon casting.
1563. Sacrificial heterosexual must be tied or chained to a stone altar, and will die upon casting.
1564. Sacrificial homosexual must be tied or chained to a stone altar, and will die upon casting.
1565. Sacrificial human must be tied or chained to a stone altar and will die upon casting.
1566. Sacrificial king must be tied or chained to a stone altar, and will die upon casting.
1567. Sacrificial kobold must be tied or chained to a stone altar, and will die upon casting.
1568. Sacrificial lamb must be tied or chained to a stone altar, and will die upon casting.
1569. Sacrificial male child who is naked, must be tied or chained to a stone altar, and will die upon casting.
1570. Sacrificial male in old age who is naked, must be tied or chained to a stone altar, and will die upon casting.
1571. Sacrificial male infant who is naked, must be placed on a stone altar, and will die upon casting.
1572. Sacrificial male young adult who is naked, must be tied or chained to a stone altar, and will die upon casting.
1573. Sacrificial maniac must be tied or chained to a stone altar, and will die upon casting.
1574. Sacrificial middle-aged female who is naked, must be tied or chained to a stone altar, and will die upon casting.
1575. Sacrificial middle-aged male who is naked, must be tied or chained to a stone altar, and will die upon

casting.

1576. Sacrificial necrophiliac must be tied or chained to a stone altar, and will die upon casting.
1577. Sacrificial noble character must be tied or chained to a stone altar, and will die upon casting.
1578. Sacrificial nymphomaniac must be tied or chained to a stone altar, and will die upon casting.
1579. Sacrificial ogre must be tied or chained to a stone altar and will die upon casting.
1580. Sacrificial peasant must be tied or chained to a stone altar, and will die upon casting.
1581. Sacrificial pedophile must be tied or chained to a stone altar, and will die upon casting.
1582. Sacrificial pig must be tied or chained to a stone altar, and will die upon casting.
1583. Sacrificial prince must be tied or chained to a stone altar, and will die upon casting.
1584. Sacrificial princess must be tied or chained to a stone altar, and will die upon casting.
1585. Sacrificial pubescent female who is naked, must be tied or chained to a stone altar, and will die upon casting.
1586. Sacrificial pubescent male who is naked, must be tied or chained to a stone altar, and will die upon casting.
1587. Sacrificial queen must be tied or chained to a stone altar, and will die upon casting.
1588. Sacrificial raptophiliac must be tied or chained to a stone altar, and will die upon casting.
1589. Sacrificial royal character must be tied or chained to a stone altar, and will die upon casting.
1590. Sacrificial satyromaniac must be tied or chained to a stone altar, and will die upon casting.
1591. Sacrificial serf must be tied or chained to a stone altar, and will die upon casting.
1592. Sacrificial sheep must be tied or chained to a stone altar, and will die upon casting.
1593. Sacrificial slave must be tied or chained to a stone altar, and will die upon casting.
1594. Sacrificial snake must be tied or chained to a stone altar, and will die upon casting.
1595. Sacrificial soldier must be tied or chained to a stone altar, and will die upon casting.
1596. Sacrificial troll must be tied or chained to a stone altar, and will die upon casting.
1597. Sacrificial victim who is a family member must be tied or chained to a stone altar, and will die upon casting.
1598. Sacrificial victim who is asleep is placed atop a stone altar, and will die upon casting.
1599. Sacrificial victim with a common cold who must be tied or chained to a stone altar, and will die upon casting.
1600. Sacrificial victim with a moral disposition must be tied or chained to a stone altar, and will die upon casting.
1601. Sacrificial victim with a predominantly choleric temperament must be tied or chained to an altar, and will die upon casting.
1602. Sacrificial victim with a predominantly melancholic temperament must be tied or chained to an altar, and will die upon casting.
1603. Sacrificial victim with a predominantly phlegmatic temperament must be tied or chained to an altar, and will die upon casting.
1604. Sacrificial victim with a predominantly sanguine temperament must be tied or chained to a stone altar, and will die upon casting.
1605. Sacrificial victim with an ethical disposition must be tied or chained to a stone altar, and will die upon casting.
1606. Sacrificial victim with an immoral disposition must be tied or chained to a stone altar, and will die upon casting.
1607. Sacrificial victim with an unethical disposition must be tied or chained to a stone altar, and will die upon casting.
1608. Sacrificial victim with anthrax who must be tied or chained to a stone altar, and will die upon casting.
1609. Sacrificial victim with bubonic plague who must be tied or chained to a stone altar, and will die upon casting.
1610. Sacrificial victim with cancer who must be tied or chained to a stone altar, and will die upon casting.
1611. Sacrificial victim with chicken pox who must be tied or chained to a stone altar, and will die upon casting.
1612. Sacrificial victim with diabetes insipidus who must be tied or chained to a stone altar, and will die upon casting.

1613. Sacrificial victim with encephalitis who must be tied or chained to a stone altar, and will die upon casting.
1614. Sacrificial victim with epilepsy who must be tied or chained to a stone altar, and will die upon casting.
1615. Sacrificial victim with gangrene who must be tied or chained to a stone altar, and will die upon casting.
1616. Sacrificial victim with influenza who must be tied or chained to a stone altar, and will die upon casting.
1617. Sacrificial victim with leprosy who must be tied or chained to a stone altar, and will die upon casting.
1618. Sacrificial victim with measles who must be tied or chained to a stone altar, and will die upon casting.
1619. Sacrificial victim with mumps who must be tied or chained to a stone altar, and will die upon casting.
1620. Sacrificial victim with muscular dystrophy who must be tied or chained to a stone altar, and will die upon casting.
1621. Sacrificial victim with rabies who must be tied or chained to a stone altar, and will die upon casting.
1622. Sacrificial victim with tuberculosis who must be tied or chained to a stone altar, and will die upon casting.
1623. Sacrificial victim with typhoid fever who must be tied or chained to a stone altar, and will die upon casting.
1624. Sacrificial victim with undulant fever who must be tied or chained to a stone altar, and will die upon casting.
1625. Sacrificial virgin must be tied or chained to a stone altar, and will die upon casting.
1626. Sacrificial whore must be tied or chained to a stone altar, and will die upon casting.
1627. Saddle - reusable
1628. Saddle of a fast horse - reusable
1629. Saliva of a bear - expended
1630. Saliva of a bugbear - expended
1631. Saliva of a dwarf - expended
1632. Saliva of a elf - expended
1633. Saliva of a human - expended
1634. Saliva of a kobold - expended
1635. Saliva of a troll - expended
1636. Saliva of a wolf - expended
1637. Saliva of an anakim - expended
1638. Saliva of an ogre - expended
1639. Salt - expended
1640. Salt from the side of a sailboat - expended
1641. Sand - expended
1642. Sand of an hourglass - expended
1643. Sand of an hourglass stolen from a temple - expended
1644. Sandals - reusable
1645. Sandals of a messenger - reusable
1646. Sandals of a sexual pervert - reusable
1647. Sap of a pine tree - expended
1648. Sap of a poison ivy plant - expended
1649. Sap of a tree - expended
1650. Sap of an oleander plant - expended
1651. Sapphire gemstone - reusable
1652. Scab - expended
1653. Scale of a dragon's hide - reusable
1654. Scale of a mermaid - reusable
1655. Scale of a merman - reusable
1656. Scales of a fish - reusable
1657. Scroll - expended
1658. Scroll - reusable
1659. Seed of a beanstalk - expended
1660. Seed of a cocklebur plant - expended

1661. Seed of a fennel plant - expended
1662. Seed of a henbane plant - expended
1663. Semen - expended
1664. Semen of a bisexual - expended
1665. Semen of a bugbear - expended
1666. Semen of a bull - expended
1667. Semen of a carnivore - expended
1668. Semen of a dwarf - expended
1669. Semen of a heterosexual - expended
1670. Semen of a homosexual - expended
1671. Semen of a human - expended
1672. Semen of a humanoid vegetarian - expended
1673. Semen of a just king - reusable
1674. Semen of a kobold - expended
1675. Semen of a scribe - expended
1676. Semen of a troll - expended
1677. Semen of an anakim - expended
1678. Semen of an elf - expended
1679. Semen of an herbivore - expended
1680. Semen of an ogre - expended
1681. Semen of an omnivore - expended
1682. Semen of seamen - expended
1683. Severed wrinkle of a grandmother - expended
1684. Sexual fluid of the caster - expended
1685. Shackled princess - reusable
1686. Shoe - reusable
1687. Shoes - reusable
1688. Shoes of a sucker - reusable for 1 year
1689. Shortbow - reusable
1690. Shoveled earth - expended
1691. Signal whistle of a mute - reusable
1692. Silver - expended
1693. Silver - reusable
1694. Silver from a mine within 10 miles of a kobold city - reusable
1695. Skull - reusable
1696. Skull of a badger - reusable
1697. Skull of a boar - reusable
1698. Skull of a bugbear - reusable
1699. Skull of a cat - reusable
1700. Skull of a character in old-age - reusable
1701. Skull of a child - reusable
1702. Skull of a dog - reusable
1703. Skull of a dwarf - reusable
1704. Skull of a gnome - reusable
1705. Skull of a horse - reusable
1706. Skull of a human - reusable
1707. Skull of a kobold - reusable
1708. Skull of a middle-aged character - reusable
1709. Skull of a pig - reusable
1710. Skull of a pubescent character - reusable
1711. Skull of a rabbit - reusable

1712. Skull of a rat - reusable
1713. Skull of a raven - reusable
1714. Skull of a slut - reusable
1715. Skull of a snake - reusable
1716. Skull of a squirrel - reusable
1717. Skull of a thrush - reusable
1718. Skull of a troll - reusable
1719. Skull of a venerable character - reusable
1720. Skull of a wolf - reusable
1721. Skull of a wolverine - reusable
1722. Skull of a young adult - reusable
1723. Skull of an anakim - reusable
1724. Skull of an elf - reusable
1725. Skull of an infant - reusable
1726. Skull of an ogre - reusable
1727. Skull of an owl - reusable
1728. Skull of any animal - reusable
1729. Slave whipped with a scourge until their body is a roadmap of pain - reusable until dead
1730. Slave's small intestine that is tied into the shape of a dog - reusable for 1 month
1731. Slime on the caster's lips from a dragon's kiss - expended
1732. Slobber of a sleeping soldier - expended
1733. Smelly, dirty, nasty, and sticky snot of a horse - expended
1734. Smoking pipe - reusable
1735. Snake - expended
1736. Snot - expended
1737. Snot from a woman battered while doing her laundry - expended
1738. Snot of a bugbear - expended
1739. Snot of a dwarf - expended
1740. Snot of a human - expended
1741. Snot of a kobold - expended
1742. Snot of a snoring sorcerer - expended
1743. Snot of a troll - expended
1744. Snot of an anakim - expended
1745. Snot of an elf - expended
1746. Snot of an ogre - expended
1747. Snow - expended
1748. Snow brushed off of a tree branch on which it fell naturally - expended
1749. Soil that is tilled - expended
1750. Solid rock from the center of the world - reusable
1751. Songbird - reusable
1752. Spark resulting from 2 stones being rubbed together - expended
1753. Spear of a disabled kobold - reusable
1754. Spear of a soldier suffering from amnesia - reusable
1755. Spellbook of a mage - expended
1756. Spider - expended
1757. Spider that is alive, though its legs have been removed - reusable
1758. Spider web - expended
1759. Spike of a shield - reusable
1760. Spike of a used chair of spikes - reusable
1761. Spit - expended
1762. Spit of a bugbear - expended

1763. Spit of a dwarf - expended
1764. Spit of a human - expended
1765. Spit of a kobold - expended
1766. Spit of a troll - expended
1767. Spit of an anakim - expended
1768. Spit of an elf - expended
1769. Spit of an ogre - expended
1770. Spit that has been in at least 3d10 mouths - expended
1771. Spittle from a baby ogre - expended
1772. Spittle from a baby troll - expended
1773. Spittle from a bugbear baby - expended
1774. Spittle from a dwarven baby - expended
1775. Spittle from a human baby - expended
1776. Spittle from a kobold baby - expended
1777. Spittle from an anakim baby - expended
1778. Spittle from an elven baby - expended
1779. Splinter of a battering ram - expended
1780. Splinter of a catapult's arm - expended
1781. Splinter of a ship's mast - expended
1782. Staff made of oak - reusable
1783. Staff made of wood - reusable
1784. Stardust - reusable
1785. Static electricity - expended
1786. Stew made of 1d10 anakim - expended
1787. Stew made of 1d10 bugbears - expended
1788. Stew made of 1d10 characters in old age - expended
1789. Stew made of 1d10 children - expended
1790. Stew made of 1d10 dwarves - expended
1791. Stew made of 1d10 elves - expended
1792. Stew made of 1d10 humans - expended
1793. Stew made of 1d10 infants - expended
1794. Stew made of 1d10 kittens - expended
1795. Stew made of 1d10 kobolds - expended
1796. Stew made of 1d10 middle-aged characters - expended
1797. Stew made of 1d10 ogres - expended
1798. Stew made of 1d10 pubescent characters - expended
1799. Stew made of 1d10 puppies - expended
1800. Stew made of 1d10 trolls - expended
1801. Stew made of 1d10 venerable characters - expended
1802. Stew made of 1d10 young adults - expended
1803. Stick that has lashed a trollop's face 1d10 times - reusable
1804. Stomach acid of a bugbear - expended
1805. Stomach acid of a dwarf - expended
1806. Stomach acid of a human - expended
1807. Stomach acid of a kobold - expended
1808. Stomach acid of a troll - expended
1809. Stomach acid of an anakim - expended
1810. Stomach acid of an eagle - expended
1811. Stomach acid of an elf - expended
1812. Stomach acid of an ogre - expended
1813. Stone - reusable

1814. Strawberry - expended
1815. String of a lute - reusable for 1 week
1816. String of a lute from a character who can pluck faster than 300 beats per minute. - reusable
1817. Stud of studded leather armor - reusable
1818. Sulfur - expended
1819. Sulfuric acid - expended
1820. Sun must be visible - reusable
1821. Sundial from a mage guild - reusable
1822. Sunrise must be visible - reusable
1823. Sunset must be visible - reusable
1824. Sweat of a bully's armpit - expended
1825. Sweat of a nightmare - expended
1826. Sweat of the caster's rump - reusable
1827. Sweat of the palms of a prosperous business owner - expended
1828. Sweat off of the testicles of a crucified slave - expended
1829. Sword, any - reusable
1830. Sword, bastard - reusable
1831. Sword, long - reusable
1832. Sword, short - reusable
1833. Sworn oath of obedience and allegiance signed by a character with a mental illness - reusable
1834. Sworn oath of obedience and allegiance signed by a child - reusable
1835. Sworn oath of obedience and allegiance signed by a child in puberty - reusable
1836. Sworn oath of obedience and allegiance signed by a choleric character - reusable
1837. Sworn oath of obedience and allegiance signed by a melancholic character - reusable
1838. Sworn oath of obedience and allegiance signed by a middle-aged adult - reusable
1839. Sworn oath of obedience and allegiance signed by a neutral immoral character - reusable
1840. Sworn oath of obedience and allegiance signed by a neutral moral character - reusable
1841. Sworn oath of obedience and allegiance signed by a neutral neutral character - reusable
1842. Sworn oath of obedience and allegiance signed by a phlegmatic character - reusable
1843. Sworn oath of obedience and allegiance signed by a retard - reusable
1844. Sworn oath of obedience and allegiance signed by a sanguine character - reusable
1845. Sworn oath of obedience and allegiance signed by a venerable adult - reusable
1846. Sworn oath of obedience and allegiance signed by a young adult - reusable
1847. Sworn oath of obedience and allegiance signed by an adult in old-age - reusable
1848. Sworn oath of obedience and allegiance signed by an ethical immoral character - reusable
1849. Sworn oath of obedience and allegiance signed by an ethical moral character - reusable
1850. Sworn oath of obedience and allegiance signed by an ethical neutral character - reusable
1851. Sworn oath of obedience and allegiance signed by an illiterate character - reusable
1852. Sworn oath of obedience and allegiance signed by an infant - reusable
1853. Sworn oath of obedience and allegiance signed by an unethical immoral character - reusable
1854. Sworn oath of obedience and allegiance signed by an unethical moral character - reusable
1855. Sworn oath of obedience and allegiance signed by an unethical neutral character - reusable
1856. Symbol of a moral god - reusable
1857. Symbol of a moral god, once possessed by an immoral creature - reusable
1858. Symbol of an ethical god - reusable
1859. Symbol of an immoral god - reusable
1860. Symbol of an immoral god, once possessed by a moral creature - reusable
1861. Symbol of an unethical god - reusable
1862. Symbol of caster's god smeared with dung - reusable
1863. Tablet that has been read by over 100 sentient and literate beings - reusable
1864. Tadpole - expended

1865. Tadpool that is fastest in its family - reusable
1866. Tadpool that is slowest in its family - reusable
1867. Tail feather of a flying hawk - expended
1868. Talisman - reusable
1869. Tankard of ale - reusable
1870. Tankard of beer - reusable
1871. Tankard of mead - reusable
1872. Tankard of wine - reusable
1873. Tankard that is empty and from a tavern that burned down - reusable
1874. Teardrop of a maiden who spilled milk - expended
1875. Tears of a dragon - expended
1876. Tears of a maiden getting stove-piped (see Racial Hatred in *Chap. 1: Race and Gender*) - reusable
1877. Tears of joy - expended
1878. The 3rd stomach of a cow - expended
1879. The caster must knowingly sacrifice their life to cast the spell; the caster will die upon casting it.
1880. The word of a woman - expended
1881. Thumbscrews used on an innocent character - reusable
1882. Thunder heard in the sky above - reusable
1883. Tick - expended
1884. Tick filled with blood of a rabid dog - expended
1885. Topaz gemstone - reusable
1886. Torch that is lit - reusable
1887. Torch that is lit and stuck in the tundra - reusable
1888. Tourniquet - reusable
1889. Turquoise gemstone - reusable
1890. Twig of a conifer - reusable for 1 year
1891. Twig of a deciduous tree - reusable for 1 year
1892. Twig of a warm nest - expended
1893. Twig of an ivy plant - reusable
1894. Twig of an oak tree - reusable
1895. Unborn baby of a wife to a chieftain of barbarians - expended
1896. Urine combined from at least 1d10 different species - expended
1897. Urine combined from at least 3d10 different creatures - expended
1898. Urine of a bisexual - expended
1899. Urine of a bugbear - expended
1900. Urine of a carnivore - expended
1901. Urine of a character who partakes of marijuana - expended
1902. Urine of a creature who has larger genitals than the caster -expended
1903. Urine of a creature who has smaller genitals than the caster - expended
1904. Urine of a drunk, which must be drank by the caster - expended
1905. Urine of a dwarf - expended
1906. Urine of a father who values the life of his child more than his own - expended
1907. Urine of a female who was spayed - expended
1908. Urine of a heterosexual - expended
1909. Urine of a homosexual - expended
1910. Urine of a human - expended
1911. Urine of a humanoid vegetarian - expended
1912. Urine of a kobold - expended
1913. Urine of a male who was castrated - expended
1914. Urine of a mother who values the life of her child more than her own - expended
1915. Urine of a pregnant female - expended

1916. Urine of a pregnant woman - expended
1917. Urine of a slave who has pleasured their master - expended
1918. Urine of a troll - expended
1919. Urine of an anakim - expended
1920. Urine of an elf - expended
1921. Urine of an herbivore - expended
1922. Urine of an ogre - expended
1923. Urine of an omnivore - expended
1924. Urine that is frozen - expended
1925. Urine that traveled at least 10 feet before it hit the ground - expended
1926. Venom - expended
1927. Venom of a black widow spider - expended
1928. Venom of a brown recluse spider - expended
1929. Venom of a snake - expended
1930. Venom of a spider - expended
1931. Vial - reusable
1932. Vomit - expended
1933. Vomit of a bugbear - expended
1934. Vomit of a cat - expended
1935. Vomit of a dog - expended
1936. Vomit of a dwarf - expended
1937. Vomit of a human - expended
1938. Vomit of a kobold - expended
1939. Vomit of a troll - expended
1940. Vomit of an anakim - expended
1941. Vomit of an elf - expended
1942. Vomit of an ogre - expended
1943. Walking cane - reusable
1944. Walking stick - reusable
1945. Walnut - expended
1946. War hammer - reusable
1947. Wart removed from a bugbear - expended
1948. Wart removed from a dwarf - expended
1949. Wart removed from a giant - expended
1950. Wart removed from a human - expended
1951. Wart removed from a kobold - expended
1952. Wart removed from a troll - expended
1953. Wart removed from an anakim - expended
1954. Wart removed from an elf - expended
1955. Wart removed from an ogre - expended
1956. Wasp - expended
1957. Water - expended
1958. Water from a brook - expended
1959. Water from a well - expended
1960. Water from river rapids - expended
1961. Water that is boiling - expended
1962. Weapon of a bugbear - reusable
1963. Weapon of a dwarf - reusable
1964. Weapon of a human - reusable
1965. Weapon of a kobold - reusable
1966. Weapon of a troll - reusable

1967. Weapon of an anakim - reusable
1968. Weapon of an elf - reusable
1969. Weapon of an ogre - reusable
1970. Wedding ring of a faithful husband - reusable
1971. Wedding ring of an faithful wife - reusable
1972. Wedding ring of an unfaithful husband - reusable
1973. Wedding ring of an unfaithful wife - reusable
1974. Weed - expended
1975. Wet shirt of a shivering character - reusable until dry
1976. Wheel that is broken and of a carriage - reusable
1977. Whisker of a cat - expended
1978. Whisker of a weak warrior - expended
1979. White Opal gemstone - reusable
1980. Wicker - expended
1981. Wild black cherry - expended
1982. Wine - expended
1983. Wine that is unopened and at least 3d10 years old - expended
1984. Wine that is unopened and at least 3d100 years old - expended
1985. Wineskin from a wagoneer wishing he was without his wife - expended
1986. Wineskin full of urine from a ferret - reusable
1987. Woman currently experiencing a genuine orgasm - reusable
1988. Woman willing to do anything for the caster, and licking the caster's foot at the moment - reusable
1989. Woman's name written on parchment by squatting over it with a feather in her puss - reusable
1990. Wood of a spruce tree - reusable
1991. Wood of a tree 3d10 years in age - reusable
1992. Wood of a tree 3d100 years in age - reusable
1993. Wood of a yew tree - reusable
1994. Wood of an oak tree - reusable
1995. Wooden carving that is elaborate - reusable
1996. Woof of a pine tree - reusable
1997. Wool - expended
1998. Worm - expended
1999. Yarrow plant - expended
2000. Yeast of a vagina - expended

# Appendix 6: Aedile Characters



Creating characters is the most time-consuming element of F.A.T.A.L. The purpose of this appendix is to supply pre-generated characters for the Aedile, not the players. Aediles already spend enough time in game preparation.

The characters in this appendix are arranged by species; multiple races are listed within each species. In this way, should the Aedile need a particular AC (Aedile Character) when they have not pre-rolled 1 prior to the adventure, an AC may be selected easily. This collection of AC's has been created with the Fatal Character Generator, so the results were determined randomly, not selected.

All AC's are presented as young adults. To adjust the age and level of an AC, the Aedile may accordingly adjust pertinent information, such as LP, MP, Wealth, or change the weapons and armor to magical weapons and armor. This data is presented so that it may be manipulated easily by the Aedile.

For the sake of ease, it is recommended that characters are created by using a program called the Fatal Character Generator, which is available free from Fatal Games. This program may be downloaded from the Website: www.fatalgames.com. All characters in this appendix were created in the Fatal Character Generator.

| Anakim | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **Character Info.** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** |
| Gender | M | F | M | F | M | F | M | F | M | F |
| Disposition | NI | UI | UN | UI | NI | NI | NI | NN | NN | NN |
| Temperament | PC | PC | CP | PC | CM | CS | PC | PC | PS | SC |
| Occupation | Shepherd | Poulterer | Dockwal. | Bandit | Messeng. | Cha.maid | Berserker | Farmer | Mercena. | Cha.maid |
| Level | 4 | 5 | 4 | 6 | 6 | 5 | 5 | 5 | 4 | 5 |
| Physique | 124 | 113 | 164 | 134 | 120 | 98 | 190 | 139 | 134 | 152 |
| Physical Fitness | 103 | 60 | 127 | 104 | 108 | 57 | 88 | 122 | 103 | 105 |
| Strength | 231 | 159 | 362 | 162 | 201 | 167 | 465 | 173 | 231 | 208 |
| Bodily Attract. | 64 | 116 | 74 | 143 | 80 | 58 | 95 | 154 | 91 | 179 |
| Health | 98 | 117 | 96 | 127 | 91 | 110 | 115 | 108 | 114 | 117 |
| Charisma | 103 | 100 | 89 | 115 | 95 | 87 | 97 | 92 | 116 | 99 |
| Facial Charisma | 105 | 111 | 86 | 138 | 52 | 91 | 90 | 108 | 146 | 91 |
| Vocal Charisma | 120 | 93 | 107 | 115 | 92 | 87 | 104 | 87 | 93 | 90 |
| Kinetic Cha. | 101 | 91 | 86 | 105 | 129 | 113 | 110 | 90 | 119 | 123 |
| Rhetorical Cha. | 87 | 106 | 77 | 102 | 108 | 59 | 86 | 85 | 107 | 92 |
| Dexterity | 86 | 69 | 74 | 72 | 104 | 84 | 79 | 76 | 78 | 86 |
| Hand-Eye | 75 | 56 | 65 | 39 | 107 | 86 | 60 | 40 | 69 | 87 |
| Agility | 73 | 51 | 56 | 72 | 95 | 66 | 94 | 110 | 49 | 58 |
| Reaction Speed | 94 | 84 | 74 | 71 | 95 | 68 | 70 | 86 | 93 | 100 |
| Enunciation | 102 | 88 | 101 | 108 | 121 | 117 | 95 | 68 | 104 | 99 |
| Intelligence | 101 | 103 | 96 | 107 | 109 | 114 | 105 | 102 | 120 | 124 |
| Language | 108 | 116 | 62 | 148 | 107 | 121 | 111 | 94 | 177 | 150 |
| Math | 110 | 107 | 89 | 115 | 128 | 120 | 90 | 96 | 126 | 77 |
| Analytic | 98 | 100 | 114 | 81 | 112 | 89 | 109 | 116 | 90 | 161 |
| Spatial | 89 | 91 | 120 | 85 | 90 | 128 | 113 | 104 | 88 | 110 |
| Wisdom | 85 | 104 | 74 | 84 | 70 | 86 | 70 | 81 | 86 | 87 |
| Drive | 128 | 120 | 69 | 71 | 85 | 68 | 62 | 87 | 92 | 82 |
| Intuition | 84 | 73 | 57 | 88 | 49 | 102 | 75 | 60 | 91 | 84 |
| Common Sense | 54 | 114 | 92 | 75 | 74 | 87 | 48 | 86 | 79 | 54 |
| Reflection | 77 | 109 | 79 | 105 | 72 | 88 | 97 | 91 | 84 | 79 |
| LP | 40 | 35 | 46 | 34 | 34 | 33 | 58 | 33 | 40 | 37 |
| MP | - | - | - | - | - | - | - | - | - | - |
| CA | 7 | 3 | 4 | 6 | 10 | 5 | 10 | 13 | 3 | 4 |
| Weapon 1 | Qua.staff | - | - | - | Dagger | - | Bipennis | - | Flail, F. | - |
| Weapon 2 | - | - | - | - | - | - | - | - | - | - |
| Weapon 3 | - | - | - | - | - | - | - | - | - | - |
| Armor 1 | - | - | - | - | - | - | C., 4-in-1 | - | C., 6-in-1 | - |
| Armor 2 | - | - | - | - | - | - | Spangen. | - | - | - |
| Armor 3 | - | - | - | - | - | - | - | - | - | - |
| Wealth | 2 s.p. | 1 s.p. | 7 s.p. | 2 s.p. | 1 s.p. | 0 s.p. | 0 s.p. | 9 s.p. | 2 s.p. | 5 s.p. |
| Trait #'s | 10 | 29 | 12,61,27 | 87,72 | 84,78,24 | 31,32,51 | 61,42,28 | 33,15,7 | 95,84,53 | 61,75,34 |
| Miscellaneous | | | | | | | | | | |
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| Bugbear | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **Character Info.** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** |
| Gender | M | F | M | F | M | F | M | F | M | F |
| Disposition | NI | NN | NI | NI | NI | EN | EN | NI | EI | NI |
| Temperament | CM | MP | CP | CS | MP | MC | MC | MC | MC | PM |
| Occupation | Gladiator | Pick Poc. | Mason | Dairyma. | Tilemak. | Delouser | Bailiff | Gardener | Mercen. | Farmer |
| Level | 3 | 4 | 3 | 3 | 3 | 3 | 4 | 3 | 4 | 5 |
| Physique | 113 | 93 | 120 | 81 | 88 | 93 | 134 | 75 | 111 | 82 |
| Physical Fitness | 101 | 66 | 97 | 95 | 72 | 74 | 107 | 107 | 97 | 87 |
| Strength | 147 | 167 | 205 | 117 | 125 | 127 | 260 | 97 | 224 | 94 |
| Bodily Attract. | 84 | 6 | 81 | 1 | 64 | 49 | 66 | 1 | 47 | 84 |
| Health | 123 | 136 | 98 | 113 | 94 | 122 | 105 | 97 | 79 | 64 |
| Charisma | 86 | 96 | 85 | 88 | 95 | 104 | 96 | 108 | 111 | 97 |
| Facial Charisma | 45 | 92 | 62 | 92 | 99 | 109 | 71 | 126 | 81 | 90 |
| Vocal Charisma | 113 | 104 | 99 | 81 | 85 | 131 | 105 | 119 | 130 | 75 |
| Kinetic Cha. | 100 | 105 | 88 | 98 | 78 | 93 | 117 | 102 | 106 | 114 |
| Rhetorical Cha. | 89 | 85 | 93 | 83 | 118 | 84 | 94 | 88 | 130 | 110 |
| Dexterity | 100 | 93 | 81 | 82 | 82 | 98 | 100 | 94 | 69 | 89 |
| Hand-Eye | 89 | 85 | 92 | 76 | 76 | 81 | 78 | 113 | 87 | 100 |
| Agility | 98 | 92 | 78 | 109 | 79 | 111 | 110 | 77 | 39 | 80 |
| Reaction Speed | 115 | 112 | 53 | 63 | 91 | 107 | 126 | 109 | 91 | 104 |
| Enunciation | 100 | 84 | 102 | 83 | 85 | 93 | 87 | 79 | 61 | 75 |
| Intelligence | 106 | 86 | 102 | 88 | 98 | 104 | 91 | 100 | 98 | 105 |
| Language | 85 | 79 | 89 | 71 | 92 | 117 | 53 | 74 | 81 | 107 |
| Math | 128 | 88 | 133 | 102 | 120 | 102 | 106 | 149 | 118 | 100 |
| Analytic | 87 | 98 | 91 | 117 | 74 | 94 | 93 | 113 | 86 | 94 |
| Spatial | 127 | 82 | 97 | 64 | 109 | 104 | 113 | 65 | 109 | 122 |
| Wisdom | 90 | 99 | 96 | 105 | 93 | 102 | 93 | 100 | 97 | 107 |
| Drive | 120 | 109 | 141 | 109 | 103 | 138 | 108 | 142 | 95 | 116 |
| Intuition | 98 | 112 | 83 | 96 | 87 | 99 | 94 | 58 | 106 | 98 |
| Common Sense | 61 | 100 | 66 | 106 | 71 | 60 | 70 | 81 | 100 | 88 |
| Reflection | 83 | 75 | 97 | 112 | 113 | 112 | 101 | 119 | 89 | 127 |
| LP | 33 | 36 | 36 | 30 | 26 | 33 | 40 | 27 | 35 | 21 |
| MP | - | - | - | - | - | - | - | - | - | - |
| CA | 12 | 11 | 8 | 14 | 9 | 14 | 14 | 8 | 2 | 9 |
| Weapon 1 | Berdeesh | Dagger | - | - | - | - | Mace, H. | - | Morgen. | - |
| Weapon 2 | - | - | - | - | - | - | - | - | - | - |
| Weapon 3 | - | - | - | - | - | - | - | - | - | - |
| Armor 1 | Scalem. | - | - | - | - | - | Musclem. | - | Musclem. | - |
| Armor 2 | Helm, G. | - | - | - | - | - | - | - | - | - |
| Armor 3 | - | - | - | - | - | - | - | - | - | - |
| Wealth | 3 s.p. | 1 s.p. | 2 s.p. | 6 s.p. | 4 s.p. | 7 s.p. | 4 s.p. | 1 s.p. | 8 s.p. | 2 s.p. |
| Miscellaneous | | | | | | | | | | |
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| Dwarf | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **Character Info.** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** |
| Gender | M | F | M | F | M | F | M | F | M | F |
| Disposition | EN | EN | UI | NI | UM | UM | NM | EM | EN | EM |
| Temperament | MP | CS | CP | MC | PC | SM | SP | SP | SM | SP |
| Occupation | Gencutt. | Miner | Hieroph. | Brazier | Brickma. | Gilder | Bladesm. | Tavernk. | Appraiser | Cupbear. |
| Level | 4 | 5 | 7 | 8 | 6 | 8 | 7 | 7 | 5 | 7 |
| Physique | 113 | 96 | 103 | 78 | 114 | 67 | 99 | 85 | 88 | 64 |
| Physical Fitness | 121 | 123 | 97 | 114 | 79 | 57 | 93 | 75 | 93 | 94 |
| Strength | 112 | 53 | 107 | 80 | 157 | 72 | 143 | 47 | 116 | 69 |
| Bodily Attract. | 106 | 92 | 83 | 31 | 76 | 23 | 82 | 94 | 62 | 11 |
| Health | 115 | 116 | 125 | 89 | 145 | 116 | 78 | 124 | 84 | 85 |
| Charisma | 96 | 96 | 111 | 88 | 100 | 88 | 89 | 88 | 101 | 99 |
| Facial Charisma | 76 | 87 | 91 | 82 | 92 | 102 | 85 | 66 | 101 | 106 |
| Vocal Charisma | 108 | 72 | 143 | 79 | 77 | 104 | 68 | 72 | 74 | 102 |
| Kinetic Cha. | 114 | 122 | 119 | 102 | 95 | 74 | 94 | 124 | 140 | 81 |
| Rhetorical Cha. | 89 | 104 | 94 | 91 | 137 | 74 | 110 | 93 | 91 | 110 |
| Dexterity | 98 | 103 | 101 | 91 | 97 | 99 | 98 | 107 | 111 | 95 |
| Hand-Eye | 109 | 117 | 110 | 112 | 117 | 55 | 105 | 115 | 96 | 109 |
| Agility | 92 | 102 | 111 | 88 | 76 | 121 | 84 | 126 | 115 | 67 |
| Reaction Speed | 103 | 110 | 107 | 81 | 64 | 107 | 93 | 100 | 118 | 98 |
| Enunciation | 91 | 85 | 79 | 86 | 133 | 113 | 110 | 88 | 116 | 106 |
| Intelligence | 105 | 104 | 105 | 91 | 79 | 107 | 106 | 97 | 97 | 107 |
| Language | 69 | 108 | 109 | 61 | 66 | 118 | 102 | 81 | 89 | 73 |
| Math | 109 | 92 | 108 | 115 | 51 | 84 | 97 | 116 | 104 | 99 |
| Analytic | 102 | 113 | 107 | 72 | 102 | 118 | 101 | 114 | 95 | 128 |
| Spatial | 140 | 103 | 98 | 117 | 100 | 108 | 126 | 79 | 100 | 128 |
| Wisdom | 93 | 103 | 103 | 108 | 103 | 118 | 117 | 94 | 112 | 101 |
| Drive | 94 | 84 | 109 | 123 | 102 | 109 | 120 | 118 | 116 | 113 |
| Intuition | 117 | 82 | 111 | 93 | 62 | 123 | 114 | 61 | 107 | 108 |
| Common Sense | 64 | 135 | 128 | 108 | 128 | 138 | 87 | 100 | 137 | 95 |
| Reflection | 97 | 114 | 64 | 109 | 123 | 102 | 149 | 100 | 89 | 90 |
| LP | 23 | 17 | 25 | 18 | 30 | 20 | 23 | 19 | 22 | 17 |
| MP | - | - | - | - | - | - | - | - | - | - |
| CA | 9 | 10 | 12 | 8 | 6 | 14 | 7 | 14 | 13 | 5 |
| Weapon 1 | - | Pick, M. | - | - | - | - | - | - | - | - |
| Weapon 2 | - | - | - | - | - | - | - | - | - | - |
| Weapon 3 | - | - | - | - | - | - | - | - | - | - |
| Armor 1 | - | - | - | - | - | - | - | - | - | - |
| Armor 2 | - | - | - | - | - | - | - | - | - | - |
| Armor 3 | - | - | - | - | - | - | - | - | - | - |
| Wealth | 26 s.p. | 355 s.p. | 82 s.p. | 64 s.p. | 0 s.p. | 0 s.p. | 4 s.p. | 17 s.p. | 1130 s.p. | 283 s.p. |
| Miscellaneous | Black | Black | Black | Black | Brown | Brown | White | White | White | White |
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| Elf | | | | | | | | | | |
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| **Character Info.** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** |
| Gender | M | F | M | F | M | F | M | F | M | F |
| Disposition | NI | | | | | | | | | |
| Temperament | PM | | | | | | | | | |
| Occupation | Brewer | | | | | | | | | |
| Physique | 59 | | | | | | | | | |
| Physical Fitness | 56 | | | | | | | | | |
| Strength | 44 | | | | | | | | | |
| Bodily Attract. | 34 | | | | | | | | | |
| Health | 104 | | | | | | | | | |
| Charisma | 89 | | | | | | | | | |
| Facial Charisma | 67 | | | | | | | | | |
| Vocal Charisma | 113 | | | | | | | | | |
| Kinetic Cha. | 83 | | | | | | | | | |
| Rhetorical Cha. | 95 | | | | | | | | | |
| Dexterity | 95 | | | | | | | | | |
| Hand-Eye | 73 | | | | | | | | | |
| Agility | 117 | | | | | | | | | |
| Reaction Speed | 85 | | | | | | | | | |
| Enunciation | 106 | | | | | | | | | |
| Intelligence | 97 | | | | | | | | | |
| Language | 97 | | | | | | | | | |
| Math | 106 | | | | | | | | | |
| Analytic | 92 | | | | | | | | | |
| Spatial | 95 | | | | | | | | | |
| Wisdom | 92 | | | | | | | | | |
| Drive | 82 | | | | | | | | | |
| Intuition | 106 | | | | | | | | | |
| Common Sense | 94 | | | | | | | | | |
| Reflection | 87 | | | | | | | | | |
| LP | 10 | | | | | | | | | |
| MP | - | | | | | | | | | |
| CA | 13 | | | | | | | | | |
| Weapon 1 | | | | | | | | | | |
| Weapon 2 | | | | | | | | | | |
| Weapon 3 | | | | | | | | | | |
| Armor 1 | | | | | | | | | | |
| Armor 2 | | | | | | | | | | |
| Armor 3 | | | | | | | | | | |
| Wealth | - | | | | | | | | | |
| Miscellaneous | Dark | Dark | Dark | Dark | Dark | Light | Light | Light | Light | Light |
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| Human | | | | | | | | | | |
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| **Character Info.** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** |
| Gender | M | F | M | F | M | F | M | F | M | F |
| Disposition | NN | NN | UN | EN | NN | NM | NI | NN | EN | NN |
| Temperament | MS | SC | CS | MP | MS | PS | SC | MC | SP | MC |
| Occupation | Glover | Bandit | Farmer | Laundress | Skinner | Farmer | Hewer | Whore | Blacksm. | Baker |
| Level | 2 | 2 | 4 | 4 | 3 | 4 | 3 | 2 | 2 | 3 |
| Physique | 71 | 77 | 102 | 72 | 122 | 87 | 109 | 81 | 95 | 94 |
| Physical Fitness | 89 | 102 | 87 | 72 | 115 | 114 | 108 | 68 | 101 | 114 |
| Strength | 83 | 75 | 163 | 73 | 171 | 60 | 154 | 82 | 109 | 58 |
| Bodily Attract. | 62 | 68 | 104 | 51 | 110 | 93 | 83 | 94 | 83 | 93 |
| Health | 53 | 66 | 54 | 95 | 92 | 84 | 92 | 83 | 89 | 113 |
| Charisma | 77 | 100 | 87 | 103 | 83 | 99 | 86 | 94 | 94 | 95 |
| Facial Charisma | 64 | 139 | 91 | 129 | 77 | 64 | 89 | 91 | 103 | 82 |
| Vocal Charisma | 79 | 78 | 93 | 118 | 80 | 124 | 67 | 57 | 79 | 105 |
| Kinetic Cha. | 97 | 100 | 69 | 107 | 87 | 88 | 90 | 108 | 99 | 87 |
| Rhetorical Cha. | 68 | 85 | 96 | 60 | 91 | 120 | 100 | 123 | 97 | 108 |
| Dexterity | 119 | 115 | 108 | 91 | 76 | 94 | 96 | 85 | 101 | 108 |
| Hand-Eye | 110 | 109 | 90 | 95 | 88 | 105 | 93 | 75 | 108 | 88 |
| Agility | 126 | 139 | 121 | 88 | 109 | 84 | 97 | 79 | 88 | 96 |
| Reaction Speed | 109 | 97 | 88 | 94 | 55 | 119 | 92 | 132 | 106 | 128 |
| Enunciation | 132 | 117 | 134 | 87 | 55 | 68 | 102 | 54 | 102 | 121 |
| Intelligence | 100 | 103 | 96 | 96 | 100 | 90 | 99 | 97 | 114 | 101 |
| Language | 105 | 102 | 91 | 127 | 86 | 94 | 82 | 82 | 118 | 106 |
| Math | 110 | 104 | 127 | 70 | 101 | 93 | 125 | 66 | 122 | 96 |
| Analytic | 89 | 112 | 82 | 105 | 117 | 86 | 80 | 101 | 103 | 108 |
| Spatial | 98 | 94 | 86 | 84 | 96 | 88 | 111 | 142 | 113 | 95 |
| Wisdom | 92 | 108 | 78 | 95 | 96 | 76 | 97 | 119 | 107 | 114 |
| Drive | 68 | 107 | 78 | 98 | 75 | 69 | 107 | 129 | 83 | 96 |
| Intuition | 73 | 127 | 78 | 95 | 92 | 56 | 73 | 122 | 117 | 127 |
| Common Sense | 109 | 114 | 65 | 99 | 95 | 96 | 107 | 127 | 126 | 92 |
| Reflection | 118 | 85 | 94 | 91 | 123 | 84 | 103 | 101 | 105 | 141 |
| LP | 11 | 14 | 20 | 17 | 24 | 13 | 24 | 19 | 19 | 18 |
| MP | - | - | - | - | - | - | - | - | - | - |
| CA | 14 | 17 | 14 | 8 | 12 | 7 | 10 | 7 | 8 | 9 |
| Weapon 1 | Knife | Shortbow | Scythe | Bucket | Knife | Hoe | Shovel | Dagger | Hammer | - |
| Weapon 2 | - | Dagger | - | - | - | - | - | - | - | - |
| Weapon 3 | - | - | - | - | - | - | - | - | - | - |
| Armor 1 | - | - | - | - | - | - | - | - | - | - |
| Armor 2 | - | - | - | - | - | - | - | - | - | - |
| Armor 3 | - | - | - | - | - | - | - | - | - | - |
| Wealth | 65 s.p. | 15 s.p. | 4 s.p. | 51 s.p. | 65 s.p. | 0 s.p. | 4 s.p. | 18 s.p. | 0 s.p. | 104 s.p. |
| Miscellaneous | | | | | | Slave | Slave | | | |
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| Kobold | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **Character Info.** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** |
| Gender | M | F | M | F | M | F | M | F | M | F |
| Disposition | EI | NI | NI | NI | NI | NN | NI | NI | NN | NI |
| Temperament | CP | PM | PC | PC | PC | PS | PS | PC | CM | CP |
| Occupation | Miner | Brewer | Gladiator | Beggar | Carter | Cha.maid | Miner | Cupbear. | Dockwa. | Perfumer |
| Level | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 2 |
| Physique | 92 | 89 | 97 | 78 | 80 | 84 | 80 | 79 | 90 | 72 |
| Physical Fitness | 88 | 133 | 10 | 92 | 120 | 107 | 124 | 86 | 111 | 82 |
| Strength | 122 | 56 | 166 | 32 | 32 | 45 | 33 | 48 | 68 | 29 |
| Bodily Attract. | 67 | 91 | 49 | 84 | 79 | 79 | 90 | 87 | 73 | 51 |
| Health | 91 | 79 | 75 | 105 | 92 | 106 | 76 | 95 | 110 | 126 |
| Charisma | 93 | 93 | 77 | 86 | 95 | 99 | 86 | 95 | 83 | 82 |
| Facial Charisma | 104 | 90 | 67 | 70 | 70 | 86 | 105 | 58 | 72 | 58 |
| Vocal Charisma | 76 | 104 | 70 | 74 | 83 | 83 | 56 | 83 | 91 | 59 |
| Kinetic Cha. | 103 | 103 | 72 | 150 | 120 | 129 | 125 | 142 | 110 | 119 |
| Rhetorical Cha. | 91 | 75 | 99 | 51 | 107 | 99 | 60 | 98 | 61 | 95 |
| Dexterity | 117 | 120 | 121 | 109 | 118 | 119 | 114 | 108 | 115 | 118 |
| Hand-Eye | 131 | 98 | 121 | 85 | 142 | 103 | 122 | 95 | 115 | 114 |
| Agility | 135 | 114 | 134 | 135 | 93 | 105 | 80 | 123 | 116 | 126 |
| Reaction Speed | 112 | 133 | 112 | 116 | 135 | 140 | 147 | 122 | 126 | 117 |
| Enunciation | 92 | 136 | 118 | 102 | 104 | 131 | 110 | 95 | 104 | 115 |
| Intelligence | 92 | 105 | 99 | 82 | 79 | 102 | 103 | 93 | 102 | 109 |
| Language | 95 | 92 | 92 | 100 | 90 | 77 | 99 | 60 | 88 | 89 |
| Math | 94 | 108 | 80 | 53 | 56 | 119 | 128 | 99 | 118 | 112 |
| Analytic | 62 | 96 | 120 | 75 | 60 | 118 | 109 | 96 | 69 | 103 |
| Spatial | 119 | 126 | 105 | 101 | 113 | 96 | 77 | 118 | 133 | 132 |
| Wisdom | 85 | 99 | 91 | 106 | 93 | 105 | 89 | 86 | 106 | 95 |
| Drive | 78 | 72 | 76 | 106 | 84 | 89 | 64 | 92 | 100 | 73 |
| Intuition | 83 | 101 | 96 | 114 | 117 | 107 | 90 | 76 | 104 | 111 |
| Common Sense | 108 | 113 | 118 | 82 | 75 | 122 | 94 | 96 | 111 | 111 |
| Reflection | 71 | 110 | 77 | 122 | 96 | 104 | 109 | 82 | 112 | 85 |
| LP | 15 | 8 | 18 | 10 | 7 | 10 | 5 | 9 | 14 | 11 |
| MP | - | - | - | - | - | - | - | - | - | - |
| CA | 16 | 12 | 16 | 16 | 9 | 11 | 7 | 14 | 13 | 14 |
| Weapon 1 | Pick, M. | - | Warh., F. | - | - | - | Pick, M. | - | - | - |
| Weapon 2 | - | - | Spear | - | - | - | - | - | - | - |
| Weapon 3 | - | - | - | - | - | - | - | - | - | - |
| Armor 1 | - | - | Scalem. | - | - | - | - | - | - | - |
| Armor 2 | - | - | Shield, R. | - | - | - | - | - | - | - |
| Armor 3 | - | - | Helm, C. | - | - | - | - | - | - | - |
| Wealth | 3 s.p. | 1 s.p. | 0 s.p. | 4 s.p. | 0 s.p. | 2 s.p. | 0 s.p. | 53 s.p. | 0 s.p. | 1 s.p. |
| Miscellaneous | - | - | Slave | - | Slave | Slave | Slave | - | Slave | - |
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| Ogre | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **Character Info.** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** |
| Gender | M | F | M | F | M | F | M | F | M | F |
| Disposition | UN | NI | UI | NI | NN | NI | UI | NI | UI | NI |
| Temperament | CP | PS | PS | CM | MS | MC | PC | CM | PC | CM |
| Occupation | Berserker | Berserker | Bandit | Bandit | Ruffian | Slave | Bandit | Berserker | Slave | Bandit |
| Level | 5 | 5 | 6 | 5 | 7 | 4 | 7 | 5 | 6 | 7 |
| Physique | 206 | 105 | 150 | 90 | 147 | 101 | 227 | 97 | 177 | 146 |
| Physical Fitness | 100 | 97 | 81 | 62 | 91 | 82 | 73 | 55 | 87 | 115 |
| Strength | 575 | 180 | 374 | 96 | 379 | 137 | 707 | 209 | 442 | 213 |
| Bodily Attract. | 53 | 58 | 35 | 87 | 36 | 70 | 56 | 36 | 96 | 144 |
| Health | 96 | 85 | 110 | 115 | 83 | 116 | 73 | 90 | 83 | 115 |
| Charisma | 71 | 83 | 75 | 85 | 80 | 90 | 58 | 65 | 89 | 88 |
| Facial Charisma | 76 | 107 | 80 | 105 | 83 | 73 | 58 | 78 | 100 | 109 |
| Vocal Charisma | 77 | 111 | 109 | 97 | 74 | 111 | 93 | 115 | 73 | 71 |
| Kinetic Cha. | 45 | 63 | 50 | 58 | 90 | 93 | 3 | 1 | 78 | 61 |
| Rhetorical Cha. | 87 | 54 | 63 | 80 | 73 | 83 | 80 | 68 | 105 | 112 |
| Dexterity | 66 | 52 | 75 | 55 | 69 | 77 | 51 | 60 | 78 | 78 |
| Hand-Eye | 36 | 61 | 61 | 25 | 88 | 83 | 58 | 61 | 63 | 36 |
| Agility | 96 | 23 | 76 | 61 | 105 | 80 | 41 | 65 | 55 | 81 |
| Reaction Speed | 72 | 88 | 113 | 92 | 58 | 90 | 57 | 55 | 93 | 92 |
| Enunciation | 63 | 38 | 51 | 43 | 25 | 58 | 51 | 59 | 104 | 104 |
| Intelligence | 69 | 52 | 65 | 51 | 71 | 74 | 67 | 39 | 83 | 62 |
| Language | 38 | 59 | 44 | 37 | 29 | 53 | 50 | 49 | 102 | 38 |
| Math | 57 | 20 | 54 | 29 | 93 | 72 | 74 | 29 | 45 | 52 |
| Analytic | 82 | 60 | 61 | 72 | 76 | 93 | 55 | 14 | 76 | 43 |
| Spatial | 100 | 70 | 101 | 68 | 89 | 81 | 92 | 64 | 109 | 115 |
| Wisdom | 66 | 94 | 84 | 83 | 81 | 89 | 59 | 85 | 85 | 91 |
| Drive | 89 | 85 | 112 | 80 | 68 | 53 | 37 | 64 | 69 | 98 |
| Intuition | 45 | 99 | 85 | 78 | 63 | 129 | 97 | 111 | 90 | 131 |
| Common Sense | 66 | 67 | 41 | 57 | 82 | 77 | 40 | 46 | 77 | 63 |
| Reflection | 67 | 128 | 101 | 117 | 112 | 99 | 64 | 119 | 105 | 74 |
| LP | 68 | 35 | 56 | 30 | 48 | 29 | 81 | 41 | 56 | 42 |
| MP | - | - | - | - | - | - | - | - | - | - |
| CA | 12 | 1 | 9 | 7 | 14 | 10 | 3 | 7 | 6 | 10 |
| Weapon 1 | Club, G. | Club, G. | Club, G. | Club | Club, G. | Club | Club, G. | Club, G. | - | - |
| Weapon 2 | - | - | - | - | - | - | - | - | - | - |
| Weapon 3 | - | - | - | - | - | - | - | - | - | - |
| Armor 1 | - | - | - | - | - | - | - | - | - | - |
| Armor 2 | - | - | - | - | - | - | - | - | - | - |
| Armor 3 | - | - | - | - | - | - | - | - | - | - |
| Wealth | 4 s.p. | 2 s.p. | 0 s.p. | 1 s.p. | 1 s.p. | 138 s.p. | 4 s.p. | 46 s.p. | 34 s.p. | 7 s.p. |
| Miscellaneous | Base | Base | Base | Base | Cliff | Cliff | Grua. | Grua. | Kinder | Kinder |
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| Troll | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **Character Info.** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** |
| Gender | M | F | M | F | M | F | M | F | M | F |
| Disposition | UN | UI | UN | UI | UN | UI | NN | UN | NN | NN |
| Temperament | CP | MP | CP | PC | CP | MP | CM | CS | CM | PS |
| Occupation | Berserker | Slave | Gladiator | Slave | Bandit | Berserker | Gladiator | Slave-tra. | Blacksm. | Brasssm. |
| Level | 4 | 4 | 4 | 4 | 3 | 4 | 4 | 5 | 4 | 4 |
| Physique | 145 | 99 | 129 | 101 | 115 | 87 | 117 | 104 | 123 | 118 |
| Physical Fitness | 135 | 114 | 134 | 42 | 67 | 78 | 96 | 122 | 89 | 97 |
| Strength | 279 | 121 | 203 | 250 | 287 | 154 | 201 | 114 | 268 | 184 |
| Bodily Attract. | 51 | 42 | 75 | 1 | 1 | 10 | 55 | 108 | 27 | 111 |
| Health | 116 | 119 | 104 | 113 | 106 | 106 | 116 | 73 | 108 | 80 |
| Charisma | 77 | 86 | 63 | 83 | 72 | 94 | 88 | 78 | 79 | 95 |
| Facial Charisma | 51 | 83 | 39 | 78 | 69 | 88 | 46 | 106 | 52 | 125 |
| Vocal Charisma | 90 | 109 | 77 | 108 | 86 | 103 | 101 | 85 | 91 | 110 |
| Kinetic Cha. | 60 | 43 | 30 | 47 | 48 | 86 | 80 | 31 | 79 | 41 |
| Rhetorical Cha. | 108 | 111 | 108 | 99 | 87 | 102 | 125 | 93 | 97 | 104 |
| Dexterity | 80 | 98 | 88 | 82 | 87 | 73 | 85 | 85 | 71 | 81 |
| Hand-Eye | 101 | 97 | 82 | 60 | 92 | 70 | 75 | 100 | 72 | 45 |
| Agility | 33 | 93 | 78 | 66 | 54 | 72 | 92 | 42 | 47 | 74 |
| Reaction Speed | 77 | 91 | 110 | 86 | 105 | 69 | 80 | 91 | 72 | 91 |
| Enunciation | 109 | 112 | 85 | 118 | 99 | 81 | 94 | 109 | 94 | 114 |
| Intelligence | 30 | 57 | 47 | 36 | 47 | 35 | 122 | 111 | 114 | 117 |
| Language | 1 | 43 | 34 | 2 | 51 | 14 | 130 | 130 | 102 | 119 |
| Math | 22 | 34 | 14 | 24 | 36 | 39 | 104 | 97 | 153 | 115 |
| Analytic | 15 | 39 | 50 | 44 | 30 | 32 | 135 | 110 | 89 | 115 |
| Spatial | 82 | 113 | 91 | 74 | 73 | 57 | 119 | 107 | 114 | 120 |
| Wisdom | 88 | 80 | 87 | 101 | 96 | 87 | 100 | 92 | 111 | 107 |
| Drive | 90 | 66 | 120 | 116 | 114 | 56 | 116 | 89 | 95 | 104 |
| Intuition | 119 | 67 | 65 | 111 | 91 | 106 | 96 | 97 | 126 | 129 |
| Common Sense | 78 | 84 | 80 | 72 | 79 | 70 | 95 | 109 | 110 | 96 |
| Reflection | 67 | 105 | 83 | 108 | 101 | 119 | 95 | 73 | 113 | 102 |
| LP | 43 | 29 | 38 | 43 | 45 | 31 | 39 | 25 | 42 | 33 |
| MP | - | - | - | - | - | - | - | - | - | - |
| CA | 3 | 13 | 10 | 8 | 6 | 9 | 13 | 4 | 5 | 10 |
| Weapon 1 | - | - | - | - | - | - | Partisan | Fauchard | Hammer | Hammer |
| Weapon 2 | - | - | - | - | - | - | - | Whip | - | - |
| Weapon 3 | - | - | - | - | - | - | - | - | - | - |
| Armor 1 | - | - | - | - | - | - | Plate Suit | - | - | - |
| Armor 2 | - | - | - | - | - | - | - | - | - | - |
| Armor 3 | - | - | - | - | - | - | - | - | - | - |
| Wealth | 1 s.p. | 9 s.p. | 3 s.p. | 56 s.p. | 92 s.p. | 0 s.p. | 9 s.p. | 13 s.p. | 4 s.p. | 607 s.p. |
| Miscellaneous | Borb. | Borb. | Borb. | Hill | Hill | Hill | Sub. | Sub. | Sub. | Sub. |
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# Appendix 7: Names

Although most names in this appendix are given at birth, some ogres and trolls have only nicknames. If a character dislikes their birth name, then they may choose another name as a nickname. However, most characters go by their birth name.

The first names for anakim and humans have been referenced from 1332 A.D. in Lincolnshire, England. The anakim and human surnames have been referenced from www.medievalgenealogy.org.uk.

The names for bugbears have been referenced from Icelandic medieval prefixes and suffixes. Although it is historically inaccurate to randomly assign an engendered Icelandic medieval prefix to a suffix, both bugbear first and last names are generated in this manner, since bugbears are not meant to fully represent Icelandic peoples. Bugbear surnames are not passed on from generation to generation, but are divined at birth.

The names for dwarves have been referenced from medieval German names circa 1200-1250 A.D. Surnames are foreign to dwarves. When 2 dwarves share the same name, they are distinguished by occupation, residence, or renown. For example, Swikerus the blacksmith, Swikerus from Deep Mountain, or Swikerus the slayer.

The names for elves have been referenced from Anglo-Saxon Old English names from Bede's A History of the English Church and People. Surnames are foreign to elves. When 2 elves share the same name, they are distinguished by occupation, residence, or renown. For example, Aelfwine the bard, Aelfwine from Deep Forest, or Aelfwine the harmonious.

Kobolds have Indonesian names. Although these names did not originate in Europe, and so they violate an assumption of the game, they were selected due to their sound and the similarity in height between Indonesians and F.A.T.A.L. kobolds. Surnames are foreign to kobolds. When 2 kobolds share the same name, they are distinguished by occupation, residence, or renown. For example, Masri the miner, Masri from Deep Mines, or Masri the malicious master.

The names for subterranean trolls have been referenced from Classical Greece. Names of popular people such as Aristotle and Plato have been omitted. Surnames are foreign to subterranean trolls. When 2 subterranean trolls share the same name, they are distinguished by occupation, residence, or renown. For example, Stasinos the sorcerer, Stasinos from Deep Cavern, or Stasinos the salubrious.

## Anakim/Human Male First Names

| Roll | Result |
|---|---|
| 001 | Abelot |
| 002-010 | Adam |
| 011-020 | Alan |
| 021-030 | Alexander |
| 031 | Alvered |
| 032 | Alward |
| 033 | Ouerid |
| 034-044 | Andrew |
| 045 | Anger |
| 046 | Anselm |
| 047 | Anselin |
| 048 | Anselm |
| 049-059 | Arnold |
| 060 | Ascun |
| 061 | Asfrid |
| 062 | Aslin |
| 063 | Asselin |
| 064 | Athelard |
| 065 | Aubrey |
| 066 | Albredus |
| 067-077 | Augustine |
| 078 | Ayuer |
| 079-089 | Baldric |
| 090-100 | Baldwin |
| 101-110 | Bartholomew |
| 111 | Bate |
| 112 | Bathe |
| 113-123 | Benedict |
| 124-134 | Bernard |
| 135-145 | Boniface |
| 146-156 | Boneface |
| 157-167 | Brian |
| 168-178 | Bryan |
| 179 | Brice |
| 180-190 | Clement |
| 191-200 | Collyng |
| 201-210 | Conan |
| 211-221 | Daniel |
| 222-242 | David |
| 243 | Dauit |
| 244 | Ebulus |
| 245 | Echard |
| 246-256 | Edmund |
| 257-267 | Edward |
| 268 | Elias |
| 269 | Eliseus |
| 270 | Eudo |
| 271 | Odo |
| 272-282 | Eustace |
| 283 | Everard |
| 284 | Firmin |
| 285 | Fulk |
| 286-296 | Geoffrey |
| 297-307 | George |
| 308-318 | Gerard |
| 319 | Gervase |
| 320-330 | Gilbert |
| 331-341 | Giles |
| 342 | Gocelin |
| 343-353 | Godfrey |
| 354 | Godricus |
| 355 | Godhuwe |
| 356-366 | Gregory |
| 367-377 | Guy |
| 378 | Hamo |
| 379 | Hamund |
| 380 | Hastulf |
| 381 | Hastulphus |
| 382-392 | Harvey |
| 393 | Helmin |
| 394-404 | Henry |
| 405-415 | Herbert |
| 416 | Hereward |
| 417-427 | Herman |
| 428-438 | Hubert |
| 439 | Huberdus |
| 440-450 | Hugh |
| 451-461 | Humphrey |
| 462 | Ingelram |
| 463 | Ivo |
| 464-474 | James |
| 475 | Joce |
| 476-486 | Joel |
| 487-507 | John |
| 508-518 | Johannes |
| 519-529 | Jordan |
| 530-540 | Joseph |
| 541 | Lambert |
| 542-552 | Laurence |
| 553-563 | Luke |
| 564-574 | Lucas |
| 575 | Magnus |
| 576 | Manselm |
| 577-587 | Martin |
| 588-598 | Matthew |
| 599 | Mauger |
| 600-610 | Michael |
| 611-621 | Nicholas |
| 622-632 | Nigel |
| 633-644 | Norman |
| 645-655 | Oliver |

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|---|---|
| 656 | Ornereus |
| 657 | Osbert |
| 658 | Pain |
| 659-669 | Paul |
| 670-680 | Peter |
| 681-691 | Philip |
| 692-702 | Ralph |
| 703 | Ranulph |
| 704 | Ran |
| 705-715 | Raymund |
| 716 | Redemund |
| 717 | Remund |
| 718-728 | Reginald |
| 729 | Reiner |
| 730 | Reyner |
| 731-741 | Richard |
| 742 | Richer |
| 743-753 | Robert |
| 754 | Rober |
| 755-765 | Robertus |
| 766-776 | Roger |
| 777-787 | Roland |
| 788 | Rowland |
| 789 | Roul |
| 790 | Salamon |
| 791-801 | Samson |
| 802 | Seman |
| 803 | Sewel |
| 804 | Swalle |
| 805-815 | Simon |
| 816 | Siward |
| 817 | Stiward |
| 818-828 | Stephen |
| 829 | Theobald |
| 830-840 | Thomas |
| 841 | Thoams |
| 842-852 | Tomas |
| 853 | Thorald |
| 854 | Thorold |
| 855 | Trewe |
| 856-866 | Vincent |
| 867-887 | Vivian |
| 888 | Walrand |
| 889 | Walerand |
| 890-930 | Walter |
| 931-939 | Walterus |
| 940 | Warin |
| 941-950 | Warner |
| 951-990 | William |
| 991-992 | Willam |
| 993-994 | Willia |
| 995-1000 | Wimund |

## Anakim/Human Female First Names

| Roll | Result |
|---|---|
| 01 | Adelina |
| 02 | Agnes |
| 03 | Annice |
| 04 | Amice |
| 05 | Amisia |
| 06 | Alba |
| 07 | Albreda |
| 08 | Alcousa |
| 09 | Aldusa |
| 10 | Aldus |
| 11 | Alice |
| 12 | Alota |
| 13 | Olicia |
| 14 | Amabilia |
| 15 | Amabel |
| 16 | Mabilia |
| 17 | Anabel |
| 18 | Amya |
| 19 | Avice |
| 20 | Avota |
| 21 | Basilia |
| 22 | Beatrice |
| 23 | Catherine |
| 24 | Katherine |
| 25 | Cecily |
| 26 | Clarice |
| 27 | Colletta |
| 28 | Columba |
| 29 | Constance |
| 30 | Dionisia |
| 31 | Dulcy |
| 32 | Dulce |
| 33 | Eglotina |
| 34 | Eleanor |
| 35 | Elizabeth |
| 36 | Emcyna |
| 37 | Emma |
| 38 | Eryngerd |
| 39 | Eufemia |
| 40 | Eva |
| 41 | Eve |
| 42 | Felice |
| 43 | Geva |
| 44 | Jeua |
| 45 | Jeva |
| 46 | Gundreda |
| 47 | Gunnilda |
| 48 | Hawise |
| 49 | Edusa |

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|---|---|
| 50 | Helen |
| 51 | Elena |
| 52 | Helewise |
| 53 | Helewisia |
| 54 | Hugelina |
| 55 | Idonea |
| 56 | Idonia |
| 57 | Imania |
| 58 | Incotera |
| 59 | Innocentia |
| 60 | Ingus |
| 61 | Isabel |
| 62 | Isolda |
| 63 | Ivetta |
| 64 | Joan |
| 65 | Juliana |
| 66 | Jualiana |
| 67 | Letice |
| 68 | Lecia |
| 69 | Leta |
| 70 | Letea |
| 71 | Lota |
| 72 | Love |
| 73 | Loua |
| 74 | Lovia |
| 75 | Lucy |
| 76 | Margaret |
| 77 | Magota |
| 78 | Margery |
| 79 | Mariora |
| 80 | Mary |
| 81 | Mariota |
| 82 | Maryota |
| 83 | Matilda |
| 84 | Milicent |
| 85 | Muriolda |
| 86 | Nichola |
| 87 | Nicholaa |
| 88 | Olive |
| 89 | Osanna |
| 90 | Petronilla |
| 91 | Quenilda |
| 92 | Richilda |
| 93 | Rose |
| 94 | Sabina |
| 95 | Sarah |
| 96 | Sanuuicula |
| 97 | Sybil |
| 98 | Wymark |
| 99 | Wymarca |
| 100 | Wymerca |

## Anakim/Human Last Names

| Roll | Result |
|---|---|
| 001-005 | Acklam |
| 006 | Argentein |
| 007-010 | Asthorpe |
| 011-012 | Bagshaw |
| 013-014 | Baggily |
| 015-016 | Baguley |
| 017-018 | Ballard |
| 019-020 | Barham |
| 021-045 | Barrington |
| 046 | Bath |
| 047-048 | Baynton |
| 049-050 | Bending |
| 051-075 | Berkeley |
| 076-085 | Bickerstaff |
| 086-090 | Bicknell |
| 091-095 | Bigod |
| 096-097 | Bohun |
| 098-107 | Bond |
| 108 | Bostock |
| 109 | Boucy |
| 110 | Bovingdon |
| 111 | Bovington |
| 112 | Boynton |
| 113 | Branscombe |
| 114 | Braose |
| 115-118 | Brett |
| 119-120 | Brettenham |
| 120-123 | Brettingham |
| 124-125 | Brough |
| 126-142 | Bruce |
| 143-144 | Bruis |
| 145-146 | Brus |
| 147-148 | Buffry |
| 149-150 | Buron |
| 151-175 | Byron |
| 176 | Carminow |
| 177-200 | Carpenter |
| 201-205 | Chester |
| 206-207 | Clare |
| 208-209 | Clavell |
| 210-211 | Clopton |
| 212-213 | Coggeshall |
| 214-215 | Colclough |
| 216-220 | Combs |
| 221-222 | Cope |
| 223-224 | Corbet |
| 225-227 | Corbett |
| 228-233 | Cornwall |
| 234 | Cottle |

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|---|---|
| 235-240 | Courtenay |
| 241-245 | Daniell |
| 246-250 | Despenser |
| 251-252 | Dufton |
| 253-254 | Duke |
| 255 | Dymoke |
| 256 | Eacott |
| 257 | Epes |
| 258 | Eppes |
| 259-260 | Etton |
| 261-262 | Fairhall |
| 263-265 | Farthing |
| 266 | Fauntleroy |
| 267 | Ferrers |
| 268-270 | Fiske |
| 271 | Foljambe |
| 272-273 | Fowler |
| 274 | Freer |
| 275 | Giffard |
| 276-290 | Greenwood |
| 291-300 | Grey |
| 301-350 | Hall |
| 301-305 | Harcourt |
| 306-307 | Hatcliffe |
| 308-309 | Hawley |
| 310-311 | Hoar |
| 312-320 | Hore |
| 321-322 | Houby |
| 323-324 | Jermy |
| 325-326 | Juby |
| 327-328 | Knyvett |
| 329-330 | Lacy |
| 331-335 | Langley |
| 336-340 | Langstaff |
| 341-345 | Latham |
| 346-347 | Lawton |
| 348-349 | Loges |
| 350-355 | Lomax |
| 356-360 | Marshal |
| 361-362 | Messenger |
| 363-364 | Montague |
| 365-366 | Montfort |
| 367-387 | Montgomery |
| 388-399 | Mortimer |
| 400-401 | Mowbray |
| 402-410 | Mulcaster |
| 411-412 | Muschamp |
| 413-414 | Norfleet |
| 415-440 | Norris |
| 441-442 | Pamplin |
| 443-444 | Pecche |
| 445-455 | Penhallow |
| 456-470 | Penrose |
| 471-475 | Pole |
| 476-480 | Poole |
| 481-510 | Putnam |
| 511-515 | Puttenham |
| 516-535 | Radclyffe |
| 536-537 | Redvers |
| 538-539 | Ridel |
| 540-541 | Rushworth |
| 542-570 | Sackett |
| 571-600 | Salisbury |
| 601-610 | Sankey |
| 611-640 | Saunders |
| 641-645 | Scrope |
| 646-650 | Scudamore |
| 651-660 | Skidmore |
| 661-680 | Sewell |
| 681-710 | Seymour |
| 711-730 | Shelton |
| 731-732 | Shillito |
| 733-740 | Siswick |
| 741-840 | Smith |
| 841-860 | Smithson |
| 861-862 | Snoxhill |
| 863-890 | Stafford |
| 891-895 | Stradling |
| 896-900 | Stratton |
| 901-905 | Sydenham |
| 906-910 | Tew |
| 911-915 | Thwenge |
| 916-920 | Tonge |
| 921-925 | Tosny |
| 926-930 | Tuddenham |
| 931-935 | Umfreville |
| 936-940 | Urry |
| 941-942 | Vere |
| 943-944 | Waad |
| 945-950 | Wade |
| 951-952 | Wakely |
| 953-955 | Walsh |
| 956 | Waleys |
| 957 | Warenne |
| 958 | Waterhouse |
| 959-960 | Welles |
| 961-970 | Wells |
| 971-980 | West |
| 981-990 | Westcott |
| 991-1000 | Winter |

## Bugbear Male Names - Prefixes

| Roll | Result |
|---|---|
| 01-02 | A |
| 03-04 | Adal |
| 05-06 | Ai |
| 07-08 | Arinn |
| 09-10 | Arn |
| 11-12 | As |
| 13-14 | Aud |
| 15-16 | Berg |
| 17-18 | Bjorg |
| 19-20 | Borg |
| 21-22 | Bot |
| 23-24 | Brynj |
| 25-26 | Dag |
| 27 | Ei |
| 28-29 | Ellidi |
| 30 | Ey |
| 31-32 | Finn |
| 33 | Frid |
| 34-35 | Gard |
| 36 | Gjaf |
| 37-38 | God |
| 39-40 | Grim |
| 41-42 | Gunn |
| 43 | Ha |
| 44-45 | Haf |
| 46 | Hag |
| 47-48 | Hall |
| 49 | Her |
| 50-51 | Hild |
| 52 | Hjalm |
| 53-54 | Holm |
| 55 | Hrafn |
| 56-57 | Hreid |
| 58 | Hrod |
| 59-60 | Hroll |
| 61 | Hun |
| 62-63 | Ing |
| 64 | Io |
| 65-66 | Is |
| 67 | Jo |
| 68-69 | Ketil |
| 70 | Klepp |
| 71-72 | Kol |
| 73 | Lamb |
| 74-75 | Lljot |
| 76 | Odd |
| 77-78 | Orm |
| 79-80 | Rad |
| 81-82 | Ref |
| 83-84 | Run |
| 85-86 | Sig |
| 87-88 | Stein |
| 89-90 | Svein |
| 91-92 | Sae |
| 93-94 | Ulf |
| 95-96 | Ve |
| 97-98 | Ver |
| 99-100 | Vest |

## Bugbear Male Names - Suffixes

| Roll | Result |
|---|---|
| 01-02 | arinn |
| 03-05 | arr |
| 06-07 | bard |
| 08-10 | bjartr |
| 11-12 | bjorn |
| 13-15 | bogi |
| 16-17 | brandr |
| 18-20 | dorr |
| 21-22 | fastr |
| 23-25 | finnr |
| 26-27 | fredr |
| 28-30 | fuss |
| 31-32 | gautr |
| 33-35 | geirr |
| 36-37 | gisl |
| 38-40 | grimr |
| 41-42 | hvatr |
| 43-45 | kell |
| 46-47 | ketill |
| 48-50 | laugr |
| 51-52 | leifr |
| 53-55 | leikr |
| 56-57 | ljotr |
| 58-60 | lidi |
| 61-62 | madr |
| 63-65 | marr |
| 66-67 | mundi |
| 68-70 | oddr |
| 71-72 | olf |
| 73-75 | olfr |
| 76-77 | ormr |
| 78-80 | orr |
| 81-82 | rekr |
| 83-85 | rodr |
| 86-87 | steinn |
| 88-90 | sveinn |
| 91-92 | ulfr |
| 93-95 | vardr |
| 96-97 | vidr |
| 98-100 | vindr |

## Bugbear Female Names - Prefixes

| Roll | Result |
|---|---|
| 01-02 | Adal |
| 03-04 | Arn |
| 05-06 | As |
| 07-08 | Ast |
| 09-10 | Aud |
| 11-12 | Berg |
| 13-14 | Borg |
| 15-16 | Bot |
| 17-18 | Bryn |
| 19-20 | Dag |
| 21-22 | Drop |
| 23-24 | Dyr |
| 25-26 | Eir |
| 27-28 | Ey |
| 29-30 | Frid |
| 31-32 | Geir |
| 33-34 | God |
| 35-36 | Grim |
| 37-38 | Gunn |
| 39-40 | Haf |
| 41-42 | Hall |
| 43-44 | Heim |
| 45-46 | Her |
| 47-48 | Hild |
| 49-50 | Hjalm |
| 51-52 | Hjor |
| 53-54 | Holm |
| 55-56 | Hrafn |
| 57-58 | Hrod |
| 59-60 | Hun |
| 61-62 | Ing |
| 63-64 | Io |
| 65-66 | Is |
| 67-68 | Jo |
| 69-70 | Jor |
| 71-72 | Kol |
| 73-74 | Ljot |
| 75-76 | Lofn |
| 77-78 | Odd |
| 79-80 | Og |
| 81-83 | Ol |
| 84-86 | Orm |
| 87-89 | Sigr |
| 90-92 | Stein |
| 93-96 | Ulfr |
| 97-100 | Ve |

## Bugbear Female Names - Suffixes

| Roll | Result |
|---|---|
| 01-04 | bera |
| 05-08 | bjorg |
| 09-12 | bjort |
| 13-16 | dis |
| 17-20 | dora |
| 21-24 | finna |
| 25-28 | fljod |
| 29-32 | fridr |
| 33-36 | gerdr |
| 37-40 | grima |
| 41-44 | gunnr |
| 45-48 | heidr |
| 49-52 | hildr |
| 53-56 | katla |
| 57-60 | laug |
| 61-64 | leif |
| 65-68 | ljot |
| 69-72 | maer |
| 73-76 | ny |
| 77-80 | ora |
| 81-84 | ridr |
| 85-88 | run |
| 89-92 | uhnr |
| 93-96 | veig |
| 97-100 | vor |

## Dwarven Male Names

| Roll | Result |
|---|---|
| 01 | Anshelmus |
| 02 | Baldemarus |
| 03 | Berhdoldus |
| 04 | Berwelfus |
| 05 | Burkardus |
| 06 | Ciprianus |
| 07 | Cunradus |
| 08 | Cuno |
| 09 | Dammo |
| 10 | Deigenhardus |
| 11 | Didericus |
| 12 | Dimarus |
| 13 | Ditmarus |
| 14 | Ditwinus |
| 15 | Dudo |
| 16 | Eberhardus |
| 17 | Everwinus |
| 18 | Eckardus |
| 19 | Eginolf |
| 20 | Einolfus |
| 21 | Embrico |

| | |
|---|---|
| 22 | Emelricus |
| 23 | Emercho |
| 24 | Emicho |
| 25 | Endemannus |
| 26 | Ermenoldus |
| 27 | Fridebertus |
| 28 | Fridebraht |
| 29 | Fridericus |
| 30 | Gelfradus |
| 31 | Gerbertus |
| 32 | Gerbodo |
| 33 | Gerbotho |
| 34 | Gerhardus |
| 35 | Gerlacus |
| 36 | Gernandus |
| 37 | Giselberdus |
| 38 | Giso |
| 39 | Godscalcus |
| 40 | Godesmannus |
| 41 | Gunterus |
| 42 | Guntramus |
| 43 | Gunzelinus |
| 44 | Gotwinus |
| 45 | Hapertus |
| 46 | Harpernus |
| 47 | Hartmannus |
| 48 | Hartmudus |
| 49 | Heidolfus |
| 50 | Heinricus |
| 51 | Helfricus |
| 52 | Hertwicus |
| 53 | Hetzkinus |
| 54 | Hildebrandus |
| 55 | Hupertus |
| 56 | Hugo |
| 57 | Jofridus |
| 58 | Lentfridus |
| 59 | Ludewicus |
| 60 | Ludoldus |
| 61 | Lvfridus |
| 62 | Luitfridus |
| 63 | Marquardus |
| 64 | Meffridus |
| 65 | Meinfridus |
| 66 | Meingotus |
| 67 | Mengotus |
| 68 | Nibelungus |
| 69 | Nidungus |
| 70 | Ortolfus |
| 71 | Ortwinus |
| 72 | Otto |
| 73 | Petrus |
| 74 | Reinboldus |
| 75 | Ripertus |
| 76 | Roricus |
| 77 | Rudegerus |
| 78 | Rubertus |
| 79 | Ruthardus |
| 80 | Sibertus |
| 81 | Siboldus |
| 82 | Sibragtus |
| 83 | Sibratus |
| 84 | Sifridus |
| 85 | Sigenandus |
| 86 | Swikerus |
| 87 | Viricus |
| 88 | Wernerus |
| 89 | Wecelo |
| 90 | Withekindus |
| 91 | Widradus |
| 92 | Wigandus |
| 93 | Wikerus |
| 94 | Wilhelmus |
| 95 | Wintherus |
| 96 | Wortwinus |
| 97-100 | Reroll |

## Dwarven Female Names

| Roll | Result |
|---|---|
| 01-05 | Adelheidis |
| 06-10 | Aleidis |
| 11-15 | Alberadis |
| 16-20 | Berta |
| 21-25 | Binhildis |
| 26-30 | Constantia |
| 31-35 | Evfemia |
| 36-40 | Gerhild |
| 41-45 | Gertrudis |
| 46-50 | Guda |
| 51-55 | Chunegundis |
| 56-60 | Hedewigis |
| 61-65 | Heidindrudis |
| 66-70 | Hildeburgis |
| 71-75 | Yrmengardis |
| 76-80 | Judda |
| 81-85 | Lugardis |
| 86-90 | Lucardis |
| 91-95 | Methildis |
| 96-100 | Reinhedis |

## Elven Male Names

| Roll | Result |
|---|---|
| 001-008 | Alric |
| 009-016 | Aelle |
| 017-024 | Aelli |
| 025-032 | Aelfwine |
| 033-040 | Aelfuini |
| 041-048 | Aedelbert |
| 049-056 | Aedilberct |
| 057-064 | Aedelfrid |
| 065-072 | Aedilfrid |
| 073-080 | Aedelhun |
| 081-088 | Aedilhum |
| 089-096 | Aedelred |
| 097-104 | Aedilred |
| 105-112 | Aedelwald |
| 113-120 | Aediluald |
| 121-128 | Aedelwalh |
| 129-136 | Aedilualch |
| 137-144 | Alchfrid |
| 145-152 | Aldfrid |
| 153-160 | Aldhelm |
| 161-168 | Alduini |
| 169-176 | Aldwulf |
| 177-184 | Alduulf |
| 185-192 | Alric |
| 193-200 | Andhun |
| 201-208 | Anna |
| 209-216 | Berdun |
| 217-224 | Bercthun |
| 225-232 | Bertwald |
| 233-240 | Berctuald |
| 241-248 | Caedmon |
| 249-256 | Caelin |
| 257-264 | Cearl |
| 265-272 | Ceolwulf |
| 271-280 | Ceoluulf |
| 281-288 | Coenred |
| 289-296 | Coenwalh |
| 297-304 | Coenualch |
| 305-312 | Cuichelm |
| 313-320 | Cuobert |
| 321-328 | Cudberct |
| 329-336 | Cynegels |
| 337-344 | Cynigils |
| 345-352 | Cynefrid |
| 353-360 | Cynifrid |
| 361-368 | Eadbald |
| 369-376 | Eadbert |
| 377-384 | Eadberct |
| 385-392 | Eadfrid |
| 393-400 | Eadric |
| 401-408 | Edric |
| 409-416 | Eadwyn |
| 417-424 | Aeduini |
| 425-432 | Eafa |
| 433-440 | Eanfrid |
| 441-448 | Earconbert |
| 449-456 | Earconberct |
| 457-464 | Earpwald |
| 465-472 | Eorpuald |
| 473-480 | Egbert |
| 481-488 | Ecgberct |
| 489-496 | Egfrid |
| 497-504 | Ecgfrid |
| 505-512 | Egric |
| 513-520 | Ecgric |
| 521-528 | Eni |
| 529-536 | Hengist |
| 537-544 | Hereric |
| 545-552 | Hlothere |
| 553-560 | Hlotheri |
| 561-568 | Horsa |
| 569-576 | Hunwald |
| 577-584 | Horsa |
| 585-592 | Hunwald |
| 593-600 | Hunuald |
| 601-608 | Immin |
| 609-616 | Irminric |
| 617-624 | Octa |
| 625-632 | Oeric |
| 633-640 | Offa |
| 641-648 | Osfrid |
| 649-656 | Osred |
| 657-664 | Osric |
| 665-672 | Oswald |
| 673-680 | Osuald |
| 681-688 | Oswy |
| 689-696 | Osuiu |
| 697-704 | Oswyn |
| 705-712 | Osuini |
| 713-720 | Peada |
| 721-728 | Penda |
| 729-736 | Raegenhere |
| 737-744 | Raegenheri |
| 745-752 | Redwald |
| 754-760 | Reduald |
| 761-768 | Ricbert |
| 769-776 | Ricberct |
| 777-784 | Sabert |
| 785-792 | Saberct |
| 793-800 | Sebbi |

| | |
|---|---|
| 801-808 | Sigbert |
| 809-816 | Sigberct |
| 819-824 | Sighard |
| 825-832 | Sighere |
| 833-840 | Sigheri |
| 841-848 | Swefred |
| 849-856 | Suefred |
| 857-864 | Swidhelm |
| 865-872 | Thrydwulf |
| 873-880 | Thryduulf |
| 881-888 | Tondbert |
| 889-896 | Tondberct |
| 897-904 | Tondhere |
| 905-912 | Tondheri |
| 913-920 | Wictred |
| 921-928 | Uictred |
| 929-936 | Wilfrid |
| 937-944 | Uinfrid |
| 945-952 | Wini |
| 953-960 | Uini |
| 961-968 | Wuffa |
| 969-976 | Uuffa |
| 977-984 | Wuscfrea |
| 985-988 | Uuscfrea |
| 989-992 | Wulfhere |
| 993-996 | Uulfheri |
| 997-1000 | Yffi |

## Elven Female Names

| Roll | Result |
|---|---|
| 01-03 | Acha |
| 04-06 | Achae |
| 07-09 | Aelffled |
| 10-12 | Aelbfled |
| 13-15 | Aedelberga |
| 16-18 | Aedilberg |
| 19-21 | Aedeldreda |
| 22-24 | Aedeldryd |
| 25-27 | Aedilthryd |
| 28-30 | Aedelhild |
| 31-33 | Aedilhild |
| 34-36 | Breguswid |
| 37-39 | Bregusuid |
| 40-42 | Coenberg |
| 43-45 | Quoenburg |
| 46-48 | Cyneburg |
| 49-51 | Cyniburg |
| 52-54 | Cynwise |
| 55-57 | Cynuise |
| 58-60 | Eabae |
| 61-63 | Eanfled |
| 64-66 | Earcongota |
| 67-69 | Earcongotae |
| 70-72 | Edyd |
| 73-75 | Eadgyd |
| 76-78 | Hilda |
| 79-81 | Hereswid |
| 82-85 | Osoryd |
| 86-89 | Sexburg |
| 90-95 | Tortgyd |
| 96-100 | Torctgyd |

## Kobold Male Names

| Roll | Result |
|---|---|
| 001-009 | Abadi |
| 010-018 | Abadi |
| 019-027 | Abimanyu |
| 028-036 | Acawarman |
| 037-045 | Adnan |
| 046-054 | Agung |
| 055-063 | Agus |
| 064-072 | Ahmet |
| 073-081 | Airlangga |
| 082-090 | Ajirake |
| 091-099 | Ajisaka |
| 100-108 | Alam |
| 109-117 | Alimin |
| 118-126 | Amangku |
| 127-135 | Amangkurat |
| 136-144 | Amir |
| 145-153 | Anusanatha |
| 154-162 | Ardharaja |
| 163-171 | Ariawan |
| 172-180 | Arief |
| 181-189 | Arjuna |
| 190-198 | Asih |
| 199-207 | Atok |
| 208-216 | Azis |
| 217-225 | Badaruddin |
| 226-234 | Balaputra |
| 235-243 | Balihung |
| 244-252 | Bambang |
| 253-261 | Batara |
| 262-270 | Batuta |
| 271-279 | Bejo |
| 280-288 | Beni |
| 289-297 | Bidar |
| 298-306 | Burhanuddin |
| 307-315 | Cahyadi |
| 316-324 | Cecep |
| 325-333 | Chairul |
| 334-342 | Chakakirti |

| | |
|---|---|
| 343-351 | Chandrabhanu |
| 352-360 | Chariyaka |
| 361-369 | Dadit |
| 370-378 | Dafit |
| 379-387 | Daksa |
| 388-396 | Dede |
| 397-405 | Deeda |
| 406-414 | Dipohito |
| 415-423 | Dewantara |
| 424-432 | Dewapaladewa |
| 433-441 | Dharmawangsa |
| 442-450 | Didha |
| 451-459 | Didit |
| 460-468 | Dipanegara |
| 469-477 | Dono |
| 478-486 | Duat |
| 487-495 | Hamengku |
| 496-504 | Hamidon |
| 505-513 | Hasanuddin |
| 514-522 | Hatta |
| 523-531 | Hiawang |
| 532-540 | Hulanapo |
| 541-549 | Indarto |
| 550-558 | Iwan |
| 559-567 | Janggam |
| 568-576 | Jatawaman |
| 577-585 | Jayakatong |
| 586-594 | Kasan |
| 595-603 | Kertajaya |
| 604-612 | Kraeng |
| 613-621 | Kuhkuh |
| 622-630 | Kundugga |
| 631-639 | Kurniadi |
| 640-648 | Maharasa |
| 649-657 | Mahisa |
| 658-666 | Mangkubuni |
| 667-675 | Manusama |
| 676-684 | Marturak |
| 685-693 | Masri |
| 694-702 | Mauliwarmadewa |
| 703-711 | Mochtar |
| 712-720 | Muda |
| 721-729 | Narotama |
| 730-738 | Natsir |
| 739-747 | Natzar |
| 748-756 | Niviko |
| 757-765 | Noor |
| 766-774 | Paino |
| 775-783 | Pak |
| 784-792 | Panembahan |
| 793-801 | Parameswara |
| 802-810 | Prawira |
| 811-819 | Purnadi |
| 820-828 | Ranga |
| 829-837 | Riska |
| 838-846 | Sahid |
| 847-855 | Sampurno |
| 856-864 | Satyawati |
| 865-873 | Senopati |
| 874-882 | Setiawan |
| 883-891 | Slamet |
| 892-900 | Suharto |
| 901-909 | Syarifuddin |
| 910-918 | Teungku |
| 919-927 | Ucok |
| 928-936 | Ujang |
| 937-945 | Warlito |
| 946-954 | Wirapandya |
| 955-963 | Yoyok |
| 964-972 | Yunus |
| 973-982 | Zach |
| 983-1000 | Zainuri |

## Kobold Female Names

| Roll | Result |
|---|---|
| 001-009 | Adinda |
| 010-018 | Amajanti |
| 019-027 | Amnah |
| 028-036 | Amsia |
| 037-045 | Ani |
| 046-054 | Arina |
| 055-063 | Asmarina |
| 064-072 | Asri |
| 073-081 | Astrid |
| 082-090 | Butet |
| 091-099 | Cahayani |
| 100-108 | Chairania |
| 109-117 | Dahliana |
| 118-126 | Damayanti |
| 127-135 | Darlicia |
| 136-144 | Dedes |
| 145-153 | Dewati |
| 154-162 | Dewi |
| 163-171 | Duvinse |
| 172-180 | Etti |
| 181-189 | Fitri |
| 190-198 | Haeyanti |
| 199-207 | Harmeni |
| 208-216 | Hartini |
| 217-225 | Herna |
| 226-234 | Hersanti |
| 235-243 | Hertati |

| | |
|---|---|
| 244-252 | Hidata |
| 253-261 | Hidayati |
| 262-270 | Ida |
| 271-279 | Iin |
| 280-288 | Irwan |
| 289-297 | Izzati |
| 298-306 | Jumilah |
| 307-315 | Juminten |
| 316-324 | Kemala |
| 325-333 | Kemiriati |
| 334-342 | Khadisya |
| 343-351 | Kirana |
| 352-360 | Kiyesha |
| 361-369 | Komang |
| 370-378 | Krisnaruri |
| 379-387 | Laksari |
| 388-396 | Lauana |
| 397-405 | Lempitenan |
| 406-414 | Lilyana |
| 415-423 | Listiani |
| 424-432 | Made |
| 433-441 | Manisya |
| 442-450 | Maruaya |
| 451-459 | Mawayani |
| 460-468 | Megowati |
| 469-477 | Meuthia |
| 478-486 | Mira |
| 487-495 | Mitya |
| 496-504 | Muriyani |
| 505-513 | Murni |
| 514-522 | Murniyani |
| 523-531 | Musodah |
| 532-540 | Mutiara |
| 541-549 | Nabylla |
| 550-558 | Naila |
| 559-567 | Niloprina |
| 568-576 | Ninah |
| 577-585 | Nini |
| 586-594 | Noor |
| 595-603 | Novena |
| 604-612 | Novi |
| 613-621 | Octovina |
| 622-630 | Parmi |
| 631-639 | Parwati |
| 640-648 | Rachmatilla |
| 649-657 | Raden |
| 658-666 | Rahmania |
| 667-675 | Rasuna |
| 676-684 | Retno |
| 685-693 | Riena |
| 694-702 | Septi |
| 703-711 | Showfawati |
| 712-720 | Siska |
| 721-729 | Soemadiredja |
| 730-738 | Soesanti |
| 739-747 | Soewarsih |
| 748-756 | Srihati |
| 757-765 | Suminten |
| 766-774 | Suradnya |
| 775-783 | Suryani |
| 784-792 | Sutiati |
| 793-801 | Syagini |
| 802-810 | Tarakanita |
| 811-819 | Taty |
| 820-828 | Tharia |
| 829-837 | Tien |
| 838-846 | Tika |
| 847-855 | Timunggur |
| 856-864 | Tirta |
| 865-873 | Titin |
| 874-882 | Tiza |
| 883-891 | Tumanniranga |
| 892-900 | Turaroll |
| 901-909 | Ulfah |
| 910-918 | Visi |
| 919-927 | Wellia |
| 928-936 | Widiyawait |
| 937-945 | Wiwit |
| 946-954 | Yasmeen |
| 955-963 | Yatun |
| 964-972 | Yayuk |
| 973-1000 | Yustiani |

## Base Ogre Male Nickname Prefixes

| Roll | Result |
|---|---|
| 01-16 | Ass- |
| 17-32 | Body- |
| 33-48 | Face- |
| 49-64 | Head- |
| 65-80 | Life- |
| 81-100 | Shit- |

## Base Ogre Male Nickname Suffixes

| Roll | Result |
|---|---|
| 01-16 | Beater |
| 17-32 | Crusher |
| 33-48 | Masher |
| 49-64 | Pounder |
| 65-80 | Smasher |
| 81-100 | Squisher |

### Cliff Ogre Male Nickname Prefixes

| Roll | Result |
|---|---|
| 01-16 | Body- |
| 17-32 | Bystander- |
| 33-48 | Creature- |
| 49-64 | Person- |
| 65-80 | Traveler- |
| 81-100 | Wanderer- |

### Cliff Ogre Male Nickname Suffixes

| Roll | Result |
|---|---|
| 01-16 | Bumper |
| 17-32 | Forcer |
| 33-48 | Hurler |
| 49-64 | Kicker |
| 65-80 | Thrower |
| 81-100 | Tosser |

### Gruagach Male Nickname Prefixes

| Roll | Result |
|---|---|
| 01-16 | Dumb- |
| 17-32 | Fat- |
| 33-48 | Inept- |
| 49-64 | Lazy- |
| 65-80 | Nasty- |
| 81-100 | Stupid- |

### Gruagach Male Nickname Suffixes

| Roll | Result |
|---|---|
| 01-33 | Ass |
| 34-66 | Fuck |
| 67-100 | Shit |

### Kinder-Fresser Male Nickname Prefixes

| Roll | Result |
|---|---|
| 01-16 | Baby- |
| 17-32 | Child- |
| 33-48 | Daughter- |
| 49-64 | Infant- |
| 65-80 | Junior- |
| 81-100 | Son- |

### Kinder Fresser Male Nickname Suffixes

| Roll | Result |
|---|---|
| 01-16 | Abductor |
| 17-32 | Eater |
| 33-48 | Lurer |
| 49-64 | Stealer |
| 65-80 | Taker |
| 81-100 | Thief |

### Borb. & Hill Troll Nickname Prefixes

| Roll | Result |
|---|---|
| 01-16 | Ass- |
| 17-32 | Body- |
| 33-48 | Face- |
| 49-64 | Head- |
| 65-80 | Life- |
| 81-100 | Shit- |

### Borb. & Hill Troll Nickname Suffixes

| Roll | Result |
|---|---|
| 01-16 | Clawer |
| 17-32 | Eater |
| 33-48 | Gasher |
| 49-64 | Killer |
| 65-80 | Slasher |
| 81-100 | Tearer |

### Subterranean Troll Male Names

| Roll | Result |
|---|---|
| 001-004 | Adeimon |
| 005-008 | Andrastos |
| 009-012 | Aelian |
| 013-016 | Agathias |
| 017-020 | Agathon |
| 021-024 | Agrias |
| 025-028 | Agrios |
| 029-032 | Aigisthos |
| 033-036 | Akastos |
| 037-040 | Akousilaos |
| 041-044 | Aktorion |
| 045-048 | Aleos |
| 049-052 | Alkamenes |
| 053-056 | Alkyoneos |
| 057-060 | Ameipsias |
| 061-064 | Amythaon |
| 065-068 | Anaxagoras |
| 069-072 | Anaxandrides |
| 073-076 | Anaxandros |
| 077-080 | Andraimon |
| 081-084 | Ankhialos |
| 085-088 | Antheos |
| 089-092 | Antidios |
| 093-096 | Antiklos |
| 097-100 | Antimakhos |
| 101-104 | Antiphon |
| 105-108 | Apollokrates |
| 109-112 | Aretos |
| 113-116 | Argaeos |
| 117-120 | Aristides |
| 121-124 | Aristodemos |

| | |
|---|---|
| 125-128 | Aristomakhos |
| 129-132 | Ariston |
| 133-136 | Arkhelaos |
| 137-140 | Arkhenomos |
| 141-144 | Arkhilokhos |
| 145-148 | Arktinos |
| 149-152 | Asteris |
| 153-156 | Athamas |
| 157-160 | Athernaeos |
| 161-164 | Autolykos |
| 165-168 | Bakkylides |
| 169-172 | Bathyklis |
| 173-176 | Boeotos |
| 177-180 | Bukolion |
| 181-184 | Daitor |
| 185-188 | Damastes |
| 189-192 | Damastorides |
| 193-196 | Damoskles |
| 197-200 | Deiphontes |
| 201-204 | Demaratos |
| 205-208 | Diagoras |
| 209-212 | Dieitrephes |
| 213-216 | Dikaiarkhos |
| 217-220 | Diogenes |
| 221-224 | Diokles |
| 225-228 | Diomedes |
| 229-232 | Dolios |
| 233-236 | Dolon |
| 237-240 | Doryssos |
| 241-244 | Douris |
| 245-248 | Drakon |
| 249-252 | Dymas |
| 253-256 | Endymion |
| 257-260 | Epameinon |
| 261-264 | Ephoros |
| 265-268 | Erasinides |
| 269-272 | Eratosthenes |
| 273-276 | Erigyos |
| 277-280 | Eugamon |
| 281-284 | Eumelos |
| 285-288 | Eunomos |
| 289-292 | Eupeithes |
| 293-296 | Euphronios |
| 297-300 | Eurypon |
| 301-304 | Eurysthenes |
| 305-308 | Eusebios |
| 309-312 | Eustathios |
| 313-316 | Euthymides |
| 317-320 | Galen |
| 321-324 | Gargaros |
| 325-328 | Glaukon |
| 329-332 | Gyras |
| 333-336 | Halithersis |
| 337-340 | Hegelokos |
| 341-344 | Hekataios |
| 345-348 | Helikon |
| 349-352 | Hellanikos |
| 353-356 | Herakleito |
| 357-360 | Hesykios |
| 361-364 | Hieron |
| 365-368 | Hipparinos |
| 369-372 | Hippias |
| 373-376 | Hippokratides |
| 377-380 | Hipponax |
| 381-384 | Hippotades |
| 385-388 | Hippotas |
| 389-392 | Hyas |
| 393-396 | Hyginos |
| 397-400 | Hyllos |
| 401-404 | Hyperes |
| 405-408 | Hyrieos |
| 409-412 | Iasion |
| 413-416 | Iason |
| 417-420 | Iobates |
| 421-424 | Iophon |
| 425-428 | Isokrates |
| 429-432 | Kallinos |
| 433-436 | Kannadis |
| 437-440 | Karsinos |
| 441-444 | Kephalion |
| 445-448 | Kephisophon |
| 449-452 | Kerkops |
| 453-456 | Kerkylas |
| 457-460 | Kharaxos |
| 461-465 | Kharilaos |
| 466-470 | Kharmides |
| 471-475 | Kinaithon |
| 476-480 | Kinesias |
| 481-485 | Kisos |
| 486-490 | Kisseos |
| 491-495 | Kleitophon |
| 496-500 | Kleophon |
| 501-505 | Klidemides |
| 506-510 | Klodaios |
| 511-515 | Koroibos |
| 516-520 | Krates |
| 521-525 | Kritias |
| 526-530 | Kronides |
| 531-535 | Ktesias |
| 536-540 | Kylix |
| 541-545 | Lamakhos |
| 546-550 | Lampos |

| | |
|---|---|
| 551-555 | Lesches |
| 556-560 | Likas |
| 561-565 | Lykaon |
| 566-570 | Lykis |
| 571-575 | Lykophron |
| 576-580 | Lykos |
| 581-585 | Lysander |
| 586-590 | Lysias |
| 591-595 | Maeon |
| 596-600 | Makarios |
| 601-605 | Medon |
| 606-610 | Melanippos |
| 611-615 | Melikertes |
| 616-620 | Menares |
| 621-625 | Miltiades |
| 626-630 | Molon |
| 631-635 | Morsimos |
| 636-640 | Myrmex |
| 641-645 | Myrsilos |
| 646-650 | Nikandros |
| 651-655 | Nikomakhos |
| 656-660 | Oeneos |
| 661-665 | Orestes |
| 666-670 | Paionios |
| 671-675 | Pandareos |
| 676-680 | Pantakles |
| 681-685 | Panyassis |
| 686-690 | Peirithoos |
| 691-695 | Peisandros |
| 696-700 | Pelias |
| 701-705 | Pelion |
| 706-710 | Perikles |
| 711-715 | Phalkes |
| 716-720 | Pheidon |
| 721-725 | Pherekydes |
| 726-730 | Philokles |
| 731-735 | Philoktetes |
| 736-740 | Phorkys |
| 741-745 | Phormisios |
| 746-750 | Photios |
| 751-755 | Phrixos |
| 756-760 | Phrontis |
| 761-765 | Phrynikhos |
| 766-770 | Pittakos |
| 771-775 | Pittheos |
| 776-780 | Polybios |
| 781-785 | Polyidos |
| 786-790 | Priamos |
| 791-795 | Prodikos |
| 796-800 | Proetos |
| 801-805 | Proklos |
| 806-810 | Prytanis |
| 811-815 | Pyrilampes |
| 816-820 | Pythangelos |
| 821-825 | Salmoneos |
| 826-830 | Scylax |
| 831-835 | Sosibios |
| 836-840 | Stasinos |
| 841-845 | Steisikoros |
| 846-850 | Sthenelos |
| 851-855 | Synkellos |
| 856-860 | Telamon |
| 861-865 | Telemakhos |
| 866-870 | Telephos |
| 871-875 | Telesphoros |
| 876-880 | Telestas |
| 881-885 | Temenos |
| 886-890 | Teres |
| 891-895 | Teukros |
| 896-900 | Teuthras |
| 901-905 | Thaos |
| 906-910 | Themistokles |
| 911-915 | Theognis |
| 916-920 | Theopompos |
| 921-925 | Theramenes |
| 926-930 | Thon |
| 931-935 | Timaios |
| 936-940 | Tithonos |
| 941-950 | Timaios |
| 951-960 | Tithonos |
| 961-970 | Tydeos |
| 971-980 | Tykhios |
| 981-990 | Tyrrhaeos |
| 991-1000 | Xenokles |

## Subterranean Troll Female Names

| Roll | Result |
|---|---|
| 001-006 | Aethra |
| 007-012 | Agave |
| 013-018 | Alkmene |
| 019-024 | Alkyone |
| 025-030 | Althaea |
| 031-036 | Amaxerete |
| 037-042 | Arakhne |
| 043-048 | Arethusa |
| 049-054 | Aristomache |
| 055-060 | Arsinoe |
| 061-066 | Artakie |
| 067-072 | Artemisia |
| 073-078 | Atalante |
| 079-084 | Athame |
| 085-090 | Atrytone |

| | |
|---|---|
| 091-096 | Atthis |
| 097-102 | Auge |
| 103-108 | Autonoe |
| 109-114 | Auxesia |
| 115-120 | Axiothea |
| 121-126 | Baukis |
| 127-132 | Berenike |
| 133-138 | Briseis |
| 139-144 | Damia |
| 145-160 | Danae |
| 161-166 | Deiphobe |
| 167-172 | Dirke |
| 173-178 | Dryope |
| 179-184 | Dyripetes |
| 185-192 | Eileithyia |
| 192-198 | Ekhidna |
| 199-204 | Ephyra |
| 205-210 | Euphrosyne |
| 211-216 | Eurydike |
| 217-222 | Eurykleia |
| 223-228 | Galanthis |
| 229-234 | Glauke |
| 235-240 | Harpalyke |
| 241-246 | Hebe |
| 247-252 | Hermione |
| 253-258 | Hesione |
| 259-264 | Hippodameia |
| 265-270 | Hippolyte |
| 271-276 | Hyperesia |
| 277-282 | Hypsipyle |
| 283-288 | Hyrnetho |
| 289-294 | Ino |
| 295-300 | Iole |
| 301-306 | Iphigenia |
| 307-312 | Ismene |
| 313-318 | Ismenia |
| 319-324 | Jokaste |
| 325-330 | Kalliope |
| 331-336 | Kallirhoe |
| 337-342 | Kanake |
| 343-348 | Karye |
| 349-354 | Kassiopeia |
| 355-360 | Keto |
| 361-366 | Kharybdis |
| 367-372 | Khione |
| 373-378 | Khloris |
| 379-384 | Khryseis |
| 385-390 | Kilissa |
| 391-396 | Kirke |
| 397-402 | Kleito |
| 403-408 | Kleonike |
| 409-414 | Klymene |
| 415-420 | Klytie |
| 421-426 | Komaetho |
| 427-432 | Kore |
| 433-438 | Korkyre |
| 439-444 | Koronis |
| 445-460 | Ktimene |
| 461-466 | Kynane |
| 467-472 | Kyrene |
| 473-478 | Kythereia |
| 479-484 | Lampetie |
| 485-490 | Lampito |
| 491-496 | Lasthenia |
| 497-502 | Leda |
| 503-508 | Leukippe |
| 509-514 | Leukothea |
| 515-520 | Lysimache |
| 521-526 | Maira |
| 527-532 | Makris |
| 533-538 | Malea |
| 539-544 | Melampe |
| 545-550 | Melanippe |
| 551-556 | Melpomene |
| 557-562 | Merope |
| 563-568 | Metra |
| 569-574 | Minthe |
| 575-580 | Moira |
| 581-586 | Mnasa |
| 587-592 | Mnasadika |
| 593-598 | Myrrhine |
| 599-604 | Nauplia |
| 605-610 | Nausicaa |
| 611-616 | Neaira |
| 617-622 | Nelea |
| 623-628 | Nephele |
| 629-634 | Nikippe |
| 635-640 | Nyse |
| 641-646 | Oenone |
| 647-652 | Omphale |
| 653-658 | Pais |
| 659-664 | Pasiphae |
| 665-670 | Peirene |
| 671-676 | Peitho |
| 677-682 | Periboia |
| 683-688 | Perictione |
| 689-694 | Phaia |
| 695-700 | Phaistis |
| 701-706 | Phaithusa |
| 707-712 | Philyre |
| 713-718 | Phylake |
| 719-724 | Pleione |

| | |
|---|---|
| 725-730 | Podarge |
| 731-736 | Polydamna |
| 737-742 | Polyhymnia |
| 743-748 | Polykaste |
| 749-754 | Polyphema |
| 755-760 | Polyxene |
| 761-766 | Potone |
| 767-772 | Praxinoa |
| 773-778 | Prokne |
| 779-784 | Psyke |
| 785-790 | Psyria |
| 791-796 | Pyrrha |
| 797-804 | Riphea |
| 805-810 | Salmonea |
| 811-816 | Sangaria |
| 817-822 | Sapheneia |
| 823-828 | Sisygambis |
| 829-834 | Stheneboia |
| 835-840 | Sthenele |
| 841-846 | Syrinx |
| 847-852 | Talaria |
| 853-858 | Telegona |
| 859-864 | Telema |
| 865-870 | Telemake |
| 871-876 | Telesippa |
| 877-882 | Temese |
| 883-888 | Terpsichore |
| 889-894 | Tethys |
| 895-900 | Thalia |
| 901-906 | Thea |
| 907-912 | Theano |
| 913-918 | Thrinacia |
| 919-924 | Thyone |
| 925-930 | Tithone |
| 931-936 | Titye |
| 937-942 | Triptoleme |
| 943-950 | Troile |
| 951-960 | Trophonie |
| 961-970 | Tyndare |
| 971-980 | Urania |
| 981-990 | Xanthe |
| 991-1000 | Xuthe |

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## About Fatal Games

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Byron Hall, the founder of Fatal Games and author of F.A.T.A.L., adores gaming and writing. He has been a role-playing gamer since 1980. Byron is a statistician in Kansas City. He has taught at Northern Illinois University, where he earned his M.A. in Quantitative Research Methods and did predoctoral work with Structural Equation Modeling. Otherwise, he enjoys dissonant shred guitar, ancient and medieval literature and history, neuroscience, philosophy, and research. Byron thanks family, friends, staff, artists, contributors, supporters, and fans. To everyone: happy dicing and slicing.

## Abettors

An abettor is one who incites, encourages, assists, and supports the achievement of a purpose. The following abettors are listed alphabetically:

Jim Hausler for bashing doors, choking, correlating tables between height and weight, helping with races, introducing colorful terms (but-her-face, mouth-cunt, etc.), graphic gore, justice, live experimentation with pounding weapons, live sprinting experimentation, play-testing, proofreading, refining the combat round and system, refining abilities, refining races (especially bugbears, kobolds, and ogres), vocal recordings, and pure evil.

John Terry (Burnout) for assassins, chieftains, combat, hosting games, ingredients, live pupoofing, live sprinting experimentation, multiple magical effects, play-testing, proofreading, random magical effects, spells, vocal recordings, and RAAA power.

Ryan Keane (Satan) for chieftains, helping with the basic mechanics of the game and conceptual design, colorful terms such as cuntress, guitar and vocal recordings, hosting games, hundreds of spells, ingredients, magical items, multiple magical effects, play-testing, programming, proofreading, and random magical effects. In 1998-1999, Ryan was taught neoclassical guitar speedpicking by Byron. Ever since 2000, Ryan has been the fastest and cleanest speedpicking guitarist on earth, and is always willing to compete with others and prove it. His clean picking of sixteenth notes has been recorded at 330 b.p.m.

# Credits

I give credit where it is due. Salutations (alphabetically) to:

Adam Briggs for impressive interior artwork.

Andrew Dobell for cover art, the F.A.T.A.L. logo, and interior art.

Art Hall for knowledge of ancient language, history, semantics, and religion.

Bob Fuller for hosting games and play-testing.

Christian Pannapacker for helping with armor, especially lamellar, and suggestions with Brawling, Falling Damage (especially stairs), Gambling, Hiding, Sleep Deprivation, Sight (including nocturnal vision (LLV)), and Wakefulness.

David Vershaw II and the Texas Playtest Group for helping with Called Shots, catching errors, damage in combat, Magic Points, and play-testing.

Francois Dube-Berthiaume for suggestions regarding Revivification, Urination, and historical accuracy, as well as many other topics.

Greg Borys for bashing doors, historical accuracy with weapons (especially siege), investing in artwork, play-testing, and proofreading.

Janne Kempi for contributing magical armor and items, researching similarities between ogres and Neandertals, and refining kobolds.

Kevin Sullivan (Kaor) for character concept, craft time and quality, knowledge with mining, suggestions with a magical item, masterpiece criteria, proofreading, skills, social class mobility, and spell failure with magical item creation.

Kimon for interior artwork consisting of dramatic and realistic inking.

Lazar Stojkovic for art, influence regarding elves, source material on magic, and translations.

Martina Hall for helping with bodily features, play-testing, probability of combinatorial analysis, and translations.

Mike Haggard for helping with magical items, play-testing, proofreading, spells and their mechanics, vocal recordings, and pure chaos.

Rade Vukajlovic for chaos magic.

Steve Rogus for play-testing and vocal recordings.

Steve Willhite for beautiful interior artwork that captures the style of traditional rpg art.

Steven MnMoorn for impressive interior artwork with amazing realism.

Salutations to everyone who contributed and were not credited here. If you have contributed and have not been credited here, please contact Fatal Games to be credited in a future printing or edition.

Most of all, I'd like to thank myself.




F.A.T.A.L. is a role-playing game like no other. The largest game-book ever printed, F.A.T.A.L. has over 150 occupations, 200 skills, and 500 spells. Fantasy gamers have never seen this degree of historical and mythological accuracy, nor detail and realism. Also included is a CDROM with a character generator program, the game in .pdf, and much more. This book contains everything you need to play F.A.T.A.L. This game is explicit and for adults only. Be wary, play F.A.T.A.L. if you dare.

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