

WIZARDS' WORLD™



A Fantasy Role-Playing
Game by
David Silvera



WIZARDS' WORLD

By

David Silvera

*A Complete Fantasy Role-playing Game
For Imaginative Players
Of All Ages*

Goblinoid Games

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FOREWORD

Reprinting WIZARDS' WORLD is another effort to keep older RPGs in print, which is one of the missions I've undertaken with Goblinoid Games. When I learned about the existence of WIZARDS' WORLD I knew it needed to be published again for a new audience. WIZARDS' WORLD is a relatively obscure fantasy role-playing game that (as of this writing) sells for quite a high amount of money in the used market. Most people reading this have probably never heard of it, but nonetheless it represents an interesting piece of gaming history.

Published in 1983 by Fantasy Worlds Unlimited, a company operated by a (then) college student in California, WIZARDS' WORLD is the product of the evolution of his groups' home game. One of the important aspects of this game is that it includes several innovations separating it from its Advanced Dungeons & Dragons inspiration. In fact, some of the design choices in this game were ahead of their time. Some may look familiar to you, having been reinvented in more recent games. In many ways one might see this game as an alternative Second Edition fantasy game. An important thing to keep in mind as you read ahead is that it is contemporary to similar efforts of the early 80s, such as The Palladium Fantasy RPG. As such, it belongs to a wider trend of the time when people looked at existing fantasy RPGs and thought about how to customize them to their own tastes.

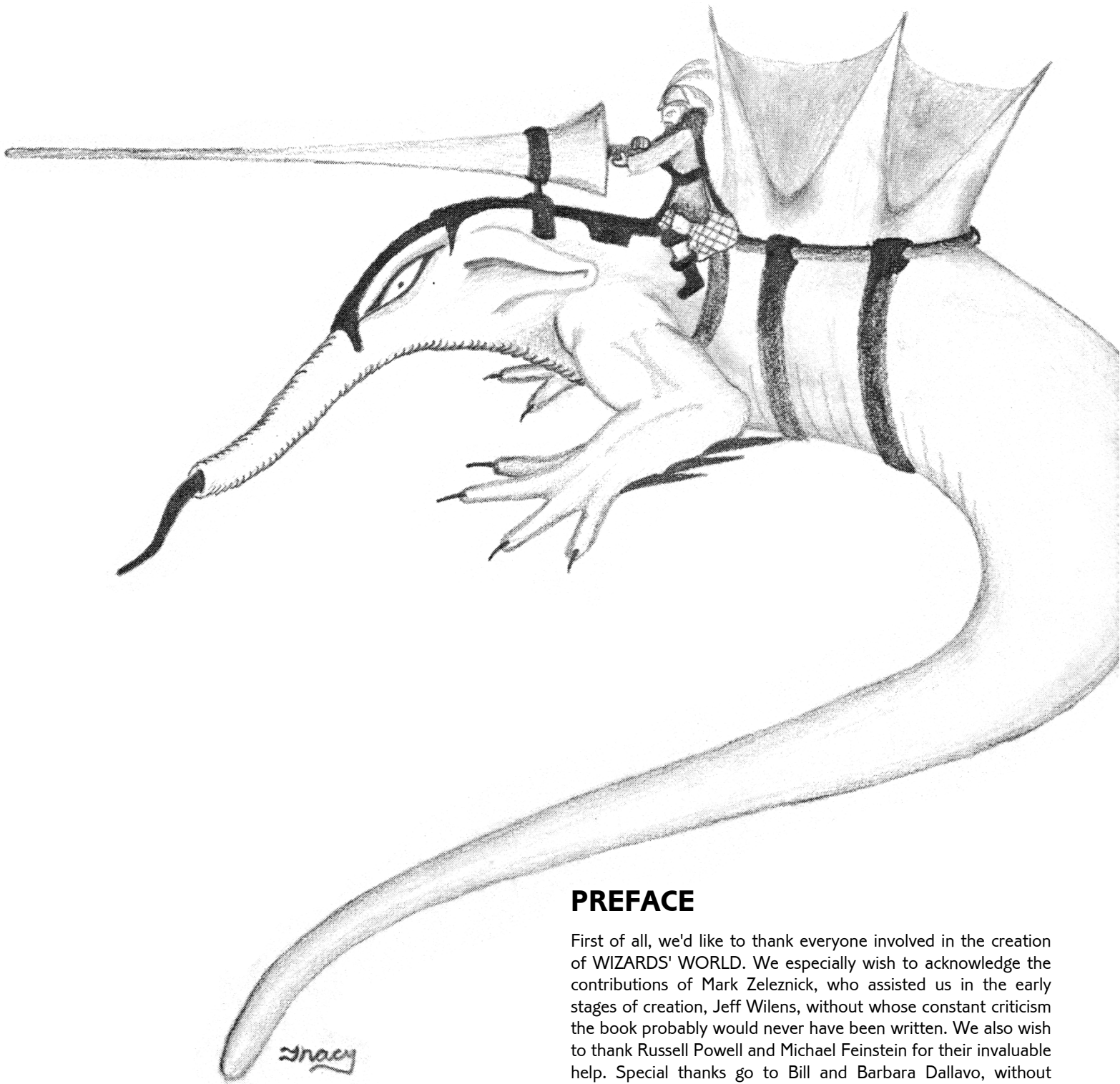
WIZARDS' WORLD was never destined for the attention that a few other fantasy spinoffs would attain, such as The Complete Warlock. However, I think you'll find that this is not from lack of substance, only the twists and turns of life. David Silvera went on to graduate school and a career in academics, setting aside this child of his imagination. I was delighted when David agreed to sell the rights to the game so that I could bring it to the attention of the current audience that is interested in old-school games.

When I read WIZARDS' WORLD I can feel the enthusiasm (and sense of humor) of the author. For reasons I can't quite pin down I also get a psychedelic feel from the game. This game follows a different fork in the road of our favorite fantasy role-playing game, and I hope you enjoy traveling that way as much as I have.

Dan Proctor
May 6, 2012

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PREFACE

First of all, we'd like to thank everyone involved in the creation of WIZARDS' WORLD. We especially wish to acknowledge the contributions of Mark Zeleznick, who assisted us in the early stages of creation, Jeff Wilens, without whose constant criticism the book probably would never have been written. We also wish to thank Russell Powell and Michael Feinstein for their invaluable help. Special thanks go to Bill and Barbara Dallavo, without whom the creation of WIZARDS' WORLD would have been impossible.

This game will at first seem a bit complex to inexperienced fantasy game players, but in a short time they will develop a familiarity with the rules that will simplify play immensely. A neophyte player should read through the sections before the spells in order to gain a fundamental understanding of the game. Thereafter, the best way to master WIZARDS' WORLD is simply to play as often as possible.

Best Wishes,
David Silvera

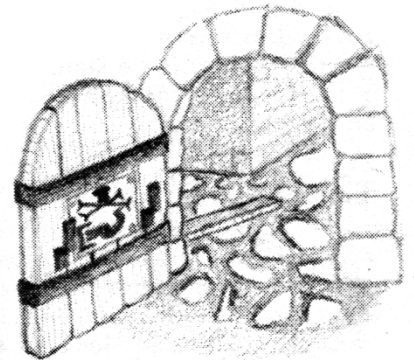
INTRODUCTION

WIZARDS' WORLD is a fantasy role-playing game in a medieval setting. Players establish characters and take them through adventures designed by the Game Master (GM). A character may be a doughty warrior, a reclusive wizard, a shifty thief or any of numerous other possibilities. Each character is an adventurer — characters explore a world created by the GM, the limits of which are governed only by the GM's imagination.

Remember, this is a role-playing game. Each character should have a personality of his own, which may or may not correspond to that of the person playing him. Much of the fun derived from playing this game comes from the creation of interesting character personalities.

In WIZARDS' WORLD, we have given you a set of general guidelines for combat and movement as well as supplying a list of spells, monsters and magic items. However, we do not intend this book to limit players in any way. If you want to add more spells or alter the system in some way, go ahead! We think that WIZARDS' WORLD provides an optimum balance between realism and playability, but we may not have thought of something. There is only one hard and fast rule: the right way to play the game is the way that is the most fun.

Enjoy!



Tracy

HOW TO PLAY WIZARDS' WORLD

DICE

This game requires the use of various dice. Dice with 4 sides, 6 sides, 8 sides and 10 (or 20) sides are essential to play. When the book says roll 1-8, you roll an 8-sided die and read the number. In combat, a number between 1 and 100 must be generated. This is done by rolling 2 10-sided dice (or 1 twice) and reading the first number as the tens digit and the second number as the ones digit, where 00 indicates 100, not 0. Several dice can be added together to generate almost any random interval. Whenever an interval of 1-100 is called for, the result can be stated as a percentage. Thus, for example, when someone has a 45% chance to hit, he will hit on a roll of 01-45.

THE GAME MASTER

The Game Master (GM) is the person who sets up the world in which the other players run their characters. He must establish the cities the characters live in, the creatures and character types that they encounter, and most importantly, the scenario for each adventure. It is suggested that the GM have at least a general map of his world so that he can be prepared to deal with any surprising things that the players may do.

ADVENTURES

Basically, there are two types of adventures: underground and wilderness. The first type may involve a cave complex, a castle dungeon, or any other kind of underground labyrinth. The GM should have a map of the area to be explored and stock the caves with monsters and treasure, and perhaps even tricks and traps to wreak havoc on unwary adventurers.

The latter type of adventure may involve exploring an uncharted wilderness, assaulting the castle of a powerful wizard or simply wandering around looking for a good fight. Once again, the GM must make advanced preparations in order to make the game enjoyable. One other possibility exists for interesting adventures — the GM may decide to have his players explore alternate planes of existence. (Who knows what lurks behind the mysterious extra-dimensional gate? Possibilities are only limited by the imagination of the GM.)

TIME

The time frame of the game is not necessarily the same as that of actual time. For example, the game would be extremely dull if everyone had to sit around doing nothing for eight hours every time their character slept; also, it is impossible to play out a turn of a complex combat in a mere ten seconds of actual time. All references to time within WIZARDS' WORLD refer to time within the game.

Frequently, role-playing games become ridiculous because the GM doesn't pay enough attention to time in his game.

The GM should keep a careful record of the actions of all characters within his world with respect to time. Remember, characters cannot be in two places at one time (*replication* spells withstanding).

The GM should also have a general idea about spacing adventures. Characters who just ride around the countryside without getting into too many fights may never need to rest, but a party that just blasted a cave complex filled with 1000 orcs definitely needs a break. Don't overdo it though; GMs should not force characters to sit around for months between adventures, a week of rest should suffice.

CREATING A CHARACTER

In order to establish a character, the player must first choose what race he wishes to be. Before making this choice, the player should consult CHARACTER PROFESSION TABLE II for any restrictions his favorite race may have. For example, the race of dwarves certainly wouldn't allow one of their ilk to become a jester — dwarves take themselves too seriously.

After choosing a race, the player must generate his primary attributes (i.e. strength, intelligence, etc.). To do this, the player rolls the appropriate dice according to his race for each attribute. Note that the average characteristic for normal, non-adventuring individuals is 10, so characters are above average in most respects.

Next, the player must calculate his secondary attributes. Lastly, the player must choose a profession. He may of course change professions at any time after he has gained at least one level of experience in his original profession. The most important part of a character is his personality, which the player need not decide upon until the commencement of play.

PRIMARY ATTRIBUTES

A character's primary attributes are determined as indicated under the race of the character. The primary attributes are briefly explained below:

Strength (STR) - This indicates a character's physical power and lifting ability. Strength has a major effect on a creature's capabilities in combat, and on how much a creature can carry. (See Strength Table hereafter.)

Willpower (WIL) - Willpower determines how resistant a creature is to mental attacks, including most spells.

Intelligence (INT) - A creature's intelligence indicates its reasoning ability, logic and memory. Intelligence also includes understanding, and thus has a significant effect on a creature's ability to learn spells. Note to the GM: if a character has low intelligence, do not refuse to let the player contribute good ideas to the group; conversely, when running an encounter the GM should let intelligence govern how cleverly the creature will act. (See INT Table hereafter.)

Endurance (END) - This indicates physical toughness and resistance to poison.

Dexterity (DEX) - Dexterity affects a creature's manipulative capability (i.e. picking locks), as well as its ability to hit with a weapon. (See DEX Table hereafter.)

Appearance (APR) - Appearance indicates how attractive a creature appears to others.

Agility (AGL) - A creature's agility score is indicative of its reflexes and dodging ability. (See AGL Table hereafter.)

STRENGTH TABLE

Strength	To Hit Adjustment	Damage Bonus ¹	Carrying Capacity ²	Force Locked Doors ³
3	-20%	-10	3	0
4	-15%	-8	5	0
5	-11%	-6	8	0
6	-8%	-4	11	0
7	-5%	-3	14	0
8	-3%	-2	16	0
9	-1%	-1	18	1%
10	0%	0	20	2%
11	0%	0	22	3%
12	0%	0	24	5%
13	0%	0	27	7%
14	0%	0	30	9%
15	0%	0	34	12%
16	0%	0	39	15%
17	0%	0	45	18%
18	+1%	1	52	22%
19	+3%	2	60	26%
20	+5%	3	69	30%
21	+8%	4	79	35%
22	+11%	6	90	40%
23	+15%	8	102	46%
24	+19%	10	116	52%
25	+24%	12	132	59%
26	+29%	15	150	66%
27	+35%	18	170	74%
28	+41%	21	192	82%
29	+48%	24	218	91%
30	+55%	28	250	100%

1. In no case can a damage penalty reduce total damage to less than one.

2. This is the weight in kilograms (1 kg is approximately 2.2 lbs.) that the character can carry without being overly encumbered. For each 25% up to 100% that the character carries over this amount, he suffers a one point penalty in dexterity and agility. For each additional 10% over 100%, the character suffers a loss of an additional point in DEX and AGL.

3. This is the chance for a character to force open a locked or magically secured door. Note that if the GM determines that a door is sufficiently difficult to open he may decide upon a percentage to open it based on the character's strength.

INTELLIGENCE TABLE

Intelligence Score	Maximum Spell Level	Spell Chance of Failure
Up to 10	0	-
11	1	+21%
12	2	+15%
13	3	+10%
14	4	+6%
15	5	+3%
16	6	+1%
17	7	0
18	8	0
19	9	0
20	10	0
21	10	0
22	10	0
23	10	0
24	10	0
25	10	-1%
26	10	-3%
27	10	-6%
28	10	-10%
29	10	-15%
30	10	-21%

Intelligence score is the intelligence of the character in question. Maximum spell level is the highest level spell that a figure with the listed intelligence could cast. Spell chance of failure is the adjustment that a character must make on his roll to successfully cast a spell. (See the Wizard hereafter). A dash indicates that a character with the indicated intelligence could not cast spells. This restriction does not apply to spells from scrolls or other magical devices.



DEXTERITY TABLE

Dexterity Score	To Hit Adj.	Pick Pockets	Pick Locks	Disarm Trap	Move Silently	Hide In Shadows
3	-28%	-	-	-	-	-
4	-21%	-	-	-	-	-
5	-15%	-	-	-	-	-
6	-10%	-	-	-	-	-
7	-6%	-	-	-	-	-
8	-3%	-	-	-	-	-
9	-1%	-	-	-	-	-
10	0	-	-	-	-	-
11	0	-28%	-21%	-28%	-36%	-28%
12	0	-21%	-15%	-21%	-28%	-21%
13	0	-15%	-10%	-15%	-21%	-15%
14	0	-10%	-6%	-10%	-15%	-10%
15	0	-6%	-3%	-6%	-10%	-6%
16	0	-3%	-1%	-3%	-6%	-3%
17	+1%	-1%	0	-1%	-3%	-1%
18	+2%	0	0	0	-1%	0
19	+4%	0	0	0	0	0
20	+6%	0	0	0	0	0
21	+9%	0	0	0	0	0
22	+12%	0	0	0	0	0
23	+16%	0	+1%	0	0	0
24	+20%	+1%	+3%	0	+1%	+1%
25	+25%	+3%	+6%	+1%	+3%	+3%
26	+30%	+6%	+10%	+3%	+6%	+6%
27	+36%	+10%	+15%	+6%	+10%	+10%
28	+42%	+15%	+21%	+10%	+15%	+15%
29	+49%	+21%	+28%	+15%	+21%	+21%
30	+56%	+28%	+36%	+21%	+28%	+28%

This refers to the character's dexterity after any adjustments are made for armour, carrying capacity and any other applicable modifiers. All adjustments are modifications on the character's base chance to hit or to perform thief functions. Note that a high dexterity does not allow a character to perform thief functions unless that character has thief experience, (i.e. a wizard with 30 DEX does not have a 28% chance to pick pockets). All dexterity requirements to qualify for a profession apply to both natural DEX and adjusted DEX (i.e. to become a thief, someone must have 11 DEX. If at any time, that character's adjusted DEX went below 11, he would be unable to perform thief abilities that require manual dexterity). The minimum dexterity required to cast spells is 11.

AGILITY TABLE

Agility Score ¹	Defense Adjustment ²
3	-28%
4	-21%
5	-15%
6	-10%
7	-6%
8	-3%
9	-1%
10	0
11	0
12	0
13	0
14	0
15	0

16	+1%
17	+3%
18	+6%
19	+10%
20	+15%
21	+21%
22	+28%
23	+36%
24	+45%
25	+55%
26	+66%
27	+78%
28	+91%
29	+105%
30	+120%

1. This refers to a character's agility after all adjustments have been made. Any agility requirements for professions apply to both natural agility and adjusted AGL.

2. Defense indicates how hard a figure is to hit. Defense is subtracted from an opponent's to hit roll. Thus, a creature with +5% defense adjustment would cause his foes to strike at -5% on to hit rolls. Conversely, a creature with -5% defense would allow his opponents to attack him at +5%.

SECONDARY ATTRIBUTES

Life Points (LP) - A character's starting life point total is equal to the sum of endurance, strength and willpower, divided by three. The Life Points of a character (or creature) indicate how much damage he can withstand. A creature whose life point total is reduced below half of his maximum fights at -5%, -1% per point below half. A creature with 0 or fewer life points is unconscious. A creature at or below -5 life points is dead. A character gains Life Points beyond those he starts with as he gains levels.

Alertness (AL) - Alertness is the sum of willpower, intelligence and agility, divided by three. A creature's chance to realize that someone is picking his pockets is his alertness stated as a percentage. A creature's chance to detect the presence of an invisible figure is (Alertness + 2 x level)%. This is based on the highest level that the creature has attained in any single profession. Note that detection in this manner does not mean the invisible creature is "seen"; thus a creature that detects an invisible figure in this way still has -25% on to hit rolls.

Stealth (ST) - Stealth indicates how well a creature can sneak up on someone or something. It is given by (INT + AGL + DEX) x 1.25.

Movement Value (MV) - A creature's MV is the number of meters it can move in 10 seconds (1 turn) on land. MV is given by (WIL + AGL + END)/3.

RACES

DWARVES

Dwarves are short, but heavily muscled humanoids who usually live in mountainous regions. They are gruff and cautious individuals for the most part, but their love of gold, gems and strong drink sometimes causes them to get out of hand. However, their blacksmith and mining skills combined with their

toughness and quiet stoicism makes a dwarf a useful addition to any party.

Dwarves have great respect, though they may not show it, for strong, healthy warrior types, but most of them dislike wizards, who they do not trust.

Dwarves greatly admire a beautifully cut jewel or a finely wrought suit of armour, but strong magic makes them nervous, excepting the few who are intrigued by it. This apprehension has caused dwarves to become somewhat magic resistant over the centuries.

Dwarven abilities are as follows:

Determine bearings underground 60%

Recognize slanting passages 85%

Recognize recent architecture 80%

Recognize moving corridors/chambers 70%

Estimate depth 60%

Determine approximate stability of ceilings/walls/floors 70%
(For example, the dwarf would be able to determine the weight a rock ledge could support within 10%.)

Dark Vision 20 meters

Magic resistance 15%

+3 on all saving rolls against poison

Dwarven attributes are as follows:

STR	3-18+3	AGL	2-16+2
INT	2-16+2	APP	3-18
WIL	2-16+3	DEX	3-18
END	3-18+4		

DESCRIPTION: Dwarves are about 1.2 meters in height and weigh about 65 kg. They have dark, ruddy complexions and brown eyes. They are also quite hairy, with long, full wiry beards. The fact that even dwarven females often grow thick beards might explain, in part, why many male dwarves choose to remain bachelors.

METAMORPHIC DWARVES

Forced deep into the earth by the dwarves many years past, this renegade group of dwarves was lured to the stronghold of the Earth King, rumored to be at the center of the earth.

There they were taught the ways of magic and then sent back to the surface to increase the power and influence of the Earth King. The metamorphic dwarves' prolonged exposure to powerful magic changed them in mind as well as appearance, and now the metamorphic dwarves wield their strange new powers with glee and pernicious delight as they spread the Earth King's influence throughout the world. Metamorphic dwarves have the following primary attributes:

STR	3-18+1	AGL	2-16+2
INT	2-16+1	APP	3-18
WIL	2-16+3	DEX	3-18+1
END	2-16+3		

DESCRIPTION: Taller and slimmer than regular dwarves, MD's are about 1.5 Meters in height and 75 kg in weight. They have golden skin and sparkling eyes.

Metamorphic Dwarves' abilities are as follows:

Determine bearings underground 60%

Recognize slanting passages 85%

Recognize recent architecture 80%

Recognize moving corridors/chambers 70%

Estimate depth 60%

Magic resistance 25%

Dark vision 35 meters

Metamorphic dwarves can also cause their skin to appear to move and change hue. This strange ability has a hypnotic effect, and all who would attack the dwarf must make a saving roll vs. WIL or stand transfixed for that turn. Any creature who misses its saving roll can attempt a new one every turn but it cannot attack until a successful roll is made. To produce this effect, the metamorphic dwarf must concentrate for a turn. After this initial turn, the metamorphic dwarf can move and attack freely and the effect lasts 5 minutes.

ELVES

Elves are human-like creatures who inhabit nearly every type of terrain. Their tremendously long lifespans have given them a much different outlook on life than that of humans. Elves tend to be looked on as flighty and frivolous by some other races because elves are frequently seen running and singing merrily in meadows and dells. In fact, this behavior makes life more enjoyable for them. Merriment and seemingly carefree abandon is merely one of the ways that elves occupy their fifteen hundred year lifespans.

Elves are very self-willed, and they value their privacy highly. This individualistic attitude, however, becomes tempered with wisdom as the centuries pass.

Their longevity allows for much study and experience; thus, elves can become highly proficient in several professions. Their great skill with the bow is well known, and this, when combined with their phenomenal agility and fascination with magic, makes elves renowned warriors, wizards and thieves.

Elves are approximately 1.6 meters tall. They are slight of build with blonde hair and blue eyes.

Elven abilities are as follows:

+10% to hit with bows

Spot hidden item 40%

Dark Vision 15 meters

+10% Stealth

Magic Resistance 10%

Elves start the game with 2 spell points and 2000 points for learning spells.

Elven primary attributes are stated below:

STR	2-12+1-4	AGL	3-18+3
INT	2-12+6	APP	3-18+1
WIL	2-16+3	DEX	3-18+3
END	2-16+1		

HALF-ELVES

Half-elves are not a true race, but rather a cross between elves and humans. Some prefer the quiet, peaceful lifestyle of elves, but many more half-elves relish the fast-paced world of men. As

they are accepted by both elves and humans, half-elves enjoy many of the advantages of each.

Half-elven abilities are as follows:

Dark Vision 10 meters
+5% to hit with bows
+5% Stealth
Spot hidden item 25%

Half-elven primary attributes are stated below:

STR	3-18+1	AGL	3-18+2
INT	2-16+4	APP	3-18+2
WIL	2-16+4	DEX	3-18+2
END	3-18+1		

DARK ELVES

The sworn enemies of the elves are the dark elves. Dark elves are actually distant cousins of the elves who were driven down into the earth centuries ago by the elves.

Deep in the subterranean passages the dark elves studied arcane arts as they awaited the time when they could exact their revenge from the bright elvenfolk in the forests above. As the fateful time approached, the dark elves realized that they no longer wished to live in the green land under the sun and stars. But they have not forgotten, and woe be to any elf foolish enough to descend into the dark caverns alone. Dark elves are approximately the same size as elves. Their skin is ebony and their hair is very light in color. Dark elves' eyes often glow with a faint phosphorescent light.

Dark Elven abilities are as follows:

Dark Vision 40 meters
Double alertness and stealth when underground
Magic resistance 25%
Dark elves start the game with 5 spell points and 5000 points for learning spells. They will usually select enchantment spells. This magical ability is in addition to any other spells that dark elves may have.

Dark elves have the following primary attributes:

STR	2-8+1-6	AGL	2-16+4
INT	2-12+6	APP	2-16+3
WIL	2-12+7	DEX	2-16+4
END	2-12+1-4		

GNOMES

Gnomes are small but rugged individuals who inhabit rocky hills and dense forests. They are good-natured creatures who enjoy good food, strong drink, and, most of all, practical jokes. Although gnomes are usually quiet, when aroused, the gnomish sense of humor has been known to run roughshod over meek, and sometimes not so meek, beings of all types.

Gnomes are also skillful miners and their abilities and remarkable cunning make them a valuable addition to wilderness and underground companies alike.

DESCRIPTION: Being approximately 1.1 meters tall and 35 kg in weight, gnomes appear as slender dwarves with slightly

wrinkled faces. Gnomes have light brown or grey hair, and light brown, hazel or, rarely, blue eyes.

Gnomish abilities are as follows:

Determine bearings underground 60%
Recognize slanting passages 85%
Recognize recent architecture 60%
Recognize moving corridors/chambers 70%
Estimate depth 60%
Determine approximate stability of ceilings/walls/floors 70%
Dark Vision 20 meters
Magic resistance 5%
If a gnome has any of the abilities listed under The Thief he adds 5% to his chance for each such ability.

Gnome primary attributes are stated below:

STR	3-18	AGL	2-16+3
INT	3-18+1	APP	3-18+2
WIL	2-16+3	DEX	3-18
END	2-16+3		

HALFLINGS

Halflings are the smallest of all the character races, seldom being over 1.1 meters in height. They tend to be somewhat shy and apprehensive when around the larger, clumsier races, such as half-elves and humans, who they call "big people".

The majority of halfling characters are thieves, due to their size and dexterity, but most halflings would rather sit home near a nice, warm fire than go out adventuring all over the countryside. Halflings are particularly fond of creature comforts, and some are curious about magic, though it frightens many of them. Though they are considered slightly boring by some, halflings have been known to shine when placed in pressure situations.

DESCRIPTION: Halflings are about 0.9 meters tall and weigh approximately 25 kg. They have light brown hair and brown or hazel eyes.

Halflings have the following abilities and attributes:

Dark Vision 15 meters
+15% stealth

If a halfling has any thief abilities, he adds 10% to his chance for each of these abilities.

STR	3-12	AGL	3-18+3
INT	3-18+1	APP	3-18+1
WIL	3-18+1	DEX	3-18+3
END	3-18+1		

DEMON HALFLINGS

Demon halflings were once ordinary halflings, but all they ever talked about was treasure, magic and adventuring. Now this went on for some time, until the righteous, upstanding halflings could stand it no longer. Finally, the normal halflings drove the demon halflings out of the area while muttering something about "a bad influence".

The outcasts wandered (as halflings are prone to do) for many days. At long last they stumbled into hell. There they met Lucifer and Mephistopheles, two demons of tremendous power.

After many generations of servitude, some of the halflings, now called demon halflings, were given their freedom. At once, they journeyed back to their home plane to flaunt their powers, and take their revenge.

DESCRIPTION: Taller and slimmer than halflings, demon halflings are about 1.2 meters tall and weigh 30 kg. They have dark brown to black hair and fiery eyes. Since demon halflings are very proud of their straight, ebony whiskers, few are clean shaven.

Demon halflings' abilities are:

Magic resistance 15%
Dark Vision 25 meters
Take half damage from fire
Transform /to humanoid form at will

STR	2-8+1-6	AGL	2-16+3
INT	3-18+1	APP	3-18+1
WIL	2-16+3	DEX	2-16+3
END	3-18+1		

HUMANS

Humans are by far the most common race. In fact, some members of the longer-lived races have been known to mutter things about "breeding like rabbits". Humans are also the most warlike race, and many other races regard them as inferior and barbaric. Humans roll all primary attributes on 3-18+2. All humans get a 10% bonus on their earned experience.

CHARACTER PROFESSIONS

When a character is established, he or she must choose a profession. After a profession is chosen, the character must continue to operate in his chosen area until he advances at least one level. When a character operates in two or more professions, his experience is multiplied by the following factor: $1/3 + 1/n$, where n is the number of professions in which the character is skilled. Note that no character can be both a black knight and a white knight.

Characters with different professions acquire different skills, and a group of players with diverse skills is more likely to survive. There are professions which emphasize fighting skill, magic use and stealth, and there are other professions whose abilities are so diverse as to not fall into any of these categories. There is also a monster that can be played as a character. A look at the following table will show the skills gained by members of the various professions.

Each time a character gains a level, he must choose which profession he wishes to gain his next level in. After he advances another level, he must decide on his profession for the next level, etc.

CHARACTER PROFESSION TABLE I

PROFESSION	Additional Life Points Per Level	Fighting Ability	Spell Ability	Stealth Ability
Warrior	3	Yes	No	No
Attacker	3	Yes	No	No
Defender	3	Yes	No	No
White Knight	3	Yes	Yes*	No
Black Knight	3	Yes	Yes*	No
Scout	3	Yes	Yes*	Yes*
Wizard	1	No	Yes	No
Thief	2	No	No	Yes
Assassin	2	Yes*	No	Yes
Spy	2	No	Yes*	Yes
Destroyer	2	Yes	No	Yes
Jester	2	No	Yes*	Yes*
Vampire	2	Yes*	Yes	No

* Limited ability only.

The following table shows which races can operate in the various professions:

CHARACTER PROFESSION TABLE II

RACE	J	S	W	Sc	WK	BK	T	As	Wz	Att	Df
Elves	x	x	x	x	x	x	x	x	x	x	x
Half-Elves	x	x	x	x	x	x	x	x	x	x	x
Dark Elves	-	x	x	x	-	x	x	x	x	x	x
Dwarves	-	x	x	x	x	x	x	x	-	x	x
Metamorphic Dwarves	-	x	x	x	-	x	x	x	x	x	x
Halflings	x	x	x	-	x	-	x	x	-	x	x
Demon Halflings	-	x	x	-	-	x	x	x	x	x	x
Gnomes	x	x	x	x	-	-	x	x	x	x	x
Humans	x	x	x	x	x	x	x	x	x	x	x

Destroyers must be human.

Abbreviations: J, jester; S, spy; W, warrior; Sc, scout; WK, white knight; BK, black knight; T, thief; As, assassin; Wz, wizard; Att, attacker; Df, defender

The following table shows the minimum requirements for the various professions:

CHARACTER PROFESSION TABLE III

	STR	INT	WIL	END	DEX	AGL	APP
Assassin	11	11	-	-	13	-	-
Attacker	14	11	-	14	14	-	-
Black Knight	11	11	14	-	11	-	-
Defender	11	11	-	-	15	-	-
Destroyer	14	11	16	13	13	17	-
Jester	-	14	14	-	11	-	-
Scout	13	13	-	-	13	11	-
Spy	-	14	13	-	13	-	-
Thief	-	-	-	-	11	-	-
Vampire	-	-	-	-	-	-	-
Warrior	11	-	-	-	-	-	-
White Knight	11	11	14	-	11	-	-
Wizard	-	11	-	-	11	-	-

CHARACTERS WITH MULTIPLE PROFESSIONS

Characters with more than one profession gain all advantages of each profession, except with regard to Life Points. A character gains LP only for the first profession in which he reaches a certain level.

Example: A character with an LP base of 15 starts as a warrior and progresses to third level. He now has $15+3 \times 3=24$ LP. If at this point the character changes professions, he could not gain LP for his new profession (or in any subsequent professions) until he reaches the 4th level.

THE WARRIOR

The warrior is the easiest of the fighting professions to qualify for, as well as the easiest to advance in. To be a warrior a character must have strength of at least 11. Characters who choose this profession improve their chances of hitting in combat very rapidly, but gain no other skill.

WARRIOR EXPERIENCE TABLE

Experience Points	Interval	Level
0-1500	100	1
1501-3000	100	2
3001-6000	200	3
6001-12,000	400	4
12,001-24,000	800	5
24,001-45,000	1400	6
45,001-90,000	3000	7
90,001-180,000	6000	8
180,001-300,000	10000	9

Warriors gain a one percent increase in their to hit probability with the weapon of their choice at each interval (i.e. a 7th level warrior would gain 1% at 48,000 experience points and again every time he acquired another 3000 experience points until he reached eighth level).

The length of each level after ninth is the length of the previous level plus 30,000 experience points. Thus, tenth level ends at 450,000 experience points, eleventh level ends at 630,000 etc. Similarly, the length of the intervals at any level over ninth is the length of the intervals of the previous level plus 2000.

THE ATTACKER

Attackers are similar to warriors, except that attackers' requirements are more rigorous and they have more skills. An attacker must have strength, dexterity and endurance of 14 or higher and intelligence greater than or equal to 11.

Attackers are masters in the art of combat. They are able to use two weapons with no penalty (an attacker will not use a shield). Furthermore, as attackers reach higher levels, they are able to deal severe injuries to their foes.

ATTACKER TABLE

Experience Points	Weapon Skill Points	Interval	Level	Damage Bonus
0-2250	0	150	1	
2251-4500		150	2	
4501-9000		300	3	+1
9001-18000	1	600	4	
18,001-33,000		1000	5	
33,001-60,000		1800	6	+2
60,001-120,000	2	4000	7	
120,001-240,000		8000	8	
240,001-480,000	+1/3 Levels	16,000	9	+3

Like warriors, attackers improve their chance to hit by 1 % with the weapon of their choice at each interval. Weapon skill points indicate extraordinary skill with a particular weapon.(The player must choose which weapon he puts each weapon skill point into). Up to two weapon skill points can be put into a given weapon. An attacker with one weapon skill point in a weapon may opt to attempt a critical blow. He will then have -40% to hit, but if he hits he can roll on the critical blow table (below). If attacker has two weapon skill points in a weapon, his penalty is only 20%.

CRITICAL BLOW TABLE

Die Roll (1-100)	Result
Jan-50	Double weapon damage
51-75	Double damage
76-125	Triple weapon damage
126-150	Triple damage

This table can be extended infinitely, as necessary.

Attackers get a bonus of 5% per level over fourth on the critical blow table.

The length of each level after ninth is 60,000 experience points greater than the length of the preceding level, and the length of the intervals beyond ninth level is 4000 greater than that of the previous level.

THE DEFENDER

Defenders combine fighting talents with the ability to use a shield skillfully. A defender must have strength and intelligence greater than or equal to 11 and a dexterity score of at least 15. Like warriors, defenders add 15% per level to their weapon skill. They may put some or all of this increased fighting ability into shield skill. In combat, those attacking a defender must subtract the defender's shield percentage from their to hit chances (this only affects attacks which are basically frontal or on the defender's shielded side and doesn't include range weapons). To hit chances cannot be lowered below 10% in this manner. Furthermore, if a defender's shield skill is greater than his opponent's skill with his weapon, his opponent's attack rate will be halved. If the defender is twice as proficient in shield as his foe is with his weapon, his opponent's attack rate will be divided by three, etc.

DEFENDERS TABLE

Experience Points	Interval	Level
0-2250	150	1
2251-4500	150	2
4501-9000	300	3
9001-18,000	600	4
18,001-33,000	1000	5
33,001-60,000	1800	6
60,001-120,000	4000	7
120,001-240,000	8000	8
240,001-480,000	16,000	9

Hereafter, the length of each level is the length of the preceding level plus 60,000 experience points, and the length of the intervals at each level is the length of the previous level's intervals plus 4000.

THE WHITE KNIGHT

White knights are warriors who also perform good deeds and act like all-around nice guys. They combine the fighting skill of warriors with some spells of a curative nature. White knights are the heroes in shining armour that you always see in the movies rescuing damsels in distress. Accordingly, the GM should reward white knights for being kind, generous and generally heroic with a 25% experience bonus. Conversely, a white knight who acts evilly should be penalized 50% of his experience on a given adventure. A white knight must have strength, dexterity, and intelligence over 10 and willpower of 14 or higher.

White knights have limited spell casting capability — they can cast *protection* and *curative* spells. They receive 1 spell point per level and one spell learning point for each two experience points they earn (see The Wizard for an explanation of the spell system).

WHITE KNIGHT TABLE

Experience Points	Interval	Level
0-3000	200	1
3001-6000	200	2
6001-12,000	400	3
12,001-24,000	800	4
24,001-45,000	1400	6
45,001-90,000	3000	6
90,001-150,000	4000	7
150,001-300,000	10,000	8
300,001-600,000	20,000	9

Hereafter, each level is 90,000 experience points longer than the preceding level and the intervals are 6000 longer than those of the previous level.

THE BLACK KNIGHT

The black knight is the man who traps defenseless damsels in distress in his castle; he's mean and nasty right clear through. Consequently, black knights should receive a 25% experience bonus for murdering, stealing, torturing people for fun and profit, and generally behaving unpleasantly. They should also be penalized 50% of their earned experience for being nice. Black knights have the same experience table and ability requirements as white knights. Like white knights, they gain 1% with the weapon of their choice at each interval. Black knights gain spells

as white knights, but can only use *destructive* spells, *charms* and the *possession* spell.

THE SCOUT

Members of the scout profession combine fighting ability with stealth in outdoor situations and *detection* spell capability. Scouts must have strength, intelligence and dexterity of at least 13 and agility of at least 11.

Scouts are alert, and consequently have +1%/level on their alertness. Also, in outdoor situations, scouts have +1%/level on their stealth. Scouts also have some thief-like abilities. At first level, scouts move silently with the same base percentage as a thief, and they hide in cover outdoors with the same base percentage as a thief has to hide in shadows.

Thereafter, scouts can divide 10% per level between these two abilities in the manner of their choice. Scouts are also able to use detection spells, receiving 1 spell point per level and gaining half of their experience total in spell learning points. Like warriors, scouts add 15% per level to their hit chance.

Scouts use the defender experience table.

THE WIZARD

Wizards are very proficient in the art of magic, but have no other abilities. Wizards must have a minimum of 11 INT & 11 DEX. In order to use a spell, a wizard must first learn it; spells can be learned based on the wizard's experience point total.

Each wizard starts the game with 2000 points for learning spells; thereafter, for each experience point a wizard gets, he gets 1 point for learning spells (Note: for some fighting classes previously detailed, every 2 experience points gave the character 1 point to learn spells). The cost to learn spells is given by the Spell Learning Chart (See below).

Note: After a spell is learned, you're stuck with it, and the appropriate spell learning points are erased. However, if a character somehow loses experience, he may also lose spell knowledge. If a spell fails, the GM must roll again. If he rolls the spell failure percentage or less, an appropriate adverse effect occurs. (Example: If a *detection* spell has an adverse effect, the GM gives the player false information.) In order to cast a spell, a wizard must expend spell points. A wizard starts the game with 1 spell point per point of INT over 15. Thereafter, he gains spell points according to the following table:

SPELL POINT TABLE

Level of Wizard	Spell Points Gained Per Level
1-6	2
7-12	3
13-18	4
Etc.	

The spell point cost of a spell is dependent on the level of the spell as shown below:

SPELL COST TABLE

Spell Level	Spell Point Cost
1-4	1
5-7	2
8-9	3
10	4

SPELL LEARNING CHART

Spell Level	Chance of Failure *						
	75%	50%	30%	15%	10%	5%	0%
1	250	350	500	700	1000	1400	2000
2	500	700	1000	1400	2000	2800	4000
3	1000	1400	2000	2800	4000	5600	8000
4	2000	2800	4000	5600	8000	11,200	16,000
5	4000	5600	8000	11,200	16,000	22,400	32,000
6	8000	11,200	16,000	22,400	32,000	44,800	64,000
7	16,000	22,400	32,000	44,800	64,000	89,600	128,000
8	32,000	44,800	64,000	89,600	128,000	179,200	256,000
9	64,000	89,600	128,000	179,200	256,000	358,400	512,000
10	128,000	179,200	256,000	358,400	512,000	716,800	1,024,000

*Chance of failure is modified by intelligence.

Note that a wizard loses spell points even if his spell fails. One aspect of a spell (Range, Duration, etc.) can be doubled by doubling the spell point cost; however, this cannot be used to double the damage of a *destructive* spell such as *fire*. One aspect can be trebled (or 2 can be doubled) by quadrupling the cost. Generally, double the cost for every added strength to the spell. Example: A *charm* spell with double range and quadruple duration would cost 16 x normal.

Low level wizards can only cast one spell per turn regardless of casting time, because they must recover from the strain of spell casting, but higher level wizards can cast multiple spells as follows:

Experience Level	Multiple Spells*
7-9	2/3
10-12	2/4
13-15	3/5
16-18	3/6
19-21	4/7
22-24	4/8
25-27	5/9
28-30	5/10

*The first number indicates the maximum number of spells that can be cast in a turn, and the second number is the maximum combined casting time in seconds. Obviously, the limit on casting time does not apply when only one spell is cast in a turn.

For each 3 levels over 30, a wizard may cast one more spell up to a maximum of 10. Spells taking a total of more than 10 seconds can never be cast in a turn, although a spell could be started in one turn and finished in the next if the wizard doesn't exceed maximum casting time in a turn.

Wizards advance according to the following experience table:

WIZARD TABLE

Experience Points	Level	Ability Gained
0-3000	1	Read Magic
3001-6000	2	
6001-12000	3	
12,001-25,000	4	
25,001-50,000	5	
50,001-100,000	6	Detect Magic
100,001-200,000	7	
200,001-350,000	8	
350,001-600,000	9	Recognize Magic

Hereafter, each level is 50,000 experience points longer than the previous level.

Spell points are gained at equal intervals within a level.(i.e. a first level wizard would gain one spell point at 1500 experience points and another at 3000). *Detect magic* ability allows the wizard to note the presence of magic (spells or items). The wizard can also tell if a specific item is magical. *Recognize magic* talent allows a wizard to know the type of magic associated with a spell or item (*protection*, *detection*, etc). The wizard must concentrate for 1 turn to perform either of these functions. In any case, a wizard seeing someone else cast a spell that the wizard knows is entitled to roll his spell failure roll with that spell, success indicating that he knows what spell was cast.

SPECIALTY WIZARD

Specialty wizards are those spell casters who opt to become particularly adept at one type of magic (i.e. *detection*, *protection*, etc.). Spells within the wizard's type cost him only half as much to learn as they would cost another wizard; however, the cost for a specialty wizard to learn a spell of a different type is doubled. Furthermore, specialty wizards can cast multiple spells within their category as an ordinary wizard of double their level. If a specialty wizard chooses to cast a spell out of his area, that is the only spell that he can cast that turn, regardless of his level. Otherwise specialty wizards are identical to normal wizards except with regard to their spell points. First, all spell points that a specialty wizard starts with can only be used to cast spells in his category. As they advance, specialty wizards gain spell points as detailed below:

SPECIALTY WIZARD SPELL POINT TABLE

Level	Spell Points Gained In Category	Spell Points Gained For Any Spell
1-4	1	1
5-8	2	1
9-12	3	1
13-18	4	1
19-24	5	1
25-30	6	1
Etc.		

Note that this allows specialty wizards to cast a greater number of spells, but the variety of spells is limited.

THE THIEF

Thieves are skilled in the arts of stealth and robbery. They must have a dexterity of at least 11. Below are listed their abilities and the starting percentages:

THIEF ABILITY TABLE

Skill	Base %
Pick Pockets	45%
Pick Locks	35%
Spot Trap	25%
Disarm Trap	35%
Move Silently	40%
Hide in Shadows	30%
Listen	25%
Climb	70%
Spot Hidden Item	10%
Recognize Value	40%
Estimate Value	10%

A thief cannot move silently or climb while wearing metal armour. He cannot pick pockets, pick locks or disarm traps with gauntlets on.

EXPLANATION OF THIEF ABILITIES

Pick Pockets - This is a thief's chance to steal an item from someone. If the thief fails he must roll his chance again — failure means he is noticed. In any event, an adventurer type is allowed to make an alertness roll (he must roll his alertness or lower on 1-100) to detect a thief's attempt to pick his pocket. The thief must state what he tries to get before he makes a pick pockets roll (i.e. belt pouch, ring,...).

Pick Locks - This is a thief's chance to pick an ordinary lock. Additional tries can be made after failure at -5% cumulative per try. The GM may choose to make some locks difficult enough to subtract from a thief's chance to pick them.

Spot Trap - Like pick locks, this may be repeated at -5% cumulative per attempt. This is not an automatic function — the thief must try to spot a trap.

Disarm Trap - A trap must be spotted before it can be disarmed (one thief can point a trap out to another one). Multiple attempts to disarm a trap are allowed at a penalty as above. If a thief fails to disarm a trap, he must roll his chance again, failure indicating that he triggered the trap.

Move Silently - While attempting this, a thief cannot move over half speed. His surprise value increases by 20% while successfully moving silently.

Hide in Shadows - A thief cannot move over half speed while hiding in shadows. Obviously, there must be shadows for the thief to hide in. A successful hide in shadows roll is effectively the same as *invisibility 1*. Note: A thief can both move silently and hide in shadows while moving half speed (he need not move 1/4 speed).

Listen - This is a thief's chance to hear a noise that would otherwise be inaudible (like another thief moving silently) or to recognize what someone says while others can only make out a murmur. A thief need not listen to hear an obvious noise. Loud noise nearby (like an arguing party) prevents successful listening. The thief must concentrate to listen.

Spot Hidden Item - This is the thief's chance of seeing something that would pass unnoticed by an ordinary observer. Examples of hidden items are secret or concealed doors and false bottoms in treasure chests. Note that the thief does not have to actively search to spot a hidden item (unlike spot traps). The thief can only have one roll for a given item. This is not cumulative with the chance that some races have to spot hidden items; the two chances should be rolled separately.

Recognize Value - This skill allows the thief to spot a valuable item even if it looks like junk. Only one roll is allowed.

Estimate Value - A successful roll indicates that the thief knows the approximate value of an item (within 10%).

Pick locks, spot trap, disarm trap, listen and estimate value each require 1 turn to perform.

For each level gained, a thief gets 50 percentage points to split between these abilities in the manner of his choice, except for a few restrictions:

1. No more than 25%/level can be put into any one thief function;
2. Spot hidden item cannot exceed spot traps;
3. Estimate value cannot exceed recognize value;
4. No more than 5%/level can be added to spot hidden item. Percentage points are gained at equal intervals through a level.

If a thief tries to spot trap, move silently, hide in shadows, spot hidden item or recognize value, the GM should make the roll secretly and only tell the player if he finds or hears something.

THIEF TABLE

Experience Points	Level
0-1500	1
1501-3000	2
3001-6000	3
6001-12,000	4
12,001-20,000	5
20,001-40,000	6
40,001-80,000	7
80,001-150,000	8
150,001-300,000	9

Hereafter, each level is 50,000 experience points longer than the preceding level.

THE ASSASSIN

Assassins combine thief abilities with some combat skill. To become an assassin, a character must have at least the following minimum scores: 13 Dexterity, 11 Strength, 11 Intelligence.

Assassins have the thief abilities listed below:

Pick Locks	Listen
Move Silently	Climb
Hide in Shadows	

These abilities start at the base percentages listed under thief, and an assassin gets 25% level to add to them in the manner of his choice, except that no more than 15% can be added to any one ability each level. Assassins progress according to the thief experience table.

Assassins gain special bonuses when they attack a figure by surprise or from behind. Assassins add 3%/level to their to hit chance in these situations with all weapons. Furthermore, in such situations, assassins do +1 point of damage per level on a hit. Assassins also add 1% per level to their stealth. If they surprise an opponent, assassins may kill him on a hit. The chance is 50% +5% x (the assassin's level minus the opponent's level).

THE DESTROYER

Destroyers are martial artists who, through rigorous training, acquire many unusual and potent abilities. In order to become a destroyer, a character must have the following minimum ability scores:

STR 14 INT 11 WIL 16 DEX 13 AGL 17 END 13

Destroyers attack exclusively with their bare hands, and their skill in this mode increases by 5% per level. Destroyers may not wear armour of any sort, as it is too restrictive. In surprise situations, destroyers can kill as assassins do. Furthermore, destroyers take no damage from fire, lightning, etc. if they make their agility roll. Destroyers can also dodge missile weapons with a successful agility roll. Also, destroyers are able to heal themselves by up to 2 life points per level per day. Finally, destroyers have the following thief abilities:

Move Silently	Listen
Hide In Shadows	Spot Hidden Item
Climb	

Destroyers can put 25% per level into improving these skills, although they can add no more than 15% per level to any single skill and no more than 5% per level to spot hidden item. Destroyers advance according to the following table:

DESTROYER EXPERIENCE TABLE

Experience Points	Bare Hand Damage	Level	Intervals
0-3000	1-6	1	120
3001-6000	1-6	2	120
6001-12,000	1-6+1	3	240
12,001-25,000	1-6+1	4	520
25,001-50,000	1-6+2	5	1000
50,001-100,000	1-6+3	6	2000
100,001-200,000	2-12	7	4000
200,001-400,000	2-12	8	8000
400,001-800,000	2-12+1	9	16,000

Hereafter, each level is 50,000 experience points longer than the previous level, the intervals of each level are 2000 longer than those of the preceding level, and the damage increases according to the established pattern.

Destroyers attack using martial arts skills, which were practically unknown in medieval times. Accordingly, most people are incompetent at defending against a destroyer's attacks, so for determination of multiple attacks, the destroyer's to hit chance is treated as twice its actual value. Note that the destroyer's to hit chance is in martial arts, not just fist, and that no other profession allows skill to be gained in this area.

The training of destroyers makes them extremely adept at controlling their own minds. Accordingly, destroyers add +1% per level to their alertness. Also, they are able to remain conscious when ordinary creatures would be unconscious or even dead. Destroyers are able to retain consciousness as long as the number of life points that they have below zero, added to the number of turns that they have remained in a sub-zero state, does not exceed their level. Example: A fifteenth level destroyer is reduced to -3 life points. He fights on, though a normal man would falter. Five turns later, he is again damaged, and his LP total is reduced to -9. Most people would be dead, but he is still standing. However, if he is not somehow healed within two more turns, he will die, since $9+7 = 16$ which exceeds his level. If he is healed, he will suffer no ill effects. Note that this system allows all destroyers to fight at 0 LP for an unlimited length of time.

Destroyers are also very resistant to mental attacks. Thus, they gain a bonus of +1 per level on all saving rolls against mental attacks or spells affecting the mind (fear, charm, paralysis, read mind, and anything else which the GM wishes to include). This bonus even applies when no saving roll is normally allowed; simply treat the required roll as a two (see saving rolls hereafter).

THE SPY

Spies use stealth and spells of illusion and detection to acquire information and valuable items. To be a spy, a character must have a dexterity score of 13 or higher, willpower of at least 13 and a minimum of 14 intelligence.

Spies have the following thief abilities, with the same base percentage listed under the thief:

Pick Pockets	Pick Locks
Spot Trap	Disarm Trap
Spot Hidden Item	Move Silently
Hide in Shadows	Listen
Climb	

In addition, spies have the following abilities with the given base percentages:

Disguise: 40% Mimic: 30%

Spies get 50% per level to divide among these functions in the manner of their choice, subject to the restrictions listed under the thief.



The Conjuration

Disguise is the ability to look like something you are not. For example, if an elvish spy tried to disguise himself as a human, the GM would roll his disguise chance each time the spy met someone who might penetrate the disguise (the character should not know the result of these rolls). Once an individual is fooled by a disguise, he will be forever fooled by it unless he has a reason to examine the spy more closely, like if someone else told him about the disguise. If a spy wishes to disguise himself as a particular individual, his chance is half normal, and if he posed thusly in front of someone who knew this individual, his chance would again be halved. In no case can a spy disguise himself as something which has a body structure significantly different from that of the spy, or a creature more than 0.3 meters shorter or taller than the spy, or a creature more than 25 kg heavier or 15 kg lighter than the spy. A spy can automatically disguise himself as a beggar or something equally simple. Disguise takes a minimum of five minutes, longer for a complicated disguise.

Mimic is the spy's chance to imitate an accent. (Note that although all races speak their own racial tongue, there will be minor speech differences in different locations.) The GM must roll the spy's mimic chance every time the spy tries to fool someone to see if that individual falls for his mimicry. As with disguise, a spy's chance is half normal if he tries to imitate the voice of a specific individual, and halved again if he tries to fool someone who knows that individual.

Spies also learn one language per level above third, subject to a maximum of one language per point of the spy's intelligence above 13. Spies can also cast detection and illusion spells; they get one spell learning point for each two experience points they earn, and they get one spell point per level.

Spies progress according to the following table:

SPY EXPERIENCE TABLE

Experience Points	Level	Intervals
0-3000	1	60
3001-6000	2	60
6001-12,000	3	120
12,001-24,000	4	240
24,001-45,000	5	420
45,001-90,000	6	900
90,001-150,000	7	1200
150,001-300,000	8	3000
300,001-600,000	9	6000

Hereafter, each level is 50,000 experience points longer than the previous level, and the intervals in each level are 1000 longer than the intervals in the preceding level.

THE JESTER

Jesters have the unique capability of making anything into a joke, sometimes causing others to breakout into hysterical laughter, even in the most serious situations. Jesters also have some thief abilities and can cast enchantment spells. A jester must have a minimum of 11 dexterity, 14 intelligence and 14 willpower (so as not to laugh at his own jokes).

Once per level per day, a jester can make a witticism. When he does so, all creatures, friends and foes alike, who can hear and understand him, must make a saving roll against willpower or laugh hysterically for a number of turns equal to the level of the

jester. Laughing creatures have a -30% defense adjustment, -4 WIL, and -6 on DEX and AGL. Speaking a witticism takes one turn.

Jesters are also generally witty; consequently, they are often able to talk themselves out of a bad situation, and they are able to raise the morale of their fellow adventurers. In any bad situation involving creatures which are basically humanoid, excepting other players, a jester will be able to avoid serious trouble if he makes a successful saving roll against intelligence. For a general guideline, figure that someone who would normally kill the jester would ransom him, or, with respect to the law, a jester might get off with a minimal sentence or fine if he makes his saving roll. Regarding morale, all members of a jester's party should get a bonus of +1 per level of the jester against all fear attacks and fear spells. Multiple jesters do not give a cumulative saving roll bonus.

Jesters also have the following thief abilities with the base chance listed under the thief:

Pick Pockets	Hide in Shadows
Spot Hidden Item	Recognize Value
Estimate Value	

They get 25% per level to split among these abilities in the manner of their choice, subject to the restrictions under the thief, but jesters cannot put more than 15% per level into any one function. Jesters also can cast enchantment spells. They get one spell point per level and can put half of their experience point total into learning spells. Jesters progress according to the following table:

JESTER EXPERIENCE TABLE

Experience Points	Level	Intervals
0-2500	1	100
2501-5000	2	100
5001-10,000	3	200
10,001-20,000	4	400
20,001-40,000	5	800
40,001-70,000	6	1200
70,001-125,000	7	2200
125,001-250,000	8	5000
250,001-500,000	9	10,000

Hereafter, each level is 50,000 experience points longer than the preceding level, and the intervals are 2000 longer than the intervals of the previous level.

THE VAMPIRE

Vampires are unique in that they are the only monster that can be played as a character. (It is a common misconception that all vampires are evil; however, occasional nice vampires do exist, and the GM should not coerce the players to make their vampires into villains.) Vampires must have at least 15 intelligence to advance beyond ninth level, but there is no requirement to become a vampire. Vampires do not roll strength since strength is an innate characteristic of vampires, and if someone becomes a vampire, he can throw the old score out unless it is greater than his vampiric strength.

A character can become a vampire at any time; all that he must do is to find an existing vampire and let it kill him, and most

vampires will be more than happy to oblige. In this way, a character retains all of his previous knowledge and skills and becomes a first level vampire. Vampires must be either human or half-elven before they are killed, and they must be buried before they can return as a vampire. Note that creatures that are killed by a vampire and then become vampires themselves regain all willpower points that they lost in the confrontation with the vampire. Once a vampire, a character can no longer progress in any profession; he may only gain experience on the following table:

VAMPIRE EXPERIENCE TABLE

Experience Points	Level	Defense	Strength
0-3000	1	1%	15
3001-6000	2	2%	16
6001-12,000	3	3%	16
12,001-25,000	4	4%	17
25,001-50,000	5	5%	18
50,001-100,000	6	7%	18
100,001-200,000	7	9%	19
200,001-400,000	8	11%	20
400,001-800,000	9	14%	20
800,001-1,300,000	10	17%	21
1,300,001-1,900,000*	11	20%	22
	12	24%	22
	13	28%	23
	14	32%	24
	15	36%	24
	16	40%	25
	17	45%	26
	18	50%	26
	19	55%	27
	20	60%	28
	21	65%	28
	22	70%	29
	23	75%	30
	24	80%	30

*After this point each level is 100,000 longer than the level before it.

Vampires cannot go beyond 24th level. Defense is given to the vampire because of its magical nature. This bonus is cumulative with any defense that a vampire may have due to agility and/or protective devices.

Vampires cannot increase their ability scores through training, as no one is willing to train a vampire. However, for each level a vampire gains above first, he may add one point to the primary attribute of his choice. A vampire must have fresh blood from a human or half-elf every week (at least one liter). The average human has about five liters of blood. If a vampire fails to get his weekly dosage of blood, he will lose one level per day until he dies or gets blood. When he does get blood, all lost levels are restored. Vampires are afraid of sunlight, and can only survive exposure to the sun for one minute per level/day. This does not prevent vampires from functioning normally during the daytime, as long as they manage to avoid direct sunlight.

Vampires gain a bonus of +5% per level to divide among their to hit chances with the various weapons in the manner of their choice. Vampires' other abilities are listed in the following table:

VAMPIRE ABILITY TABLE

Level	Abilities Gained
1	Immune to cold, lightning, paralysis, poison, charms, Sleep, fear, Possession
2	Require enchanted weapons to hit; Darkness
3	Transformation I into bat; Silent Movement
4	Control all undead whose level is less than that of the vampire; Sense Life within 3 meters per level
5	Drain one WIL point on a hit with body weaponry
6	Regain lost LP at a rate of one LP per turn, unless burned
7	Gaze is equivalent to Charm I
8	All who see the vampire suffer the equivalent of Fear I
9	Zombie Creation; Gaseous Form
10	5% magic resistance per level over ninth; Permanent Darkness
11	Drain two WIL points on a hit with body weaponry.
12	Invisibility I; Gaze = Charm II
13	Require weapons of +10% to hit or better enchantment; Fear II
14	See Invisible; Transformation I
15	Possession
16	Drain three WIL points on a hit with body weaponry; Gaze = Charm III.
17	Weather Control
18	Regain lost LP at a rate of three LP per turn, unless burned; Fear III
19	Can create the Vampire Ring; Gaze = Charm IV
20	Require weapons of 15% to hit or better enchantment
21	Improved Charm I, Drain four WIL points on a hit with body weaponry; Gaze = Charm V
22	Circle of Cold or Electricity in one meter/ level radius – this inflicts the vampire's LP in damage to all in the affected area, with a saving roll against AGL allowed for half damage; Fear IV
23	Transformation III; Gaze = Charm VI
24	Improved Charm II; All WIL points that the vampire drains are converted directly to spell energy on a one to one basis – that is, for every WIL point that a vampire drains, he can cast one spell level

All spell-like abilities on this table are innate vampire abilities, and they can be performed in one second with no hand motions or spoken words. A vampire can only cast one spell on creatures other than himself each turn, but the use of vampire abilities is not otherwise limited. When a vampire drains a victim's willpower below three, the victim is automatically charmed by the vampire as under *improved charm III*.

The *vampire ring* has the following powers: *trap life force* when a victim looks into the ring, but a saving roll against WIL -1/2 the level of the vampire is allowed; *Transport IV* with 5000 kg weight 3/day with one second casting time.

SPELLS

EXPLANATION OF SPELL DESCRIPTIONS

The complete list of spells available to wizards and other spell-casting types is detailed shortly after this section. Spell entries will be of the following form:

Spell Name (Type of Spell)

Range: Affected Area:
Duration: Saving Roll:

Description:

The spell type is noted for the benefit of specialty wizards and members of those professions that are only allowed to cast certain types of spells.

The range of a spell is the maximum distance between the caster and the area in which the spell takes effect. The duration indicates how long the effects of a spell will last, and the affected area indicates the size of the area in which the spell functions.

A saving roll is a creature's chance to avoid a spell's effects. The saving roll entry under each spell will list one of four things:

1) An attribute, perhaps with an adjustment, followed by a slash, followed by "NE" or "1/2 damage." Here, NE indicates that a successful saving roll will cause the spell to have no effect on that creature, and 1/2 damage indicates that a creature that makes its saving roll will suffer only half of the damage that the spell normally inflicts. For example, the entry "Saving Roll: WIL - 8/NE" would mean that the target(s) of the spell must subtract 8 from its willpower and try to roll under that number on 3-30. If the roll is successful, the spell would not affect him.

2) None. This means that no saving roll is allowed against that particular spell.

3) See Below. This indicates that the method of the saving roll is explained in the description of the spell.

4) Disbelief. This refers the player to the section on disbelief, where the saving roll is described.

The spell description simply gives any necessary information about the effects of the spell.

OTHER NOTES REGARDING SPELLS

All spells require the caster to motion with both hands and to utter appropriate words in the magic language. The time required to cast a spell is one second per level of the spell. Thus a fifth level spell cast in combat would take effect in the sixth second of the turn (started on the first second, and taking five seconds to cast).

Spell casters can always use less than maximum range or affected area. They cannot, however, arbitrarily alter the shape of the affected area so that friends and associated creatures escape the effects of the spell. Example: A wizard casts a *fire III* spell at a large group of combatants, including some friends of his. He may not distort the cone of fire into some weird shape that avoids his friends. If, however, the wizard's associates were all further away from him than his foes were, he could shorten the cone of fire so that it wouldn't reach his friends. If his friends were all at a wider angle than his opponents, he could also make the cone narrower.

The caster of a spell can negate its effects at any time. In general, this is all or none; that is, a wizard who cast a *slow II* spell on both friends and foes cannot selectively negate the spell with regard to his friends only. There is an exception to this selective negation rule, however: a special feature of all paralysis spells allows selective negation. This includes releasing parts of a creature's body so that it could speak or motion with its hands while remaining otherwise paralyzed. If there is any doubt about what a wizard can or cannot do in this regard, the final decision rests in the hands of the GM.

One last note before we get to the spells: spells that affect a certain number of creatures within an area do allow the caster to choose which creatures are affected first, but if there aren't enough bad guys in the affected area to use up the spell, and some of the wizard's associates are in the affected area, the spellcaster must zap friends and foes alike.

SPELL TABLES

Level 1 Spells

Call Corellian
Calm I
Charm I
Climb
Command
Courage
Darkness
Detect Magic
Disguise
Distance Vision
Electricity I
Fear I
Fire I
Grow
Harm I
Heal I
Leave Me Alone I
Light
Magic Bolt
Outline

Paralysis I
Purify
Recognize Illusion
Reflect Gaze Attack
Secure I
Shrink
Slow I
Slow Fall
Speed I
Undetectable Passage
Vapour Gate
Veiled Force I
Voice Throw
Withstand Cold
Withstand Electricity
Withstand Fire

Level 2 Spells
Alertness I
Amnesia I
Attribute Enhancement I
Calm II

Charm II
Cold I
Create Wind
Curse
Detect Life
Detect Traps
Duplicate Self
Electrical Trap
Electricity II
Fear II
Fire II
Fire Trap
Harm II
Heal II
Hidden Portal
Hide
Invisibility I
Leap
Levitate I
Magic Fist
Noise Open
Read Mind I

Recognize Charm
Recognize Lie
Reveal
Saltin's Magic Rope
Secure II
See Invisible
Silent Movement
Sleep
Sphere of Silence
Tough Skin I
Trace Article I

Level 3 Spells

Blindness
Breathe Water I
Cold II
Cold Immunity
Converse
Dark Vision
Detect Enemy
Eavesdrop
Electricity III

Electricity Immunity
 Fear III
 Fire III
 Fire Immunity
 Flight
 Food Creation
 Geas I
 Ice Creation
 Illusion I
 Invisibility II
 Mage Sight
 Magic Messenger
 Missile Protection I
 Paralysis II
 Permanent Darkness
 Permanent Light
 Poison Mist
 Psychic Flash
 Remove Curse
 Remove Disease
 Restore Sight
 Spell Negation I
 Telepathy

Level 4 Spells

Alertness II
 Appear
 Attribute Enhancement
 Charm III
 Clumsiness
 Cold III
 Confuse
 Counter Poison
 Create Item
 Drain Attribute
 Fire Barrier
 Gaseous Form
 Harm III
 Heal III

Identify Magic
 Illusion II
 Invisibility III
 Nightmare
 Poison Immunity
 Slow II
 Speak with Spirit
 Speed II
 Spell Shield I
 Sustain
 Telekinesis
 Tough Skin II
 Transport I
 Zombie Creation

Level 5 Spells

Amnesia II
 Breathe Water II
 Energy Absorption I
 Find Way
 Force Field
 Globe of Magic Negation
 Harm IV
 Heal IV
 Illusion III
 Improved Charm I
 Improved Illusion I
 Meditation I
 Missile Protection II
 Missile Reversal I
 Open Passage
 Paralysis III
 Petrification
 Protection from Detection
 Protection from Mental
 Attacks
 Protection from Physical
 Attacks
 Read Mind II

Remove Petrification
 Speak with Matter
 Trace Article II
 Transformation I
 Transport II
 Veiled Force II
 View Reality
 Wall of Knives

Level 6 Spells

Animate Weapon
 Attribute Enhancement III
 Charm IV
 Fear IV
 Illusion III
 Illusionary Double
 Imprison Life Force III
 Improved Illusion II
 Know Past
 Labyrinth
 Leave Me Alone II
 Magic Item Creation
 Magic Resistance
 Possession
 Spell Shield II
 Tough Skin III
 Transparency Transport III

Level 7 Spells

Geas II
 Harm V
 Heal V
 Improved Charm II
 Improved Illusion III
 Invisibility IV
 Missile Reversal II
 Paralysis IV
 Restore Attribute
 Restore Limb

Slay
 Spell Negation II
 Spell Reflection I
 Weather Control

Level 8 Spells

Charm V
 Earthquake
 Meditation II
 Replication
 Restore Life
 Scry
 Summon Demon
 Transformation II
 Wish I

Level 9 Spells

Energy Absorption II
 Get Out/Take Off
 Monster Creation
 Spell Shield III
 Trace Article III
 Transformation III
 Transport IV

Level 10 Spells

Charm VI
 Improved Charm III
 Leave Me Alone III
 Paralysis V
 Permaspell
 Restore Youth
 Spell Reflection II
 Transformation IV
 Wish II

LEVEL 1 SPELLS

Call Corellian (Enchantment)

Range: 3 kilometers/level
 Duration: 1 hour/level
 Affected Area: 3 kilometer/level radius
 Saving Roll: None

Description: A corellian is a small creature who becomes a friend to a spellcaster. When the call corellian spell is cast, all creatures who desire a wizard for a friend will go towards the caster. The GM should use discretion in selecting appropriate creatures for corellians.

Calm I (Enchantment)

Range: 3 meters/level
 Duration: 3 turns/level
 Affected Area: 3 meters/level radius
 Saving Roll: WIL/NE

Description: When the wizard casts *calm I*, all creatures below sixth level will cease combat of all kinds. Any attack against a calmed creature will disrupt the spell with respect to that creature.

Charm I (Enchantment)

Range: 5 meters/level
 Duration: See below
 Affected Area: One humanoid creature
 Saving Roll: WIL/NE

Description: This spell causes one humanoid creature to become friendly toward the caster. The affected creature will be willing to help the caster, but it will refuse to do anything self-destructive or idiotic. For purposes of this spell, humanoids are bipedal creatures of basically human dimensions (not giants). Mindless creatures are not affected by this spell. Charmed



creatures have a $1\% \times (\text{level} + \text{INT})$ chance of breaking the spell each day.

Climb (Transformation)

Range: 1 meter/level
 Duration: 1 minute/level
 Affected Area: One creature
 Saving Roll: None

Description: This spell enables the target creature to climb as a thief with a 100% chance of success. Note that exceptionally difficult surfaces will significantly reduce this chance.

Command (Enchantment)

Range: 1 meter/level
 Duration: 1 turn/level
 Affected Area: One creature
 Saving Roll: WIL/NE

Description: This spell is essentially a one word command spoken by the wizard. Creatures failing their saving roll will obey to the best of their ability for the spell's duration. The command word must be spoken in a language that the target creature understands or in the magic language. If the wizard uses an ambiguous command word, the GM should feel free to misinterpret.

Courage (Enchantment)

Range: 1 meter/level
 Duration: 1 minute/level
 Affected Area: One creature
 Saving Roll: None

Description: This spell improves the morale of the target creature so that it will be unaffected by fear of any type.

Darkness (Creation)

Range: 5 meters/level
 Duration: 10 minutes/level
 Affected Area: 1 meter/level radius
 Saving Roll: None

Description: This spell creates an area of total darkness. Creatures without dark vision will be completely unable to see in the affected area, and even creatures with dark vision will have their sight range halved.

Detect Magic (Detection)

Range: 0
 Duration: 1 turn/level
 Affected Area: 1 meter/level radius
 Saving Roll: None

Description: All magical spells and items in the affected area can be recognized as magical, but the nature of the magic will not be revealed by this spell.

Disguise (Illusion)

Range: 1 meter/level
 Duration: 3 minutes/level
 Affected Area: One creature
 Saving Roll: None

Description: This spell allows the target creature to alter his appearance to any humanoid form of approximately the same size as his own. This spell allows for an apparent deviation of about 0.5 meters in height and 30 kg in weight.

Distance Vision (Transformation)

Range: 1 meter/level
Duration: 1 minute/level
Affected Area: One creature
Saving Roll: None

Description: This spell increases the target creature's visual capacity by 100% per level of the caster with respect to long range sight only.

Electricity I (Destructive)

Range: 0
Duration: Instantaneous
Affected Area: One creature within 1/2 meter/level
Saving Roll: None

Description: This spell causes an electrical discharge to go from the wizard's hand to the target creature. The electricity inflicts one point of damage per level of the caster.

Fear I (Enchantment)

Range: 1 meter/level
Duration: 1 turn/level
Affected Area: One creature
Saving Roll: WIL/NE

Description: When a wizard casts a *fear* / spell, the target creature will run away from the caster at maximum speed unless a successful saving roll is made. The target creature will have a 50%, -5% per level chance of dropping all held items.

Fire I (Destructive)

Range: 0
Duration: Instantaneous
Affected Area: 1 meter radius semicircle
Saving Roll: AGL/half damage

Description: This spell creates flames in a 180 degree arc around the caster. The fire inflicts one point of damage to all creatures in the affected area per level of the caster.

Grow (Transformation)

Range: 1 meter/level
Duration: 5 minutes/level
Affected Area: One creature
Saving Roll: WIL/NE

Description: This spell causes instant growth in both size and mass of a creature or object. The increase is 25% per level of the caster. Note that if this spell is cast on a creature, its items will increase in size with him. Naturally, the strength of the target creature will be raised proportionally to its size.

Harm I (Destructive)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: None

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Description: This spell inflicts 1-6 points of damage to the target creature. The fact that the duration of *harm* / is permanent does not mean that the wounds inflicted by this spell are incurable, only that damage will remain until healed by rest or magical means.

Heal I (Curative)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: None

Description: The *heal* / spell restores 1-6 points of damage on the target creature. This spell cannot raise the target's life points above its normal maximum. The fact that the duration of *heal* / is permanent does not mean that the healed points can never be lost again.

Leave Me Alone I (Protection)

Range: 1 meter/level
Duration: 2 turns/level
Affected Area: One creature
Saving Roll: WIL/NE

Description: Any creature that would normally attack the subject of this spell must attempt a saving roll against willpower. If the creature fails this saving roll, it will not attack the spell's subject, either choosing another opponent or not attacking at all. If the subject of this spell attacks anything during the spell's duration, the spell will be disrupted.

Light (Creation)

Range: 5 meters/level
Duration: 10 minutes/level
Affected Area: 1 meter/level radius
Saving Roll: None

Description: This spell creates light equal to that of a lantern in the affected area. It cannot be cast at an opponent's visual organs to blind him.

Magic Bolt (Destructive)

Range: 5 meters/level
Duration: Instantaneous
Affected Area: See Below
Saving Roll: None

Description: When a wizard casts this spell, one bolt per level fires from his fingertips. He can split the bolts among as many creatures as he likes, as long as all target creatures are within range, and within a 1 meter per level radius of each other. Also, the wizard may not fire fractional bolts. The chance for the bolts to hit is 40% + 5% per level of the caster. Defense adjustments and other similar protections do not apply against *magic bolts*. Each bolt does 1-4 life points of damage. *Magic bolts* can hit creatures of a magical nature as if they were enchanted to +5% per 6 levels of the wizard.

Outline (Creation)

Range: 3 meters/level
Duration: 1 minute/level
Affected Area: One man-sized creature/level
Saving Roll: None

Description: This spell causes affected creatures to be surrounded by a glowing light. The *outline* spell is particularly useful when opponents cannot be seen, as outlined creatures can be hit as if they were visible. Larger or smaller than man-sized creatures can be affected as a ratio of their sizes relative to man-sized.

Paralysis I (Enchantment)

Range: 3 meters/level
Duration: 2 turns/level
Affected Area: One creature
Saving Roll: WIL/NE

Description: This spell causes the victim to be held motionless for the duration if he fails his saving roll.

Purify (Transformation)

Range: 2 meters/level
Duration: Permanent
Affected Area: 10 liters/level
Saving Roll: None

Description: This spell makes contaminated comestibles suitable for human consumption.

Recognize Illusion (Detection)

Range: 1 meter/level
Duration: 2 minutes/level
Affected Area: One creature
Saving Roll: None

Description: This spell allows the target creature to recognize illusions as what they are. Consequently, illusionary creatures will be unable to harm this spell's subject, although improved illusions will have some effect.

Reflect Gaze Attack (Transformation)

Range: 1 meter/level
Duration: 3 seconds/level
Affected Area: One creature
Saving Roll: None

Description: When this spell is cast, the target creature becomes impervious to gaze attacks of all kinds, and such attacks are reflected back toward their source. The gazing creature is entitled to a saving roll against its own attack if one is normally allowed.

Secure I (Transformation)

Range: 1 meter/level
Duration: 1 minute/level
Affected Area: 1 portal
Saving Roll: None

Description: This spell magically seals a door, gate or window. A successful force locked door roll, an *open* spell or a *spell negation* spell is necessary to negate the secure spell before its duration expires.

Shrink (Transformation)

Range: 1 meter/level
Duration: 5 minutes/level
Affected Area: One creature
Saving Roll: WIL/NE

Description: This spell causes the target creature's size to be reduced by 20% per level of the caster. The reduction is calculated from the size after previous reductions; thus, a second level wizard would be able to shrink his victim to 64% normal size, a third level wizard could shrink his foe to 51.2% normal size, etc. Note: This spell does not change the mass of the target creature.

Slow I (Enchantment)

Range: 1 meter/level
Duration: 1/2 minute/level
Affected Area: One creature
Saving Roll: None

Description: This spell halves the movement speed of the target creature, including flight speed and swimming speed.

Slow Fall (Transformation)

Range: 5 meters/level
Duration: 5 seconds/level
Affected Area: 1 object or creature (of up to 100 kg/level)
Saving Roll: None

Description: When the *slow fall* spell is cast, the target will no longer be affected by the acceleration of gravity, and will fall at a steady rate of one meter per second. Note that this spell only affects free-falling objects or missiles, such as a falling creature, a hurled boulder or an arrow.

Speed I (Enchantment)

Range: 2 meters/level
Duration: 3 turns/level
Affected Area: One creature
Saving Roll: None

Description: This spell doubles the movement speed of the target creature for the duration of the spell. This doubling not only applies to land movement, but also to flight speed and swimming speed.

Undetectable Passage (Transformation)

Range: 1 meter/level
Duration: 1 hour/level
Affected Area: One creature
Saving Roll: None

Description: The target of this spell leaves no sign of his passing for the duration, and thus cannot be tracked.

Vapour Gate (Creation)

Range: 2 meters/level
Duration: 2 minutes/level
Affected Area: 25 cubic meters +25 cubic meters/level
Saving Roll: None

Description: This spell causes a misty barrier to appear in the desired location. The vapours obscure all types of vision, but are removed by any strong wind. Best of all, for the wizards who like to show off, the mists created by this spell can be made in the shape of the wizard's choice.

Veiled Force I (Creation)

Range: 5 meters/level
Duration: 15 minutes/level
Affected Area: 1.5 kg of force/level
Saving Roll: None

Description: When the wizard casts a *veiled force I* spell, he creates a magical force that can be of great use. It could, for example, be used to open doors, lift light objects or lift lids. The force is incapable of causing damage directly, but it could push a boulder off a ledge onto someone's head if the magic was sufficiently strong.

Voice Throw (Illusion)

Range: 3 meters/level
Duration: 1 minute/level
Affected Area: One location
Saving Roll: None

Description: This spell allows the caster to make it sound as if his voice was emanating from a desired point, such as a statue, or from behind a wall or other location. The wizard must be able to see the location from which the voice emanates.

Withstand Cold (Protection)

Range: 1 meter/level
Duration: 5 minutes/level
Affected Area: One creature
Saving Roll: None

Description: The subject of this spell takes only half damage from magical cold including cold dragon's breath, and suffers no damage at all from non-magical cold.

Withstand Electricity (Protection)

Range: 1 meter/level
Duration: 5 minutes/level
Affected Area: One creature
Saving Roll: None

Description: The subject of this spell takes only half damage from electricity of all kinds.

Withstand Fire (Protection)

Range: 1 meter/level
Duration: 5 minutes/level
Affected Area: One creature
Saving Roll: None

Description: When this spell is cast, the target creature is toughened against fire. Ordinary fire does no damage to him, and even the damage from magical fires, such as dragon's breath or fire spells is halved.

LEVEL 2 SPELLS

Alertness I (Transformation)

Range: 1 meter/level
Duration: 10 minutes/level
Affected Area: One creature
Saving Roll: None

Description: This spell doubles the alertness of the target creature. Multiple *alertness* spells are not cumulative.

Amnesia I (Enchantment)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature/level within a 1 meter/level radius
Saving Roll: WIL/NE

Description: This spell causes the target creatures to forget the events of the last ten minutes per level of the wizard. *Amnesia I* can only be cured by a *wish* spell.

Attribute Enhancement I (Transformation)

Range: 1 meter/level
Duration: 3 turns/level
Affected Area: One creature
Saving Roll: None

Description: This spell allows the wizard to split 2 additional points among the target creature's primary attributes as he desires. Multiple *attribute enhancement* spells are not cumulative.

Calm II (Enchantment)

Range: 3 meters/level
Duration: 1 minute/level
Affected Area: See Below
Saving Roll: WIL/NE:None

Description: The casting of this spell causes all creatures not associated with the wizard and within range to cease combat. The wizard cannot affect any creature whose level is higher than his, and the sum of all affected creatures' levels cannot exceed triple that of the wizard. If calmed creatures are attacked in any way, this spell is negated.

Charm II (Enchantment)

Range: 5 meters/level
Duration: See Charm I
Affected Area: One creature
Saving Roll: WIL/NE

Description: This spell is the same as *charm I*, except that it will affect any creature that is not mindless.

Cold I (Destructive)

Range: 0
Duration: Instantaneous
Affected Area: 1/2 meter wide path, 3 meters/level length
Saving Roll: AGL/NE

Description: When this spell is cast, a beam of cold shoots forth from the wizard's hand. This beam inflicts 1-6 points of damage to creatures within the affected area if they fail their saving rolls.

Create Wind (Creation)

Range: 0
Duration: 1 turn/level
Affected Area: 3 meter wide path, 3 meters/level length
Saving Roll: None

Description: This spell creates a strong wind blowing away from the caster. Any gas cloud will be dissipated and no flying creature will be able to move toward the caster, and smaller flying creatures will even be pushed away from the wizard. This spell will also put out open fires like torches and bonfires.

Curse (Enchantment)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: WIL/NE

Description: The victim of this spell will have -1 per level of the caster on all to hit rolls, and will suffer a penalty of one per three levels of the wizard on all other rolls. This spell cannot take any roll below the stated minimum of the dice range. Multiple curse spells are cumulative.

Detect Life (Detection)

Range: 3 meters/level
Duration: 1 minute/level
Affected Area: 3 meters/level radius
Saving Roll: None

Description: This spell empowers the caster to detect the existence of any life forms (above germs, insects, etc.) within the affected area. The caster can specifically search for one type of life form if he so desires, but then with that casting of the spell he would not be able to detect any life other than the specified type.

Detect Traps (Detection)

Range: 2 meters/level
Duration: 2 minutes/level
Affected Area: 1 meter/level radius
Saving Roll: None

Description: This spell allows the wizard to detect all types of traps within the affected area. This spell provides no information regarding the kind of trap, it only supplies the trap's location.

Duplicate Self (Illusion)

Range: 0
Duration: 1 turn/level
Affected Area: 1 meter/level radius
Saving Roll: None

Description: This spell causes 1 duplicate per two levels of the caster to appear in the affected area. These duplicates do exactly what the wizard does, and thus are impossible to distinguish from him by normal means. However, if a duplicate is damaged in any way, it disappears.

Electrical Trap (Destructive)

Range: 1 meter/level
Duration: Until discharged
Affected Area: See Below
Saving Roll: AGL/half damage

Description: This spell is cast on an item such as a treasure chest or other sealed item to protect it against unwanted intrusion. After the trap is set, only the wizard who cast it can open the

item without triggering the trap. Thieves have only half normal chance of spotting an electrical trap. When the trap is triggered, it inflicts 2 points of electrical damage per level of the caster. A successful saving roll halves this damage. An electrical trap blasts outward, affecting only the creature that triggered it, and not harming any of the contents of the item which it guards.

Electricity II (Destructive)

Range: 0
Duration: Instantaneous
Affected Area: 1/2 meter wide path, 3 meters/level length
Saving Roll: AGL/NE

Description: This spell creates an electrical beam that shoots from the caster's hand. It inflicts 1-6 points of damage per level of the caster. If a creature makes its saving roll, it takes no damage, but the beam continues on, and any other creatures in the beam's path must also make their saving rolls.

Fear II (Enchantment)

Range: 1 meter/level
Duration: 1 turn/level
Affected Area: One creature/level within a 1 meter/level radius
Saving Roll: WIL/NE

Description: This spell is similar to the first level spell *fear I*, except that multiple creatures can be affected. Creatures that fail their saving rolls have a 60%, -5% per level chance of dropping all held items.

Fire II (Destructive)

Range: 0
Duration: Instantaneous
Affected Area: 1/2 meter wide path, 3 meters/level length
Saving Roll: AGL/NE

Description: This spell causes a narrow beam of fire to shoot from the wizard's hand. The beam does 1-6 points of damage per level of the caster. Creatures making their saving rolls take no damage, but the beam continues on, and any other creatures in its path must also make a saving roll.

Fire Trap (Destructive)

Range: 1 meter/level
Duration: Until discharged
Affected Area: See Below
Saving Roll: AGL/half damage

Description: This spell is identical to the *electrical trap* spell, except that the damage is done by fire instead of electricity.

Harm II (Destructive)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: None

Description: This spell inflicts 2-12 points of damage on the target creature. It is otherwise identical to the first level *harm I* spell.

Heal II (Curative)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: None

Description: This spell is identical to the first level spell *heal I*, except that it cures 2-12 points of damage.

Hidden Portal (Creation)

Range: 1 meter/level
Duration: 5 turns/level
Affected Area: 6 square meters
Saving Roll: None

Description: This spell creates a portal to an extra-dimensional space. One creature per level of the wizard may hide in this space and remain there in perfect safety for the duration. A creature may leave before the spell expires by simply walking out. Otherwise, when the spell expires, the subjects will be at the location where they were prior to entering the portal.

Hide (Illusion)

Range: 1 meter/level
Duration: Permanent (1 turn/level for creatures)
Affected Area: One creature
Saving Roll: None

Description: When cast on an already concealed object, like a secret door, this spell reduces anyone's chance of detecting the object by 5% per level of the caster. If the spell is cast on an invisible creature, it reduces anyone's chance of detecting that creature by 2% per level of the caster. Multiple hide spells are not cumulative.

Invisibility I (Illusion)

Range: 1 meter/level
Duration: 5 minutes/level
Affected Area: One creature
Saving Roll: None

Description: This spell causes the target creature to become invisible. Invisible creatures have the equivalent of 25% defense if they are detected but not seen, and if they are not detected, they cannot be attacked at all. This spell does not make its subject inaudible or unsmellable, so creatures with keen sense other than sight can be treated as if they detect invisible creatures automatically. If the subject of this spell attacks while invisible, the spell will be negated.

Leap (Transformation)

Range: 1 meter/level
Duration: 1 minute/level
Affected Area: One creature
Saving Roll: None

Description: This spell bestows great jumping ability on the target creature. The subject can jump up to 12 meters forward, 6 meters backward, or 5 meters straight up. If the target of this spell is in combat, he may leap away from his foe in one second. Thus, if he struck on the fifth second of a turn and his foe didn't get his attack until the eighth second, he could attack then jump

away before his opponent could do anything. Even if the subject of this spell doesn't get the chance to jump away, he will have 10% defense due to the great jumping ability bestowed by this spell.

Levitate (Transformation)

Range: 3 meters/level
Duration: 1 minute/level
Affected Area: One creature or object (up to 30 kg/level)
Saving Roll: WIL/NE

Description: This spell causes the desired object or creature to rise or fall at a rate of up to 1/2 meter per second per level of the caster. Lateral movement is not possible by this spell alone, but the subject could, for example, levitate while being pulled along by a rope or he could actually walk with his hands on the ceiling. The wizard is able to control the movement of the target creature, so he could choose to simply suspend someone in air, raise them as high as he can before the spell expires and then let them fall to the ground, or anything else that he desires.

Magic Fist (Creation)

Range: 3 meters/level
Duration: 1 turn/level
Affected Area: See Below
Saving Roll: None

Description: This spell creates a huge fist, with a span of 1/2 meter. The fist can fly at a speed of up to 3 meters per turn per level of the caster, as long as it remains within the range of the spell. The fist can attack — its chance to hit is 5% per level of the wizard, and it inflicts one point of damage per level of the caster. This spell can be used to trigger traps if the caster so desires.

Noise (Illusion)

Range: 5 meters/level
Duration: 2 turns/level
Affected Area: See Below
Saving Roll: Disbelief

Description: This spell causes one or more sounds. The noise can be almost anything, but in no case will it be loud enough to cause ear damage. Noises can be created to sound like monsters, rushing water or anything else the caster desires. If the noise so created is reasonable under the circumstances, the GM should not have creatures attempt to disbelieve.

Open (Transformation)

Range: 2 meters/level
Duration: Permanent (see below)
Affected Area: 1 Portal
Saving Roll: None

Description: When this spell is cast, any door, window or gate can be opened, even those that are stuck, locked or barred by a secure spell. The fact that this spell is permanent does not mean that portals cannot be closed again after this spell is cast.

Read Mind I (Detection)

Range: 1 meter/level
Duration: 1 turn/level
Affected Area: One creature/turn
Saving Roll: None

Description: The *read mind* / spell allows the wizard to read the surface thoughts of the target creature(s). Consider surface thoughts to be thoughts about the immediate surroundings, situations, etc. Creatures with 18 or higher intelligence should be allowed a saving roll against willpower to avoid the effects of this spell, and if the saving roll is made, that creature cannot be affected by that same spell on a later turn. In order to be understood, thoughts must be in a language that the caster knows.

Recognize Charm (Detection)

Range: 2 meters/level
Duration: 1 turn/level
Affected Area: One creature/turn
Saving Roll: WIL/NE

Description: This spell allows the caster to determine whether the target creature(s) are under the influence of a *charm* or *improved charm* spell. Note that the saving roll should be made by the being who charmed the creature being checked. If the saving roll is made, the caster of this spell will believe that his target was not charmed. If a being is not charmed, the caster will automatically know it.

Recognize Lie (Detection)

Range: 1 meter/level
Duration: 1 turn/level
Affected Area: One creature
Saving Roll: None

Description: The subject of this spell is empowered to recognize all lies that he hears. He need not understand the language in which the lies are spoken; the lies are spotted by noting false moves on the part of the liar. This spell does not give the subject the power to know the truth.

Reveal (Transformation)

Range: 1 meter/level
Duration: 1 turn/level
Affected Area: One creature
Saving Roll: None

Description: This spell gives the target creature the ability to spot hidden items. His chance to do so is 5% per level of the caster. If the target can already spot hidden items, this spell adds 3% per level of the caster to his chance.

Salin's Magic Rope (Creation)

Range: 1 meter/level
Duration: 1 turn/level
Affected Area: See Below
Saving Roll: None

Description: This spell creates a length of writhing rope. It will be of sufficient length to ensnare three man-sized creatures + 1 additional man-sized creature per two levels of the wizard. Beings with 18 or higher dexterity can free themselves in one turn. Creatures with lower dexterity will require one extra turn per point below 18, and those with a dexterity of seven or less can never free themselves. Creatures caught in *Salin's rope* are relatively helpless, and can be attacked according to the section

on helpless opponents, though the roll will be at +25%, and targets will be entitled to their full defense adjustment.

Secure II (Transformation)

Range: 2 meters/level
Duration: Permanent
Affected Area: 1 Portal
Saving Roll: None

Description: This spell causes any door, gate, window or other similar item to be magically sealed. The affected item can be opened by a successful force locked door roll (at -10% on the roll) or by the casting of an *open* spell. In the latter case, the *secure* spell takes effect again after 1 minute/level of the wizard who casts the *open* spell. Note that a secure spell only affects a portal that is already closed.

See Invisible (Detection)

Range: 1 meter/level
Duration: 3 turns/level
Affected Area: One creature
Saving Roll: None

Description: This spell enables the target creature to see invisible creatures and objects just as if they were visible. Thus, invisible creatures do not get their usual 25% defense adjustment against the subject of a see invisible spell. Note that this spell does not allow sight of any creature out of its subject's normal line of vision.

Silent Movement (Transformation)

Range: 1 meter/level
Duration: 1 minute/level
Affected Area: One creature
Saving Roll: None

Description: The subject of this spell can move with complete silence, even in the worst of situations. His stealth value will accordingly be raised by 20 for the duration. This spell does not empower its subject with the ability to communicate noiselessly.

Sleep (Enchantment)

Range: 5 meters/level
Duration: 1 minute/level
Affected Area: 1/2 meter/level radius
Saving Roll: WIL/NE

Description: When the wizard casts a sleep spell, all creatures within the affected area must make their saving rolls or fall fast asleep for the duration of the spell. Only damage or rough shaking can awaken sleeping creatures prior to the expiration of the spell. Note that all attacks against sleeping creatures are made according to the section on attacking helpless opponents. Creatures whose level is more than one and a half times that of the caster are not affected by this spell.

Sphere of Silence (Creation)

Range: 2 meters/level
Duration: 3 turns/level
Affected Area: 1 meter/level radius
Saving Roll: None (see below)

Description: This spell creates a sphere of absolute silence. It can be cast on an object, an area, or a creature. If cast on an object, the sphere will move with that object; if cast on a creature, that creature is entitled to a saving roll against willpower and if it fails, it will be surrounded by the quiet for the spell's duration. Note that the *sphere of silence* spell will not allow spells to be cast within its confines if the spell requires speech.

Tough Skin I (Protection)

Range: 1 meter/level
Duration: 1 minute/level
Affected Area: One creature
Saving Roll: None

Description: This spell gives the target creature an effective AV of two by toughening his skin. This AV is cumulative with armour and shield, as well as parrying, but not with other *tough skin* spells. This increased AV has no corresponding penalty to DEX and AGL.

Trace Article I (Detection)

Range: 3 meters/level
Duration: 1 turn/level
Affected Area: One object
Saving Roll: None

Description: The *trace article I* spell allows the wizard to home in on the exact location of a familiar article (i.e. an article that the wizard has possessed or closely examined). This spell cannot be used to find anything living.

LEVEL 3 SPELLS

Blindness (Enchantment)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: WIL/NE

Description: The victim of this spell will be totally blinded until his sight is somehow restored. He will strike at -25 on all to hit rolls if he is engaged in hand-to-hand combat (other creatures must engage him, he can't find them to engage them); otherwise, this spell's victim will be unable to attack. Note that some creatures with especially keen senses will be able to find opponents regardless of whether they can see them, but even these creatures will have -25 to hit.

Breathe Water I (Transformation)

Range: 1 meter/level
Duration: 1/2 hour/level
Affected Area: One creature
Saving Roll: None

Description: The target of this spell will be enabled to *breathe water* for the duration.

Cold II (Destructive)

Range: 0
Duration: Instantaneous
Affected Area: See Below
Saving Roll: AGL/half damage

Description: This spell creates a cone of cold that shoots from the caster's hand. The length of the cone is 3 meters per level of the caster, its base diameter is 1/2 meter, and the diameter at the end farthest from the caster is 6 meters. All creatures within the affected area suffer 1-6 points of damage per level of the wizard. If a creature makes its saving roll with a natural roll of 3 or 4, it takes no damage, as it is considered to have completely avoided the blast.

Cold Immunity (Protection)

Range: 1 meter/level
Duration: 5 minutes/level
Affected Area: One creature
Saving Roll: None

Description: This spell gives the target creature total immunity to all forms of cold.

Converse (Transformation)

Range: 1 meter/level
Duration: 5 minutes/level
Affected Area: One creature
Saving Roll: None

Description: When the *converse* spell is cast, the target creature is enabled to talk to and understand one type of creature of the caster's choice.

Dark Vision (Transformation)

Range: 1 meter/level
Duration: 1 hour/level
Affected Area: One creature
Saving Roll: None

Description: The target of this spell is enabled to see in the dark, with a range of 5 meters per level of the caster, for the duration of the spell. This new visual capacity does not in any way adversely affect the target's sight capabilities in lighted areas.

Detect Enemy (Detection)

Range: 3 meters/level
Duration: 1 minute/level
Affected Area: 3 meters/level radius
Saving Roll: None

Description: This spell is identical to the second level spell, detect life, except that it only detects those life forms with hostile intent toward the caster, or those creatures that have hostile intent toward everything.

Eavesdrop (Detection)

Range: Unlimited
Duration: 1 minute/level
Affected Area: See Below
Saving Roll: None

Description: This spell allows the wizard to listen to goings-on in a chosen location. The wizard can target the spell on a known location or individual (a place the wizard has seen, or an individual who he has met), or simply on the other side of a door he is facing. The wizard can hear as if he were standing in the desired location. Note that once a location for this spell is chosen, it cannot be changed.



Necromancy

Electricity III (Destructive)

Range: 0
Duration: Instantaneous
Affected Area: 3 meter wide path, length of 3 meters/level
Saving Roll: AGL/half damage

Description: The casting of this spell creates a bolt of electrical energy. All creatures in the affected area suffer 1-6 points of damage per level of the wizard. A natural saving roll of 3 or 4 indicates that that creature suffers no damage, as he was able to completely dodge the bolt.

Electricity Immunity (Protection)

Range: 1 meter/level
Duration: 5 minutes/level
Affected Area: One creature
Saving Roll: None

Description: The subject of this spell is rendered completely immune to all forms of electricity.

Fear III (Enchantment)

Range: 0
Duration: 1 turn/level
Affected Area: 1 meter/level radius
Saving Roll: WIL/NE

Description: All creatures within the affected area that are not associated with the wizard and fail their saving rolls will flee in panic at maximum movement rate. Affected creatures have a 75%, -5% per level chance of dropping all held items.

Fire III (Destructive)

Range: 0
Duration: Instantaneous
Affected Area: See below
Saving Roll: AGL/half damage

Description: This spell creates a cone of fire that shoots forth from the wizard's hand. The length of the cone is 3 meters per level of the caster. The cone has a diameter of 1/2 meter at the wizard's hand, and a diameter of 6 meters at maximum range. All creatures within the cone suffer 1-6 points of damage per level of the wizard. If a creature rolls a natural 3 or 4 on its saving roll, it takes no damage, as it completely dodged the blast.

Fire Immunity (Protection)

Range: 1 meter/level
Duration: 5 minutes/level
Affected Area: One creature
Saving Roll: None

Description: This spell makes the recipient totally immune to all kinds of fire.

Flight (Transformation)

Range: 1 meter/level
Duration: 5 minutes/level
Affected Area: One creature
Saving Roll: None

Description: The target creature is empowered with the ability to fly with a flight speed of two per level of the caster. Unlike levitate, this spell allows horizontal as well as vertical movement.

Food Creation (Creation)

Range: 1 meter/level
Duration: Permanent
Affected Area: 2 liters/level
Saving Roll: None

Description: This spell creates food and/or liquid anywhere within range. The food and water created by this spell do not have to be mixed together. One liter of such food will feed a human for a day, or proportionally larger amounts will feed larger or smaller creatures in the same ratio.

Geas I (Enchantment)

Range: 1 meter/level
Duration: 1 day/level
Affected Area: One creature
Saving Roll: WIL/NE

Description: This spell forces the affected creature to perform a service for the wizard. The service can be anything the wizard chooses, but if it is not completed within one day per level of the caster, the spell wears off. Note that the affected creature must make its best effort to fulfill the geas within the spell's duration (no stalling).

Ice Creation (Creation)

Range: 2 meters/level
Duration: 1 minute/level
Affected Area: See Below
Saving Roll: None

Description: This spell creates a volume of solid ice of up to one cubic meter per level of the caster, and can be formed in any shape desired by the wizard. One particularly effective use of this spell is to form a barrier of solid ice across a passage. In this case, creatures trying to crash through the barrier will suffer 1-6 points of damage per 1/2 meter of thickness of ice. Ice cannot be created in such a way that it will entomb a creature.

Illusion I (Illusion)

Range: 5 meters/level
Duration: See Below
Affected Area: 1 meter/level radius
Saving Roll: Disbelief

Description: This spell causes the appearance of one or more creatures or objects within the affected area. The wizard may cause them to do as he wishes, but everything which leaves the affected area will be dispelled. Creatures and objects created by this spell can be disbelieved (see section on disbelief). Illusions created by this spell are only visual (not auditory, thermal, etc.), so creatures attempting to disbelieve will get a bonus of four points on their saving rolls. The illusions created by this spell will last as long as the wizard concentrates on them, and in order to concentrate, the wizard may not attack, parry or cast spells, but he can move. Illusionary creatures created by this spell must suffer from damage as do normal creatures of the same type in order to be believable. Also, illusionary creatures should be

considered to be average in all respects for members of their race, again to promote believability.

Invisibility II (Illusion)

Range: 1 meter/level
Duration: 10 minutes/level radius
Affected Area: 1 meter/level
Saving Roll: None

Description: This spell gives the equivalent of *invisibility I* to up to one creature per level of the caster within the affected area. If a creature that is invisible because of this spell attacks, it will become visible again, but others who were affected by the same casting of the spell will not.

Mage Sight (Detection)

Range: Unlimited
Duration: 1 minute/level
Affected Area: See Below
Saving Roll: None

Description: This spell is identical to the *eavesdrop* spell, except that instead of hearing, the wizard sees things if he were standing at the location of his choice. If this location is in the dark, the wizard must be able to see in the dark.

Magic Messenger (Creation)

Range: See Below
Duration: 1 day/level
Affected Area: 0.1 cubic meters
Saving Roll: None

Description: This spell creates a force that can deliver messages for the wizard. The force is non-corporeal, and its only physical manifestation is as a wind. Naturally, as a wind, it is invisible, and it will not be revealed by the normal means of detecting invisibility. Its presence will, however, be revealed by a detect magic or analyze magic spell. The *magic messenger* cannot be physically attacked, but a successful *spell negation* spell will eliminate it. The messenger will home in on the individual of the wizard's choice. The wizard must speak his message aloud, and it will be repeated by the messenger when the target is reached. If the duration of the spell allows it, a return message can be sent. The magic messenger has a flight speed of 100 meters per turn (about 540 miles per day) and can travel through even the smallest crevice (but it needs some opening to go through).

Missile Protection I (Protection)

Range: 1 meter/level
Duration: 3 turns/level
Affected Area: One creature
Saving Roll: None

Description: The target of this spell is rendered totally invulnerable to all non-magical missile weapons.

Paralysis II (Enchantment)

Range: 3 meters/level
Duration: 1 turn/level
Affected Area: 1/2 meter/level radius
Saving Roll: WIL/NE

Description: All creatures in the affected area must make their saving rolls or be unable to move for the duration of the spell, with the following exceptions: creatures whose level is two or more times that of the wizard are not affected, and the total number of levels affected by this spell may not exceed five times the level of the wizard.

Permanent Darkness (Creation)

Range: 3 meters/level
Duration: Permanent
Affected Area: 2 meters/level radius
Saving Roll: None

Description: This spell is identical to the first level *darkness* spell except as detailed above.

Permanent Light (Creation)

Range: 3 meters/level
Duration: Permanent
Affected Area: 2 meters/level radius
Saving Roll: None

Description: This spell creates light of approximately twice the strength of a lantern. It can be cast on any object or location but not on a creature.

Poison Mist (Creation)

Range: 1 meter/level
Duration: 1 turn/level
Affected Area: 1 meter/level radius
Saving Roll: END/NE

Description: When a wizard casts the *poison mist* spell, a green mist fills the affected area. Any creature in the sphere that fails its saving roll will fall to the ground, unconscious, for the spell's duration. Creatures that roll a successful saving roll can move out of the mist with no ill effects. Any creature that remains in the mist, even after a successful saving roll, must make another saving roll each turn that it remains in the mist or fall unconscious.

Psychic Flash (Destructive)

Range: 4 meters/level
Duration: Instantaneous
Affected Area: 1/2 meter/level radius
Saving Roll: AGL/half damage, and blinding has no effect

Description: This spell creates a brilliant explosion of light that blinds all creatures in the affected area and inflicts one point of damage per level of the caster. Blindness remains for 5 minutes/level of the caster, and should be treated as the spell of the same name.

Remove Curse (Curative)

Range: 1 meter/level
Duration: Permanent
Affected Area: 1 curse
Saving Roll: None

Description: The *remove curse* spell allows the wizard to negate a curse of any kind, except for curses on items. In the case of an

item, curses can be eliminated for 1 turn per level of the wizard, during which time the harmful item can be disposed of.

Remove Disease (Curative)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: None

Description: This spell will remove any disease from the target creature, unless it is noted under the disease that it is not curable by this spell.

Restore Sight (Curative)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: None

Description: This spell restores vision lost due to most types of blindness. It will not, however, restore lost visual organs.

Spell Negation I (Enchantment)

Range: 3 meters/level
Duration: Permanent
Affected Area: 1 spell
Saving Roll: See Below

Description: This spell has a chance to negate any one spell of the caster's choice within range. The chance is 50% times the ratio of the level of the caster over the level of the being that cast the original spell. *Spell negation I* can affect the various spell shields, as well as the spell reflection spells, but it cannot affect a *globe of magic negation*. A *spell negation* cast at a spell on a magic item suspends that spell for 1 minute per level of the caster.

Telepathy (Enchantment)

Range: 3 meters/level
Duration: 1 minute/level
Affected Area: 1 creature/minute
Saving Roll: None

Description: This spell enables the wizard to communicate with a creature without speaking. The creature cannot respond without a *telepathy* spell of its own. *Telepathy* does not allow the caster to "speak" in a foreign language.

LEVEL 4 SPELLS

Alertness II (Transformation)

Range: 1 meter/level
Duration: 10 minutes/level
Affected Area: One creature
Saving Roll: None

Description: This spell quadruples the alertness of the target creature. Note that alertness spells are not cumulative.

Appear (Transformation)

Range: 1 meter/level
Duration: 1 minute/level
Affected Area: 1 meter/level radius
Saving Roll: None

Description: This spell causes all invisible creatures within the affected area to become visible. Furthermore, any invisible creature that enters the affected area before the spell expires will become visible.

Attribute Enhancement II (Transformation)

Range: 1 meter/level
Duration: 1 minute/level
Affected Area: One creature
Saving Roll: None

Description: This spell is similar to the second level spell, Attribute Enhancement I, except that it allows for a total increase of five points in the target creature's primary attributes.

Charm III (Enchantment)

Range: 5 meters/level
Duration: See *charm I*
Affected Area: One creature/3 levels, in 2 meter/level radius
Saving Roll: WIL/NE

Description: This spell is similar to *charm II*, except that multiple creatures can be affected. Mindless creatures are not affected by this spell.

Clumsiness (Enchantment)

Range: 3 meters/level
Duration: 2 turns/level
Affected Area: One creature/level
Saving Roll: WIL/NE

Description: When the wizard casts a *clumsiness* spell, all creatures not associated with the wizard and within range, up to a maximum of 1 creature per level of the caster, will become generally lame. Running creatures will trip and fall, flying creatures will plummet and all items held by affected creatures will be dropped.

Cold III (Destructive)

Range: 2 meters/level
Duration: 1 turn/4 levels
Affected Area: 2 meter/level radius
Saving Roll: None

Description: This spell causes a furious snowstorm in the affected area. All creatures within the storm suffer 1-6 points of damage per two levels of the wizard, as well as being blinded, each turn that they remain in the storm. Beings in the affected area must make a saving roll against agility plus four or slip and fall each turn.

Confuse (Enchantment)

Range: 2 meters/level
Duration: 1 turn/ levels
Affected Area: 1 meter/level radius
Saving Roll: None

Description: This spell causes all creatures in the affected area to become confused. All affected creatures will wander around purposelessly for the duration, unless they are attacked. If attacked, creatures under the influence of this spell will first try to flee, and if the attacks persist, they will fight back.

Counter Poison (Curative)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: None

Description: This spell counters all types of poison. If a being is killed by poison, the wizard can bring it back to life if he casts this spell on the dead creature within one turn per level of its death. Otherwise, this spell heals all damage inflicted by poison.

Create Item (Creation)

Range: 1 meter/level
Duration: Permanent
Affected Area: See Below
Saving Roll: None

Description: This spell creates a non-magical item weighing not more than 1 kg per level of the caster. Note that nothing of exceptional value can be created by this spell; that is, a tenth level wizard should not be allowed to create mithril, gems, jewelry or any other similarly valuable item with this spell.

Drain Attribute (Destructive)

Range: 1 meter/level
Duration: 1 turn/level
Affected Area: One creature
Saving Roll: None

Description: This spell gives the target creature the ability to drain the primary attribute of his choice by one point on a hit. Thus, by touching an opponent, the target of this spell might drain 1 point of strength on one turn, an AGL point on the next turn, etc. In order to drain attributes, the subject of this spell must actually touch his opponent, weapon attacks don't count, but he needn't do damage, the magic of the spell will carry the effects through armour. Although the duration of the spell is only 1 turn per level, drained attributes are permanently lost, although they can be restored by training or the Restore Attribute spell.

Fire Barrier (Destructive)

Range: 2 meters/level
Duration: 3 turns/level
Affected Area: See Below
Saving Roll: None

Description: This spell creates a wall of fire that is 0.1 meters thick per level of the caster, and covers an area of up to two square meters per level of the wizard. Anyone passing through a fire barrier suffers 2 points of damage per level of the wizard.

Gaseous Form (Transformation)

Range: 1 meter/level
Duration: 1 minute/level
Affected Area: One creature
Saving Roll: WIL -4/NE

Description: When this spell is cast, the target creature will become gaseous if the saving roll is missed. Movement is at a rate of 1/2 meter per turn per level of the caster. A gaseous

creature cannot attack and can only be affected by mental attacks.

Harm III (Destructive)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: None

Description: This spell is identical to the first level spell, *harm I*, except that it inflicts 4-24 points of damage to the target creature.

Heal III (Curative)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: None

Description: This spell is identical to the first level spell, *heal I*, except that 4-24 life points are restored.

Identify Magic (Detection)

Range: 2 meters/level
Duration: 1 turn/3 levels
Affected Area: See Below
Saving Roll: None

Description: This spell will identify spells and items to the caster. One spell may be analyzed per turn. If a magical item is analyzed, one of its properties can be discovered each turn. This spell reveals mundane items as non-magical in one turn.

Illusion II (Illusion)

Range: 5 meters/level
Duration: Concentration Time
Affected Area: 1 meter/level
Saving Roll: Disbelief

Description: This spell is identical to the third level spell, *illusion I*, except that it includes all sensory components and allows no adjustment on saving rolls.

Invisibility III (Illusion)

Range: 1 meter/level
Duration: 2 turns/level
Affected Area: One creature
Saving Roll: None

Description: This spell is similar to the second level spell, *invisibility I*, except that the recipient is able to attack and remain invisible. If an invisible figure attacks with a hand-held weapon or with its body weaponry, its foes are allowed to swing at it with a to hit penalty of 25 regardless of whether they detect. Also note that range weapons fired by invisible creatures are not invisible after they are released and can thus be traced back to their source.

Nightmare (Illusion)

Range: 1 meter/level
Duration: 1 turn
Affected Area: One creature
Saving Roll: INT - 2/NE

Description: This spell creates an illusion of the greatest fear of the target creature. If the target fails its saving roll, it dies of fright; otherwise, the victim will react as if he had failed his saving roll against a *fear III* spell. No creatures other than the target will be able to see the *nightmare*.

Poison Immunity (Protection)

Range: 1 meter/level
Duration: 1 hour/level
Affected Area: One creature
Saving Roll: None

Description: This spell renders the target creature totally immune to all types of poison. This does not affect poison that is already in the creature's system.

Slow II (Enchantment)

Range: 3 meters/level
Duration: 1 hour/level
Affected Area: One creature/level in a 1 meter/level radius
Saving Roll: WIL - 8/NE

Description: This spell halves the movement values and the attack rates of all affected creatures. Thus, the rolls of all affected creatures for determination of first strike should be doubled, with rolls greater than ten indicating that attacks do not come until the second turn.

Speak with Spirit (Detection)

Range: 1 meter/level
Duration: See Below
Affected Area: One spirit
Saving Roll: None

Description: This spell allows the wizard to speak with a dead creature's spirit. The subject will truthfully answer any question the wizard asks it, subject to the knowledge that the creature had while it was alive. The wizard may ask 1 question per 3 levels, and the spirit will remain for a maximum of 1/2 minute per level of the caster.

Speed II (Enchantment)

Range: 3 meters/level
Duration: 1 turn/level
Affected Area: 1 creature/level in a 1 meter/level radius
Saving Roll: WIL - 8/NE

Description: This spell doubles the movement value and the attack rates of all affected creatures.

Spell Shield I (Protection)

Range: 1 meter/level
Duration: 2 turns/level
Affected Area: 1/2 meter/level radius around target creature
Saving Roll: None

Description: This spell creates an invisible sphere around the target creature that keeps out all spells of level one to level four. This sphere does not affect spells that are cast out of it.

Sustain (Protection)

Range: 1 meter/level
Duration: 1 day/level
Affected Area: One creature
Saving Roll: None

Description: This spell enables the recipient to go without food, sleep or water for the duration. However, after the spell expires, the subject must sleep, eat and drink normally for double the duration in order to regain his general health. This rest and recuperation cannot be replaced by another casting of this spell.

Telekinesis (Transformation)

Range: 3 meters/level
Duration: 2 turns/level
Affected Area: 20 kg/level
Saving Roll: None

Description: This spell is much like the third level *flight* spell, except that this spell gives the wizard control of the target creature's movement instead of letting the subject control its own flight. If the target of this spell is able to fly, it can resist the wizard if its flight speed is greater than 2 per level of the wizard.

Tough Skin II (Protection)

Range: 1 meter/level
Duration: 3 turns/level
Affected Area: One creature
Saving Roll: None

Description: The effect of this spell is identical to the second level spell, *tough skin I*, except that this spell bestows a natural AV of 5 to the target creature.

Transport I (Enchantment)

Range: 0
Duration: Instantaneous
Affected Area: The Wizard
Saving Roll: None

Description: The *transport I* spell transports the wizard up to five meters per level from his location. There is no risk, and the exact destination desired will be reached. All nonliving matter that the wizard is wearing or carrying is transported with him, unless an item is also being held by another creature, in which case the item will remain. The wizard is able to control which direction he is facing in his new location.

Zombie Creation (Transformation)

Range: 1 meter/level
Duration: Permanent
Affected Area: One corpse
Saving Roll: None

Description: This spell turns a dead body into a zombie (see monsters for description). The creature will have the same number of LP that it had while alive. All abilities except fighting skill are lost when a creature is turned into a zombie. Zombies created by this spell are under the complete control of the caster.

LEVEL 5 SPELLS

Amnesia II (Enchantment)

Range: 3 meters/level
Duration: Permanent
Affected Area: One creature
Saving Roll: WIL - 5/NE

Description: This spell causes the victim to lose all past memories, including spells, fighting skill and any other knowledge that it may have.

Breathe Water II (Transformation)

Range: 1 meter/level
Duration: 5 minutes/level
Affected Area: 1 meter/level radius
Saving Roll: None

Description: This spell enables up to 1 creature per level of the caster within the affected area to breathe water.

Energy Absorption I (Protection)

Range: 1 meter/level
Duration: 1 minute/level
Affected Area: One creature
Saving Roll: None

Description: This spell allows its subject to endure up to 5 points of energy damage per level of the wizard without suffering any ill effects. For purposes of this spell, consider energy to be fire, cold, electricity or any type of dragon's breath except poison.

Find Way (Detection)

Range: 1 meter/level
Duration: 5 minutes/level
Affected Area: One creature
Saving Roll: None

Description: This spell allows the target creature to find the shortest path to the destination of his choice. This destination must be either a specific locale (i.e. a town) or something obvious, like the exit from a cave complex. A creature cannot, for example, try to find the way to the largest treasure horde in the world. This spell will negate the effect of a *labyrinth* spell, if cast by the creature in the *labyrinth*.

Force Field (Creation)

Range: 2 meters/level
Duration: 1 minute/level
Affected Area: 5 square meters/level
Saving Roll: None

Description: This spell creates a *force field* in the shape of the wizard's choice. Nothing can pass through it, including air. This spell can also be used to form a ramp across a chasm, if it has something to support it on both sides.

Globe of Magic Negation (Protection)

Range: 1 meter/level
Duration: 5 minutes/level
Affected Area: 1/2 meter/level radius around target creature
Saving Roll: None

Description: This sphere prevents the functioning of all magic within its confines. Therefore, spells cannot enter the globe, and all spells and magical items do not function within its radius.

Harm IV (Destructive)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: None

Description: This spell is identical to the first level spell, *harm I*, except that it inflicts 6-36 points of damage on the target creature.

Heal IV (Curative)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: None

Description: This spell heals 6-36 points of damage on the target creature. Otherwise, its effects are identical to the first level spell, *heal I*.

Improved Charm I (Enchantment)

Range: 5 meters/level
Duration: See *Charm I*
Affected Area: One creature
Saving Roll: WIL/NE

Description: The victim of this spell is totally under the wizard's control. He will do anything that the wizard tells him to do, including killing himself.

Improved Illusion I (Illusion)

Range: 2 meters/level
Duration: 2 turns/level
Affected Area: See Below
Saving Roll: Disbelief

Description: This spell creates creatures to serve the wizard. These creatures are only partially illusory, so even if the wizard's foes successfully disbelieve, the *improved illusion* will have 25% life points, level and damage. The wizard can create any creatures with this spell whose total levels do not exceed his. Creatures that successfully disbelieve against this spell will gain +8 on all saving rolls against non-physical attacks by illusory beings.

Meditation I (Detection)

Range: 0
Duration: 1 hour
Affected Area: The Wizard
Saving Roll: None

Description: When this spell is cast, the wizard falls into a trance, from which he cannot be aroused for one hour. During this time, the player can ask the GM one question, which the GM must answer truthfully. If the question involves someone or something with *protection from detection* or a *globe of magic negation* or a *spell shield* (II or III), the GM should answer "unknown". The GM may wish to limit the frequency with which this spell can be used.

Missile Protection II (Protection)

Range: 1 meter/level
Duration: 1 minute/level
Affected Area: One creature
Saving Roll: None

Description: This spell gives the recipient total invulnerability to all missile attacks, including the *magic bolt* spell.

Missile Reversal I (Protection)

Range: 1 meter/level
Duration: 5 turns/level
Affected Area: One creature
Saving Roll: None

Description: This spell causes all non-magical missiles that would normally hit the target creature to be turned back at the attacker. They hit unerringly unless the attacker has some sort of missile protection. A missile that is caught between two creatures with *Missile reversal* spells on them will fall harmlessly to the ground. Missiles aimed at this spell's subject that would miss him are unaffected by this spell.

Open Passage (Destructive)

Range: 2 meters/level
Duration: Permanent
Affected Area: See Below
Saving Roll: None

Description: This spell eliminates stone, metal, wood or any other non-living matter not in a creature's possession. The amount of material affected can be up to 4 square meters in area, with a depth of 1 meter per level of the caster.

Paralysis III (Enchantment)

Range: 2 meters/level
Duration: 2 turns/level
Affected Area: 1 meter/level radius
Saving Roll: WIL - 5/NE

Description: This spell causes 1 creature per level of the wizard within the affected area to be held motionless for the duration of the spell.

Petrification (Transformation)

Range: 5 meters/level
Duration: Permanent
Affected Area: One creature
Saving Roll: WIL - 2/NE

Description: If the victim of this spell fails its saving roll, it will be turned to stone.

Protection from Detection (Protection)

Range: 1 meter/level
Duration: 5 minutes/level
Affected Area: 1 meter/level radius around target creature
Saving Roll: None

Description: This spell negates the effects of all detection spells and devices within the affected area.

Protection from Mental Attacks (Protection)

Range: 1 meter/level
Duration: 3 minutes/level
Affected Area: One creature
Saving Roll: None

Description: This spell makes the subject immune to all mental attacks (i.e. paralysis, charm, command, fear, etc.) and prevents his mind from being read by any means.

Protection from Physical Attacks (Protection)

Range: 1 meter/level
Duration: 2 turns/level
Affected Area: One creature
Saving Roll: None

Description: The target of this spell is unaffected by weapons whose magical to hit bonus is less than +5% per four levels of the wizard. Round the required bonus down; thus, a 19th level wizard could make someone immune to weapons enchanted with a bonus of less than 20%.

Read Mind II (Detection)

Range: 1 meter/level
Duration: 1 turn/level
Affected Area: One creature/turn
Saving Roll: WIL/NE

Description: This spell is similar to the second level spell, *read mind I*, except that this spell allows the caster to acquire the target creature's knowledge. This spell allows the wizard to receive about 10% of a creature's total knowledge each turn, so if he is seeking a particular piece of information, determine whether he finds it each turn accordingly. Once a creature makes its saving roll against this spell, it cannot be affected by the same spell on a later turn, although the wizard could cast the spell again and possibly affect that creature. Conversely, once a creature fails its saving roll, it is not entitled to another one on a later turn against the same spell.

Remove Petrification (Curative)

Range: 5 meters/level
Duration: Permanent
Affected Area: One creature
Saving Roll: None

Description: This spell restores the normal form of a creature that has been petrified. It cannot, however, be used to do something like bring an ordinary statue to life.

Speak with Matter (Detection)

Range: 1 meter/level
Duration: 2 turns/level
Affected Area: 1 cubic meter/level
Saving Roll: None

Description: When the wizard casts this spell, he imbues certain matter with speech capabilities. He may ask any questions that he wishes, and the matter will answer them truthfully. The wizard could, for example, cast this spell on a bridge to find out who had crossed. Matter can never answer questions dealing with things that it has not seen, and complex questions will usually confuse matter.

Trace Article II (Detection)

Range: 3 meters/level
Duration: 1 turn/level
Affected Area: One item
Saving Roll: None

Description: This spell is similar to the second level spell, *trace article I*, except that the item being sought after need not be familiar to the wizard.

Transformation I (Transformation)

Range: 2 meters/level
Duration: 10 minutes/level
Affected Area: One creature
Saving Roll: WIL/NE

Description: When this spell is cast upon a creature, its body is changed into anything from a butterfly to a dragon, subject to the whims of the caster. The subject's mind remains unchanged, and thus any spells or mental abilities of the new form cannot be used; however, the claw and bite attacks of the new body are usable, as well as its movement capabilities. Spells can only be cast if the new form has hands and a speaking apparatus.

Transport II (Enchantment)

Range: Touch
Duration: Instantaneous
Affected Area: See Below
Saving Roll: None

Description: This spell transports the wizard and up to 15 extra kg per level to the location of the caster's choice. The additional weight can be either living or non-living. The destination of the *transport II* spell must be very well known to the caster (i.e. home).

Veiled Force II (Creation)

Range: 1 meter/level
Duration: 1 turn/level
Affected Area: See Below
Saving Roll: None

Description: This spell creates an invisible creature that will do the wizard's bidding. It can perform simple tasks or attack the wizard's foes. It is affected only by magical weapons and the *magic bolt* spell. Other spells, aside from spell negation, do not affect it. The veiled force has three life points per level of the wizard and inflicts point of damage per level of the wizard on a hit (round its hit chance is 5% per level of the wizard). Note that the veiled force is invisible, so it has the equivalent of a 25% defense adjustment.

View Reality (Detection)

Range: 1 meter/level
Duration: 1 minute/level
Affected Area: One creature
Saving Roll: None

Description: This spell allows the target creature to see all things as they really are. Thus, illusions can be seen through, *invisible* creatures will become evident, and even such things as secret doors can be seen.

Wall of Knives (Creation)

Range: 2 meters/level
Duration: 2 minutes/level
Affected Area: Up to 3 square meters/level
Saving Roll: None (see below)

Description: With this spell, the wizard creates a wall of whirling knives. Any creature attempting to pass through the wall will suffer 1-10 points of damage per level of the caster. Creatures within the affected area when the spell is cast are entitled to a saving roll against agility for half damage. Note that the wall can only be created vertically, and that its thickness is approximately 0.1 meters. Thus, there will seldom be more than one creature in the affected area when the spell is cast.

LEVEL 6 SPELLS

Animate Weapon (Enchantment)

Range: 2 meters/level
Duration: 2 turns/level
Affected Area: One weapon
Saving Roll: See Below

Description: This spell causes a weapon to come under the control of the caster. He may give it spoken commands or he may control it telepathically. Telepathic control requires concentration, so the wizard cannot cast other spells while telepathically controlling a weapon. The wizard can mix spoken commands with telepathic control; he doesn't have to choose one mode of control and stick with it. If the caster orders the weapon to attack, it will have a to hit chance of 25% plus 5% per level of the caster. If not attacking, the weapon can fly with a speed of two per level of the wizard. Note that a weapon does get all magical bonuses that it may have while attacking via this spell. If the wizard tries to animate a weapon in a creature's possession, that creature is allowed a saving roll against its willpower to negate the effects of the spell. When this spell expires, the affected weapon falls to the ground.

Attribute Enhancement III (Transformation)

Range: 1 meter/level
Duration: 3 turns/level
Affected Area: One creature
Saving Roll: None

Description: This is identical to the second level spell, *attribute enhancement I*, except that a total increase in the target creature's primary attributes of 10 points is allowed. Multiple attribute enhancement spells are not cumulative.

Charm IV (Enchantment)

Range: 5 meters/level
Duration: See *charm I*
Affected Area: One creature/3 levels in a 2 meter/level radius
Saving Roll: WIL - 4/NE

Description: This spell is the same as the fourth level spell, *charm III*, except with regard to the saving rolls of target creatures.

Fear IV (Enchantment)

Range: 1 meter/level
Duration: 1 turn/level
Affected Area: 1 meter/level radius around target creature
Saving Roll: None

Description: When a wizard casts a *fear IV* spell, all creatures in the affected area will run away from the target creature at their maximum movement rate for the duration. Affected creatures will have a 100%, -5% per level chance of dropping all held items.

Illusion III (Illusion)

Range: 2 meters/level
Duration: Permanent
Affected Area: One meter/level radius
Saving Roll: Disbelief

Description: This spell creates an *illusion II* that requires no concentration. Illusions created by this spell can, of course, be destroyed by damage.

Illusionary Double (Illusion)

Range: 3 meters/level
Duration: 1 turn/level
Affected Area: See Below
Saving Roll: None

Description: This spell creates an image of the wizard. This image will do as the wizard desires, and the wizard can even cast spells through it. The wizard must concentrate to have the image act, so he will be unable to attack except through it. The illusionary double must always be visible to the wizard, or it will be disrupted.

Imprison Life Force (Enchantment)

Range: Touch
Duration: Permanent
Affected Area: One creature
Saving Roll: None

Description: In order to perform this spell, the wizard must have a gem or jewel worth 12,000 SP or more. The caster must utter the incantation and then touch the gem to the target creature, while speaking its true name simultaneously. The life force of the victim will then be transferred to the gem for easy transportation and storage. If the victim's life force is subsequently released, it will return to the creature's body if it has not been destroyed; otherwise, the life force will be condemned to limbo.

Improved Illusion II (Illusion)

Range: 2 meters/level
Duration: 2 turns/level
Affected Area: See *improved illusion I*
Saving Roll: Disbelief

Description: This spell is identical to the fifth level spell improved illusion I, except that successful disbelief reduces the powers of illusionary creatures to only 50% with respect to the creature that disbelieved. Creatures that successfully disbelieve have +5 on saving rolls against non-physical attacks by creatures created by this spell.

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Know Past (Detection)

Range: 1 meter/level
Duration: 1 minute/level
Affected Area: One object/minute
Saving Roll: None

Description: Using this spell, the wizard can determine all information regarding the history of affected items.

Labyrinth (Enchantment)

Range: 2 meters/level
Duration: See below
Affected Area: One creature
Saving Roll: None

Description: This spell causes the target creature to be transported to an extra-dimensional labyrinth. Creatures will find their way out of the maze in $10 + 1/2 (30 - INT)^2$ seconds. Remember, there are ten seconds in a turn. Example: A creature with 16 intelligence is trapped in a labyrinth. He will be able to get out in $10 + 1/2 (30-16)^2$ seconds. That is, he will escape in $10 + 1/2 (196) = 108$ seconds = 10.8 turns.

Leave Me Alone II (Protection)

Range: 1 meter/level
Duration: 2 turns/level
Affected Area: One creature
Saving Roll: None

Description: This spell is identical to the first level spell, *leave me alone I*, except with regard to the saving roll.

Magic Item Creation (Enchantment)

Range: Touch
Duration: Variable
Affected Area: One item
Saving Roll: None

Description: This spell must be cast in order to create any charged, permanent or limited use magical item (see magical items hereafter). This spell must be cast to recharge an item as well.

Magic Resistance (Protection)

Range: 1 meter/level
Duration: 1 turn/level
Affected Area: One creature
Saving Roll: None

Description: The subject of this spell receives 5% magic resistance per level of the wizard. This is cumulative with any magic resistance that a creature naturally has, but multiple castings of this spell are not cumulative.

Possession (Enchantment)

Range: 3 meters/level
Duration: See Below
Affected Area: One creature
Saving Roll: See Below

Description: This spell allows the wizard to take control of another's body. The victim of the *possession* spell is entitled to a

saving roll against its willpower, modified by the difference in willpower between the wizard and the victim. Thus, if the wizard had a willpower of four more than his intended victim, the target creature would have to make a saving roll against (WIL - 4). The wizard can make one possession attempt per turn. If the wizard cannot possess his victim within one turn per level, the spell will expire. Otherwise, when the spell takes effect, the wizard gains full control of his victim's mind and body. He gains all knowledge that the victim had, and, while in control, he can use all of the victim's skills (i.e. spells, combat ability, thief functions, etc.). Possession lasts a number of minutes equal to the wizard's level plus the wizard's willpower, minus the willpower of the victim, subject to a minimum duration of one minute.

Spell Shield II (Protection)

Range: 1 meter/level
Duration: 5 seconds/level
Affected Area: 1 meter/3 levels radius around target creature
Saving Roll: None

Description: This spell is similar to the fourth level spell, *spell shield I*, except that spells of up to seventh level are kept out by *spell shield II*.

Tough Skin III (Protection)

Range: 1 meter/level
Duration: 3 turns/level
Affected Area: One creature
Saving Roll: None

Description: The effect of this spell is the same as that of the second level spell, *tough skin I*, except that this spell bestows an AV of 10 upon the target creature. Note that tough skin spells are not cumulative.

Transparency (Transformation)

Range: 2 meters/level
Duration: Permanent
Affected Area: 1/2 cubic meter/level
Saving Roll: None

Description: This spell causes all non-living matter within the affected area that is not in the possession of a creature to become transparent. The wizard may opt to make the material transparent from one direction only (one-way window).

Transport III (Enchantment)

Range: 2 meters/level
Duration: Instantaneous
Affected Area: One creature/4 levels in 1 meter/level radius
Saving Roll: WIL - 7/NE

Description: This spell causes affected creatures to be transported to a destination of the caster's choice, though the destination must be very well known to the caster as per *transport II*. The wizard cannot transport creatures into solid material, to a location 100 meters off the ground, or to any other such location.

LEVEL 7 SPELLS

Geas II (Enchantment)

Range: 1 meter/level
Duration: See Below
Affected Area: One creature
Saving Roll: None

Description: The target of this spell is required to perform a service for the caster. The creature will not kill itself, but it will do almost anything else. This spell lasts until the assigned task is completed, and the target creature must try to complete the service as soon as it can. The GM may wish to limit the duration of this spell, but it should certainly be at least 1 week per level of the caster.

Harm V (Destructive)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: None

Description: This spell reduces the target creature's life point total to one, though this can be raised again by spells or through rest. Otherwise, this spell is identical to the first level spell, *harm I*.

Heal V (Curative)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: None

Description: This spell heals all damage on the target creature. Otherwise, it is identical to the first level spell *heal I*.

Improved Charm II (Enchantment)

Range: 5 meters/level
Duration: See *charm I*
Affected Area: One creature
Saving Roll: WIL - 4/NE

Description: This spell is identical to the fifth level spell, *improved charm I*, except that it establishes a mental link between the caster and his subject, so that the wizard can control his victim telepathically.

Improved Illusion III (Illusion)

Range: 2 meters/level
Duration: 2 turns/level
Affected Area: See *improved illusion I*
Saving Roll: Disbelief

Description: This spell is identical to the fifth level spell, *improved illusion I*, except that successful disbelief only reduces the powers of creatures created by this spell to 75% of the normal value for the creature in question. Characters who disbelieve successfully gain +3 on saving rolls against all non-physical attacks by illusionary creatures created by this spell.

Invisibility IV (Illusion)

Range: 1 meter/level
Duration: 2 turns/level
Affected Area: See Below
Saving Roll: None

Description: This spell causes all creatures within range to become invisible as per *invisibility III*. The wizard can choose not to affect specific creatures if he wishes.

Missile Reversal II (Protection)

Range: 1 meter/level
Duration: 1 minute/level
Affected Area: One creature
Saving Roll: None

Description: This spell is identical to the fifth level spell, *missile reversal I*, except that even magical missiles can be affected.

Paralysis IV (Enchantment)

Range: 4 meters/level
Duration: 3 turns/level
Affected Area: One creature/level
Saving Roll: WIL - 10/NE

Description: Affected creatures cannot move for the duration of the spell.

Restore Attribute (Curative)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: Permanent

Description: This spell restores one point to a primary attribute of the recipient. This negates the effects produced by several monsters. In no case should this spell be allowed to raise attributes that have not somehow been lowered. (Note: If a character with an END of 20 somehow has it drained to 19, then goes through training to raise his END back to 20, this spell cannot subsequently be used to raise his END to 21.)

Restore Limb (Curative)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: None

Description: This spell will restore any one missing limb (including tails) on the target creature.

Slay (Destructive)

Range: 3 meters/level
Duration: Permanent
Affected Area: 1 meter /level radius
Saving Roll: None

Description: This spell instantly kills two levels of creatures per level of the caster, but has no effect on any single creature whose level is higher than that of the wizard.

Spell Negation II (Enchantment)

Range: 5 meters/level
Duration: Permanent
Affected Area: One spell
Saving Roll: None

Description: This spell negates any one existing spell within range. It cannot, however, remove the *globe of magic negation* or a *magic item creation* spell, nor can it remove powers from magical items.

Spell Reflection I (Protection)

Range: 1 meter/level
Duration: 1/2 turn/level
Affected Area: One creature
Saving Roll: None

Description: The subject of this spell reflects other spells back at their caster. For example, if a wizard cast an *electricity I* spell at this spell's subject, the bolt would appear to rebound off the creature with spell reflection, back at the wizard who cast the electricity spell. If both a wizard and his target have *spell reflection*, the spell dissipates with no effect.

Weather Control (Transformation)

Range: 2 km/level
Duration: 12 hours/level
Affected Area: 2 km/level radius
Saving Roll: None

Description: This spell allows the caster to drastically alter existing weather conditions. He can change the temperature by as much as 30 degrees centigrade (54°F), alter wind speed by up to fifty kilometers per hour, and create or remove rainstorms.

LEVEL 8 SPELLS

Charm V (Enchantment)

Range: 5 meters/level
Duration: See *charm I*
Affected Area: One creature/3 levels in 2 meter/level radius
Saving Roll: WIL - 10/NE

Description: This spell is identical to the fourth level spell, *charm III*, except for the saving roll.

Earthquake (Destructive)

Range: 1 km/level
Duration: 1/2 turn/level
Affected Area: 1 km/level radius
Saving Roll: None

Description: This spell will cave in dungeons, mines and other underground caverns, and flatten small buildings.

Meditation II (Detection)

Range: 0
Duration: 1 hour
Affected Area: The Wizard
Saving Roll: None

Description: This spell is the same as the fifth level spell, *meditation I*, except that the wizard may ask any question that can be answered in one word.

Replication (Creation)

Range: 1 meter/level
Duration: Permanent
Affected Area: See Below
Saving Roll: None

Description: This spell will create an exact duplicate of a living creature using a piece of its body as a component. Note that if the original creature and a replicate, or two or more replicates, are alive at the same time, each will search out and attempt to destroy the other(s).

Restore Life (Curative)

Range: 2 meters/level
Duration: Permanent
Affected Area: One creature
Saving Roll: None

Description: This spell restores life to any one creature. The creature's body must be present, and any missing parts will still be missing when the creature is brought back to life. The target of this spell must roll his endurance or less on 3-18, or he is dead forever. A roll of 18 always misses, regardless of the creature's END. In any event, the target creature will lose one point of endurance permanently, though this may be restored through training.

Scry (Detection)

Range: Unlimited
Duration: 1 minute/level
Affected Area: See Below
Saving Roll: None

Description: When this spell is cast, the wizard can create a viewing window in any clear surface (such as a calm pool or a mirror). Through the window he can view any known location, or see, hear and know the surface thoughts of any familiar person or being.

Summon Demon (Enchantment)

Range: 1 meter/level
Duration: Variable
Affected Area: One demon
Saving Roll: None

Description: When this spell is cast, the demon will appear at a specific place within the wizard's range. It will be favorably inclined toward the caster, but the GM shall determine the extent of the demon's agreeability. Note, however, that most demons will be willing to exchange services of similar difficulty. The wizard must know the true name of the demon to be summoned.

Transformation II (Transformation)

Range: 2 meters/level
Duration: Permanent
Affected Area: One creature or object
Saving Roll: WIL - 6/NE

Description: This spell is identical to the fifth level spell, *transformation I*, except for the duration and determination of the saving roll.

Wish I (Enchantment)

Range: Infinite
Duration: Variable
Affected Area: Variable
Saving Roll: See Below

Description: This spell will alter existing conditions partially or temporarily. When the GM decides whether he should accept a wish, he should consider what effect it might have on the game. For example, wishing for gold, experience or magical items is certainly out of the question. If the wizard makes a wish that is directly harmful to another creature, that creature should be allowed a saving roll against willpower. Make the wizard phrase his wish, and if he makes an unacceptable request, find a way to distort his words.

LEVEL 9 SPELLS

Energy Absorption II (Protection)

Range: 1 meter/level
Duration: 15 minutes/level
Affected Area: One creature
Saving Roll: None

Description: This spell renders the subject totally immune to energy attacks. See *energy absorption I* for a list of energy types.

GET OUT/TAKE OFF (Enchantment)

Range: 2 meters/level
Duration: Permanent
Affected Area: One creature
Saving Roll: WIL - 10/NE

Description: This spell sends one creature to an extra-dimensional void from which it can never return.

Monster Creation (Creation)

Range: 3 meters/level
Duration: 1 minute/level
Affected Area: See Below
Saving Roll: None

Description: This spell creates the monsters of the caster's choice. The sum of the created monster's levels cannot exceed the level of the wizard. Creatures created by this spell are under the complete control of the caster.

Spell Shield III (Protection)

Range: 1 meter/level
Duration: 1 turn/level
Affected Area: 1 meter/3 levels radius around the target
Saving Roll: None

Description: This spell is identical to *spell shield II*, except that it keeps out all spells.



Judge, Jury, And Executioner

Trace Article III (Detection)

Range: Unlimited
Duration: 1 turn/level
Affected Area: One item (see below)
Saving Roll: None

Description: This spell is identical to *trace article II*, except for the range and the fact that this spell allows the caster to see the item and its surroundings within a 1 meter per level radius.

Transformation III (Transformation)

Range: 1 meter/level
Duration: 5 minutes/level
Affected Area: One creature
Saving Roll: None

Description: This spell allows the target creature to change form to that of any creature (except the Demon Lords or similarly omnipotent beings). He will have all abilities of that creature. The subject of this spell can change form as often as he likes during the spell's duration. Such transformations take one-tenth of a second. Note that level and attributes are not part of a creature's form, so a character could not transform into a five-hundredth level attacker with thirty in all attributes, but he could change into the shape of the average guy on the street. With regard to creatures of variable ability, assume that the subject of this spell transforms into a creature that is average in all respects for its species.

Transport IV (Enchantment)

Range: Touch
Duration: Instantaneous
Affected Area: See Below
Saving Roll: None

Description: This spell is similar to the fifth level spell *transport II*, except that the wizard can transport up to 30 kg of additional material per level, and that the wizard can transport to any known location. That is, he can safely go anywhere that he has seen or heard about, or he can transport to a place where a familiar person is without even knowing the location.

LEVEL 10 SPELLS

Charm VI (Enchantment)

Range: 5 meters/level
Duration: See *charm I*
Affected Area: One creature/3 levels
Saving Roll: None

Description: This spell is identical to *charm III*, except for the saving roll.

Improved Charm III (Enchantment)

Range: 5 meters/level
Duration: See *charm I*
Affected Area: One creature
Saving Roll: None

Description: This spell is identical to *improved charm II*, except in the lack of a saving roll.

Leave Me Alone III (Protection)

Range: 1 meter/level
Duration: 3 seconds/level
Affected Area: One creature
Saving Roll: None

Description: This spell is identical to the sixth level spell, *leave me alone II*, except with regard to duration, and that the caster is allowed to attack without negating the spell.

Paralysis V (Enchantment)

Range: 6 meters/level
Duration: 5 turns/level
Affected Area: One creature/level
Saving Roll: None

Description: The victims of this spell will be unable to move for the duration of the spell.

Permaspell (Enchantment)

Range: 1 meter/level
Duration: Permanent
Affected Area: One spell
Saving Roll: None

Description: With this spell, the wizard can make any one spell permanent. For example, he could make himself permanently invisible, or he could make a charm that he had cast on another creature permanent. Note to the GM: This spell is very potent when left unrestricted. You may wish to make rules regarding its use if you feel it would adversely affect your game.

RESTORE YOUTH (Curative)

Range: 1 meter/level
Duration: Permanent
Affected Area: One creature
Saving Roll: None

Description: This spell reduces the age of the target creature by one year per level of the caster. In no case can the age of the subject be reduced below one year.

Spell Reflection II (Protection)

Range: 1 meter/level
Duration: 1/2 turn/level
Affected Area: 1/4 meter/level radius around target creature
Saving Roll: None

Description: This spell is the same as *spell reflection I*, except as indicated above. Any spell targeted anywhere within the affected area is reflected.

Transformation IV (Transformation)

Range: 3 meters/level
Duration: Permanent
Affected Area: Creatures in a 1 meter/level radius
Saving Roll: WIL - 6/NE; -30% MR

Description: This spell is identical to *transformation I*, except for the affected area, the range, the duration and the saving roll.

Wish II (Enchantment)

Range: Unlimited
Duration: Variable
Affected Area: Variable
Saving Roll: None

Description: This spell is a more powerful version of the eighth level spell, *wish I*. In general, the same things can be done, but effects are permanent. With regard to adversely affecting other creatures, make the saving roll against (WIL - 2).

ADDITIONAL SPELLS

Of course, the spells listed in this book are only some of the many possibilities. The GM may desire to add spells to this list on his own. Also, players may wish to learn new spells. Accordingly, we felt that we should supply a set of guidelines for spell research.

First, the player must show the prospective new spell to the GM. Then, if the GM doesn't think the spell is too powerful to include in the game, he must assign a level to the spell. The new spell should be of comparable power to other spells of the same level. Now that the spell has been approved, the player can have his character research it. Research time is 20 days plus 7 days per spell level minus one day per level of the character minus one day per INT point of the character, with a minimum research time of ten days. Research cost is 50 SP per day of research. The character must have enough points left for spell learning to learn the new spell with 0% chance of failure, and such learning is assumed to take place during the spell research. Obviously, a character cannot research a spell that he is not allowed to cast.

COMBAT

ARMOUR

Below are listed the various armour types, their damage absorption value and their associated penalties on dexterity and agility:

ARMOUR TABLE

ARMOUR TYPE	ABSORPTION VALUE (AV)	DEX & AGL PENALTY
Small Shield	1	-1
Large Shield	2	-2
Tower Shield	3	-3
Cloth Armour	1	-1
Leather Armour	2	-2
Chain Armour	4	-4
Plate Armour	6	-6

The absorption value is subtracted from damage done when a creature hits the armour (see combat hereafter). These values are cumulative, so someone wearing plate armour and using a tower shield would have an absorption value of 9. More than one suit of armour cannot be worn at the same time.

Spell casters cannot use ordinary metal armour as it disrupts their spells. They can, however, use armour constructed from a mixture of silver and iron which has the same AV and the same penalties but costs twenty times the normal amount.

The GM may wish to include other armour types in his game.

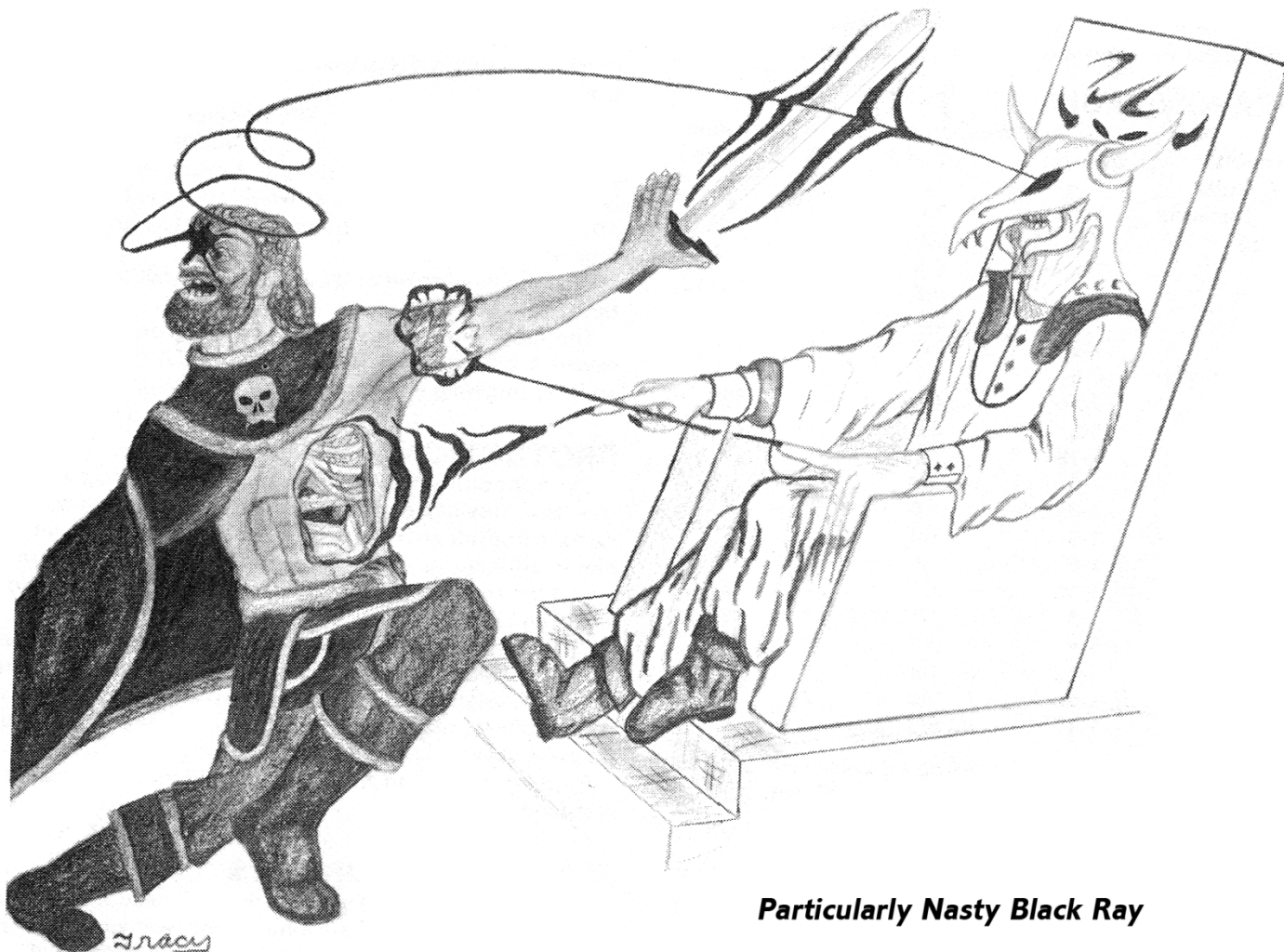
WEAPONS

Any character with sufficient STR can wield any weapon. The various weapons are listed in the following table:

WEAPON TABLE

Weapon	Damage	Weapon Length (meters)	AV ¹	Minimum Strength ²
Axe, Battle	1-10	1.3	2	13
Axe, Throwing	1-4	0.4	1	-
Cestus	1-3	0.0	1	-
Fist	1-2	0.0	0	-
Cutlass	1-6	0.7	2	6
Dagger	1-3	0.3	1	-
Flail	1-6	1.7	1	9
Hammer, War	2-8	1.7	2	14
Lance ³	2-16	4.0	2	12
Mace	1-6	0.8	2	11
Pike ⁴	1-10	3.6	2	15
Rapier	1-6	1.0	1	-
Scimitar	1-8	1.0	2	8
Spear	1-8	2.0	2	7
Staff	1-6	1.6	3	9
Sword, Broad	1-10	1.5	3	13
Sword, Long	1-8	1.1	2	9
Sword, Short	1-6	0.7	2	6
Sword, 2-handed ⁴	2-12	1.8	3	15
Trident	1-8	2.0	2	7
Whip	1-4	6.0	0	7

1. This only applies when the weapon is being used to parry.



Particularly Nasty Black Ray

2. At the GM's option, characters with insufficient strength may use the weapon with a penalty.

3. A rider must be charging to use a lance.

4. A character must be at least 1.5 meters tall to use a two-handed sword or a pike.

The GM may wish to include additional weapons in his game.

The following weapons can disarm an opponent with a chance equal to half of their hit probability:

Flail	Staff
Trident	Whip

The following weapons can disarm an opponent with a chance equal to one quarter of their hit probability:

Cutlass	Rapier
Scimitar	Broad Sword
Long Sword	Short Sword

The attacker must attempt to disarm to do this, and a disarming attempt will never inflict damage. However, the target of a disarming attempt gets no defense bonus.

MISSILE WEAPON TABLE

Weapon	Firing Time	Minimum STR	Range Modifier (meters)	Damage
Arbalest	20	-	16	5-30
Axe, Throwing (thrown)	3	-	3	1-4
Bow, Long	3	9	10	1-8
Bow, Short	3	6	7	1-6
Crossbow, Hand	5	-	6	1-6
Crossbow, Heavy	12	-	13	3-18
Crossbow, Light	8	-	10	2-12
Dagger (thrown)	3	-	4	1-3
Sling	6	10	6	1-4
Spear (thrown)	6	7	2	1-6

With missile weapons, characters get only half of their strength bonus, but full dexterity bonus is allowed. For a weapon that can be thrown as well as used in hand-to-hand combat, proficiency is gained separately for each of the two uses.

For each multiple of the range modifier that the character fires the weapon, he has -5% to hit. Maximum range is ten times the range modifier. Example: A character firing a short bow at a target 60 meters away would have a to hit penalty of 40% (sixty divided by seven rounds down to eight, and eight time 5% equals 40%).

Characters must be at least 1.3 meters tall to use a long bow.

The firing time indicates how many seconds it takes to reload a bow or crossbow, or how long it takes to ready another throwing weapon.

PROTECTION FROM ARMOUR

Cloth armour, in addition to its armour absorption value of one, also provides partial resistance to energy attacks. The damage from all such attacks shall be reduced by 1/2 point per die. In addition, falling damage shall be adjusted similarly.

Leather armour has double the AV and other protection values of cloth armour.

Chain armour has an absorption value of four. It provides resistance of minus one per die versus all energy attacks (see the fifth level spell *energy absorption I*) except lightning and cold. It offers double resistance (2 per die) against cold, but no protection against lightning.

Plate armour has an AV of six, and is identical to chain for resistance.

FLASKS AND TORCHES

Flasks of oil combined with torches can make an effective attack form. The base chance for hitting with an oil flask is 25%. The range modifier for a thrown flask is 5 meters and the firing time is 3 seconds. Naturally, this percentage can be increased by gaining proficiency in the flask, just as if it were an ordinary weapon. A miss by 1% to 10% indicates that half of the oil splashed up and struck the target. A miss by 11% to 20% indicates that one quarter of the oil struck the target. A miss by more than 30% indicates that a negligible amount of oil struck the target.

The chance to throw a torch such that it ignites the oil is base 75%. The range modifier for a thrown torch is 3 meters and the firing time is 3 seconds. This percentage can be raised like that of any other weapon. An entire flask of flaming oil causes 1-10 points of damage the first turn, 1-6 the second turn and 1-2 the third before it burns out. If only a fraction of a flask of oil hits the target, damage is reduced proportionally. The base chance of striking a creature with a torch is 75%, and, naturally, this chance can be increased with experience. A lit torch does one point of damage if no oil is present. Attacks with torches and flasks of oil do not get bonuses to hit due to the strength of the attacker.

SURPRISE

When two creatures encounter each other, there is a chance that each will surprise the other. For creature A to surprise creature B, he must roll (stealth of A minus the alertness of B) or lower on 1-100. If he succeeds, he surprises creature B for one second plus one second per 15 points that he made the roll by. For groups of creatures, the surprise chance is based on the lowest stealth in the group, and the highest alertness in the other party.

Example of Surprise:

Party #1			Party #2		
Creature	ST	AL	Creature	ST	AL
A	44	9	C	53	13
B	50	9	D	45	12
			E	49	15
			F	57	14

Party #1 thus has a ST of 44 and an AL of 9. Party #2 has a ST of 45 and an AL of 15. Thus, party #1 can surprise party #2 (44 - 15 =) 29% of the time, and party #2 can surprise party #1 (45 - 9 =) 36% of the time. If party #1 rolls 17 and party #2 rolls 01 on their surprise rolls, party #1 surprises for one second and party #2 surprises for three seconds, so the net result is that party #2 surprises for (3 - 1 =) 2 seconds.

In surprise situations, the surprising party can attack in hand-to-hand combat as if each second were a full turn. This does not apply to spells or missile attacks. All attacks against surprised opponents are at + 20% to hit. Surprised creatures have a penalty of four on all saving rolls against agility.

DETERMINATION OF FIRST STRIKE

A combat turn lasts ten seconds. Thus, each creature in hand-to-hand combat must roll a ten-sided die for each of its attacks to determine which second it strikes on. Range attacks such as spells and missile weapons are assumed to commence in the first second of the turn. Thus, a spell with a two second casting time would take effect in the third second of the turn. Subsequent spells could commence after the first spell is completed. Missile weapons fire on the first second of combat if they are ready, otherwise they must be drawn and loaded (if necessary). Loading a bow or crossbow takes the weapon's firing time in seconds. After the first attack with a missile weapon, it can be fired again after the appropriate firing time has elapsed.

There will be times when this method of determination of first strike is not appropriate (GM's discretion), especially when one creature is using a weapon much longer than his opponent's. In these cases, the GM may wish to designate who strikes first or otherwise alter the rules in this section.

BASE WEAPON PROFICIENCY

A creature has a base 25% chance to hit with a weapon before he develops skill with it. Any bonuses due to attributes and experience are added to this value.

HITTING THROUGH ARMOUR

A creature has a chance equal to 20% of its to hit chance of doing damage unmodified by the opponent's armour. Example: If a warrior who has a to hit chance of 50% rolls a 10 or less on a to hit roll, he will do full damage, with no subtractions for his opponent's armour absorption value. Obviously, AV due to *thick skin* or *tough skin* spells cannot be avoided.

EXTREME ROLLS

Regardless of a creature's to hit chance against a given opponent, an unmodified roll of 01-03 always hits and 98- GO (100) always misses. A natural roll of 02 indicates double weapon damage, and an unadjusted roll of 01 indicates double

total damage. An unmodified roll of 99 indicates that the weapon was dropped (if possible), and a 00 means that the attacker fell down.

FIGHTING WITH TWO WEAPONS

A creature may opt to attack with both hands. When using two weapons, a creature attacks as if its dexterity were lowered by one point per 0.1 meter of length of the average of the two weapons. If the penalty for using two weapons would take a creature's effective dexterity below three, that creature cannot use those two weapons.

MULTIPLE ATTACKS

When there is a great disparity in skill between two creatures fighting in hand-to-hand combat, the more expert fighter may get to attack more than once each turn. If the weapon proficiency of one creature is double that of the other, then the creature with the higher proficiency is entitled to double attacks. If weapon proficiency is tripled, triple attacks should be allowed, etc. If the less skilled creature has more than one weapon, the one in which he is more skilled should be used for comparison. If one of the creatures isn't using a weapon, treat his proficiency as his to hit chance with his fists for determination of multiple attacks.

Example: Agron is using two weapons, a mace (70%) and a dagger (50%). He attacks Belthorn, who uses a cestus (30%) and a throwing axe (25%). The numbers in parentheses are the weapon proficiencies. Belthorn is best with his cestus, so we use 30% for comparison. We can see that Agron has more than twice 30% with his mace, but not with his dagger. Thus, Agron would attack twice each turn with his mace, and once each turn with his dagger.

MOVEMENT IN COMBAT

A time will come when someone wants to run a certain distance and then pound on a monster with his weapon. Here's how to handle it:

(1) Divide the distance the charging figure moved (in meters) by its MV. Multiply this number by ten, rounding up to the nearest whole number. This is the number of seconds that it took the creature to arrive. Each sixty degrees that a creature turns counts as one meter of movement (round up).

(2) Roll a 10-sided die and add it to the number you got from (1). Naturally, if the creature that was being moved toward didn't already attack that turn, it is entitled to the same roll.

(3) If the sum that you calculated in (2) is less than or equal to ten, the figure attacks on that second; if the sum is greater than ten, the creature cannot attack that turn.

Example: Hellion, whose MV is 16, moves toward Cronk, who stands to await the attack. Hellion is 9 meters away from Cronk. Hellion must move for $9/16 \times 10 = 5.6$ seconds. This rounds up to six seconds. For strike determination, Cronk rolls a 3 and Hellion rolls an 8. Thus, Cronk attacks on the ninth second ($6 + 3$) and Hellion cannot attack that turn ($6 + 8 = 14$, which is greater than 10).

ATTACKS FROM THE SIDE AND REAR

When creatures are attacked from either side, they have an effective -15% defense, and those attacked from the rear have a

-25% defense adjustment. Also, when a figure is attacked from behind or from his non-shielded side, he will not get any absorption value from his shield. A creature cannot parry attacks from behind or from the side opposite the weapon with which he intends to parry.

CHANGING WEAPONS

Missile weapons are useless when two figures are engaged, because they are impossible to reload; however, weapons can still be thrown in hand-to-hand combat. Getting back to the point at hand, when someone becomes engaged in hand-to-hand combat, he will wish to exchange his missile weapon for a sword or similar hand-held weapon. If he wishes to return the missile weapon to its original location, this takes one turn; if he just drops the missile weapon or throws it aside, this takes three seconds. During this time, he will have a -10% defense adjustment. After he switches weapons, if the sum of a 10-sided die and the second that he draws the new weapon does not exceed ten, he can attack on the second indicated by that sum.

DODGING AND PARRYING

A creature has the option to dodge or parry in any given turn. In either case, the creature may not attack or cast spells, except as indicated below. Dodging is simply concentrating on avoiding your opponent's attacks. A dodging creature effectively has 20% defense. Parrying is trying to block your foes' blows with a weapon; thus, a creature must be holding a (non-missile) weapon to parry. A parrying creature has the AV listed for the weapon with which he parries in addition to any other AV that he may have. Parrying only applies to a single attack, so the figure must announce which attack that he will parry in advance. If a figure uses two weapons or has multiple attacks, he may opt to parry in place of one or more of his attacks.

ATTACKING SPELL CASTERS

If a creature is in the process of casting a spell, it is fully concentrating, and is thus unable to fully defend against an opponent's attacks. Consequently, all attacks against figures who are casting spells are at +25%, with any hit on a roll of 06-10 indicating double weapon damage, and any hit on a roll of 01-05 indicating double total damage. Furthermore, every time a figure is hit while casting a spell, there is a chance that the spell will be disrupted. The spellcaster must make a saving roll against (WIL + level) -1 per point of damage on that hit) each time he is hit while casting a spell. If he fails any of these saving rolls, the spell will be disrupted, and even if he makes all of these rolls, the chance of failure for the spell will be double normal. In any case, the spellcaster loses the spell points for casting the spell.

ATTACKING HELPLESS OPPONENTS

All attacks against creatures that are asleep, paralyzed or similarly helpless are rolled according to the following table:

HELPLESS OPPONENT TABLE

Roll	Result
01-75	Creature killed
76-85	Double total damage
86-91	Double weapon damage
92 and up	Normal damage

Oops!



Note that a natural roll of 99 or 00 always misses, and a roll of 0 indicates a dropped weapon. Rolls on the helpless opponent table are modified as follows: add the target's defense to the roll (magical defense only, not defense due to agility); add 5% to the roll for each point of AV of the target, not counting shields; subtract the magical to hit bonus, if any, for the weapon used; subtract 1% per 2% of the attacker's weapon proficiency above 25%. Figures attacking helpless opponents hand-to-hand get the same number of attacks each second as they would normally get in a turn.

INCAPACITATING OPPONENTS

Since killing things isn't a very nice thing to do, some goody two-shoes characters (especially white knights) will probably want to knock their opponents unconscious instead. In order to do this, a player must simply announce that he is trying to incapacitate his foe.

When someone is striking to incapacitate, he does his regular damage, but only half of this is normal damage (only restorable by rest or Heal spells). The rest of the damage is restored at a rate of one LP per hour, and does not count toward killing a creature but does count toward knocking him unconscious. Thus, if someone accidentally inflicts twice the amount of incapacitating damage as it would normally take to kill a creature, that creature will die. Example: Someone tries to incapacitate a creature with 10 LP. It will fall unconscious after taking 10 points of damage and would ordinarily die after taking 15 (creatures fall unconscious at 0 LP and die at -5 LP). If someone inflicts 30 points of incapacitating damage, the creature will die.

HITTING PARTY MEMBERS

When confronted by six orcs, six of the party of seven men charge in and engage them in hand-to-hand combat. Next turn, the combat starts, and the seventh man announces that he wants to shoot an orc with his bow.

The other party members yell and scream at him for being an idiot, but it's too late; you, the GM, should not let him change his mind. Have the cloddish Bowman pick his target. Make him roll his bow proficiency to avoid hitting any intervening figures, and if he manages to miss them all, he can roll to hit his target.

If the foes are closer to the Bowman than his friends, and he misses his target, make him roll to avoid hitting all figures in the line of fire beyond the target. Eventually, such foolish players will learn not to fire into a crowd.

Naturally, if the target is something huge, like a dragon, players need not worry about hitting friends unless they are similarly large.

INVISIBLE FIGURES IN COMBAT

Creatures attacking invisible figures hand-to-hand have no chance to hit unless they make their invisibility detection roll or the invisible creature attacks them in hand-to-hand. Even if players detect an invisible opponent, the invisible creature is still treated as if it had a bonus 25% defense.

Spellcasters who detect the invisible creature will suffer no penalty when casting spells. However, a missed detection roll

indicates that incantations that are directed at a number of creatures are destined to fail. Spells that cover an area, however, do have a chance of affecting the invisible being. When attempting this, the spellcaster should inform the GM of the specific area that he intends to blow away. Then, the GM will determine whether the creature was in the affected area. Note that beings who cannot see in the dark will have identical penalties when fighting in blackness. Note to the GM: Keep in mind that 312 guys exploring a 3 meter by 3 meter room are likely to find an invisible creature, assuming one is there, even if they fail their detection rolls.

FALLEN FIGURES

There are three ways to become a fallen figure: slip due to natural causes, roll a 00 on an attack, or fall unconscious. If a fallen figure is still conscious, he can get up in one turn, with -15% defense for that turn, or he can get up in 2 seconds, but with -40% defense. If a fallen figure is dead, unconscious or similarly incapacitated, creatures moving over that figure must expend one meter of their MV per man-sized creature moved over, or proportionally more for larger figures. Example: A creature with a MV of 15 wants to move over a horse (about three times man-sized). It can move up to $(15 - 3 =) 12$ meters that turn.

ENGAGEMENT, DISENGAGEMENT & RETREAT

Two figures are said to be engaged in hand-to-hand combat if they are within one meter plus the length of the longest weapon used by either of them, they are facing each other, and at least one of them wishes to attack the other. In order to disengage, a figure must forego his attack for a turn, although he may dodge or parry. The disengaging creature can move back 1/10 of his MV in meters at the end of the turn. Thereafter, he is free to move in any direction at his full MV. Disengaging will prove useless, however, if the opposing creature moves faster than the disengaging one, as the opposing creature will soon catch the fleeing figure and attack again.

AERIAL COMBAT

Creatures unaccustomed to flying will incur penalties when trying to conduct combat while in flight. Such creatures that wish to attack while flying will suffer a penalty of 20% on their to hit chance. Attacks against a flying creature incur a 10% penalty.

Example: A flying man foolishly attacks a syke. His penalty to hit will be $(20\% + 10\% =) 30\%$. The syke is a natural flyer and thus incurs a penalty of a paltry 10%.

Winged creatures who suffer more than 80% of their life points in damage are unable to fly, although they might be able to glide (GM's discretion).



Bite Size Hors D'oeuvre

Party #1

Name	Profession	STR	INT	WIL	DEX	AGL	END	APP	Level	LP	MV	AL	ST	Weapons	AV
Macbeth	Warrior	19	11	12	13/5	16/8	17	9	5	31	17/14	13/10	50/30	Broad Sword: 94%	8
Fortinbras	Warrior	15	10	8	16/10	18/12	20	13	4	26	18/16	11/9	55/40	Broad Sword: 80%	6
Alvin	Warrior	11	14	15	17/13	19/15	12	16	4	25	14/13	16/15	63/53	Long Sword: 59% Long Bow: 41%	4
Oedipus	Warrior	18	9	9	16/8	17/9	20	8	3	25	18/16	12/9	53/33	Battle Axe: 60% Heavy Crossbow: 30%	8
Primion	Thief	7	15	15	20/18	18/16	9	12	4	18	11/11	16/15	66/61		2

Party #2

Name	Profession	STR	INT	WIL	DEX	AGL	END	APP	Level	LP	MV	AL	ST	Weapons	AV
Halifax	Wizard	9	20	19	17	15	12	10	6	19	12	18	65	Staff: 25%	0
Terminus	Black Knight	15	15	17	14/10	13/9	18	17	5	32	15/13	15/14	53/43	2-handed Sword: 92%	4
Boris	Destroyer	14	11	19	15	20	15	9	4	24	16	21	58	Hand: 43% Light Crossbow: 25%	0

Numbers after slashes indicate attribute scores after adjustments for armour and shields.

EXAMPLE OF COMBAT

In this example of combat, two parties meet, neither is surprised, and the encounter distance is 12 meters. The statistics of the two parties are as follows:

Let the combat begin! The only character on either side with a ready missile weapon is Alvin, so, while Halifax prepares an Electricity III spell, Alvin takes a shot at him. He rolls a 59 and misses. Meanwhile, everyone else charges, except Alvin who moves to get a good angle to shoot at Halifax. At this point, Halifax's spell gets off. He 'makes' his spell failure roll and targets the spell on Oedipus and Primion. Oedipus rolls an 11, close but no cigar, and Primion makes his saving roll with a 14, so he only takes half damage. Halifax rolls the damage for his lightning bolt and gets 23. Oedipus takes the full 23, but Primion is wearing leather armour, which reduces damage by six (one per die), and, furthermore, he made his saving roll, so he suffers only 9 points of damage. The parties now converge, and we will estimate the amount of time this will take in order to avoid complicated calculations.

At the end of the fifth second, the two parties meet, with the exception of Halifax and Alvin. The players roll for determination of first strike, with Macbeth and Fortinbras attacking Terminus, and Oedipus and Primion attacking Boris. Boris, seeing Primion's relatively weak leather armour, attacks him, and because he is a destroyer, he gets three attacks with each hand (since destroyers have double attack percentage for deciding about multiple attacks, and he is attacking with both hands). The rolls are as follows: Macbeth - 4; Fortinbras - 7; Oedipus - 1; Primion - 5; Terminus - 3; Boris - 4, 3, 8. Meanwhile, Alvin moves over to get a good shot at Halifax without his friends in between, and Halifax moves away to make said shot more difficult. Note that the rolls above indicate that Fortinbras will not get to attack, and that Boris will only get two attacks, because the parties met on the fifth second, and the sum of 5 plus their strike speed exceeds ten. Note also that each of Boris' rolls is for both hands; this is done to simplify the example. Oedipus attacks, rolling a 43; this would normally hit, but Boris has a 27% defense adjustment (12% because he is a destroyer, and 15% because of his agility) so the attack misses. Next, Terminus attacks Macbeth while Boris attacks Primion. Boris rolls 87 and 94, and misses by a mile, but Terminus rolls a 01, indicating double total damage. He rolls the dice for damage and gets 9, doubled for 18. Macbeth doesn't get his AV against this because of the spectacular to hit roll. Next, Macbeth attacks, and Boris strikes again. Macbeth rolls a 34, which hits easily; he does 7 points of damage, plus an additional 2 points due to his strength. Thus, after armour, Terminus takes five points of damage. Boris rolls 77 and 28, hitting once, and does five points of damage, of which Primion takes only three because of his armour. The last attack in this turn is made by Primion. He rolls a 99 and drops his sword.

Next turn arrives, and everyone rolls for strike speed, except Alvin and Halifax. The rolls are: Macbeth - 8; Fortinbras - 2; Oedipus - 5; Primion - 10; Terminus - 4; Boris - 10, 1, 3. Boris attacks first, while Alvin shoots his bow at Halifax. Boris rolls 55 and 02, indicating double damage, and does a total of 14 points of damage, reduced by 2 due to Primion's armour. So much for Primion. Alvin rolls a 66, missing again. Fortinbras attacks next,

and rolls a 29, hitting and doing 9 points of damage, less four for Terminus' armour. Boris would attack next, but he has killed his previous opponent, and must switch to Oedipus, against whom he doesn't get multiple attacks. In the third second, Halifax's Sleep spell gets off, and he doesn't fail with it. The affected area includes Macbeth, Fortinbras, Oedipus, Terminus and Boris. This may seem like

a stupid move, but Halifax knows that all of his companions have high willpower, so the risk isn't really as great as it seems. The saving rolls are as follows: Macbeth - 15; Fortinbras - 11; Oedipus - 13; Terminus - 17; Boris - 16. Thus, Macbeth, Fortinbras and Oedipus say beddy-bye. At this time, Alvin realizes the wisdom of surrendering and gives up. The victors claim the possessions and perhaps the lives of their defeated foes, and so ends another routine day in Wizards' World.

GENERAL INFORMATION

THE MONETARY SYSTEM

The standard unit of coinage is the silver piece. There are coins of smaller and greater value. Conversion factors are listed below:

1 mithril piece (MP) = 10 gold pieces (GP) = 100 silver pieces (SP) = 1000 copper pieces (CP) = 10,000 iron pieces (IP) = 1,000,000 quatloos (qtl). For gaming purposes, we assume that all pieces are roughly the same size and weight (1 coin weighs approximately .05 kg).

MONEY CHANGERS

Bankers are available in all towns with 500 or more inhabitants. They will exchange money with characters for a base ten percent profit. Bankers will also buy gems for 75% of market value.

EQUIPMENT COST

Each character starts the game with 100 silver pieces (hereafter denoted SP). With this money, characters can purchase their starting equipment. Costs and weights of various items are listed:

Craka



EQUIPMENT TABLE

Armour Type	Cost (in SP)	Weight
Cloth	2	3 kg
Leather	15	8 kg
Chain*	50	18 kg
Plate*	250	30 kg
Leather Barding	40	25 kg
Chain Barding	150	60 kg
Small Shield*	5	2 kg
Large Shield*	8	4 kg
Tower Shield*	20	10 kg

*Silver alloy armour and shields cost 20 x normal.

Weapon	Cost (in SP)*	Weight
Arrows, score (20)	2	1 kg
Axe, battle	12	7.4 kg
Axe, throwing	5	1.6 kg
Bolts, score	2	1 kg
Bow, long	12	3 kg
Bow, short	8	1.6 kg
Cestus	1	0.2 kg
Crossbow, hand	8	1.1 kg
Crossbow, heavy	18	4.4 kg
Crossbow, light	12	2.2 kg
Arbalest	30	9 kg
Cutlass	7	2.9 kg
Dagger	2	0.5 kg
Flail	8	4.1 kg
Hammer, war	8	9.5 kg
Lance	18	16 kg
Mace	8	5.2
Pike	16	13.5
Rapier	9	0.6
Scimitar	10	4.2 kg
Sling	1	0.1 kg
Sling bullets, score	1	1.8 kg
Spear	3	3.3 kg
Staff	2	4.1 kg
Sword, broad	15	7 kg
Sword, long	13	4.5 kg
Sword, short	8	3 kg
Sword, 2-handed	22	11.5 kg
Trident	4	3.6 kg
Whip	2	2.0 kg

*Silver coated weapons cost 20 x normal.

Animal	Cost (in SP)
Dog, war	50
Horse, riding*	35
Horse, war*	175

*With saddle and other necessary equipment, but not including barding.

Provision	Cost	Weight
Ale, 1 liter	3 CP	1 kg
Rations, 1 week	2 SP	2.5 kg
Wine, 1 liter	175 SP	1 kg

Item	Cost	Weight
Backpack	2 SP	2 kg
Bag, saddle	2 SP	0.7 kg
Candle	2 CP	-
Lantern	7 SP	2 kg
Mallet	3 CP	0.4 kg
Mirror	12 SP	0.1 kg



Drakra

Item	Cost	Weight
Oil, flask	1 SP	0.5 kg
Pole, 3 meter	1 CP	2.5 kg
Pouch, belt	6 CP	0.1 kg
Quill, with ink	1 SP	-
Quiver (3 score)	2 SP	0.7kg
Rope, 10 meter	4CP	2.5 kg
Sack	1 CP	0.3 kg
Scroll, with case	2 SP	-
Spikes, iron, 1/2 score	3 CP	2.0 kg
Thieves' tools	6 SP	0.5 kg
Tinder box	1 SP	0.2 kg
Torches, four	1 CP	0.9 kg
Waterskin (4 liter)	8 CP	0.2 kg

A dash indicates that the weight of the object in question is negligible.

ACQUISITION OF EXPERIENCE

All creatures have an experience value. This is given by the sum of the squares of its levels times 100. For example, a 7th level wizard who was also a fifth level thief would have an experience value of seven squared plus five squared times one hundred, or $(49 + 25) \times 100 = 7400$ experience points. If he were killed, all creatures and characters who participated in killing him would divide 7400 experience points among themselves.

Furthermore, characters progressing in a combat-oriented profession (those that gain 3 LP/level) gain five experience points for each point of damage that they inflict with a weapon. This refers to damage after adjustments for armour. Spellcasters gain 25 experience points per spell level cast and characters with thief-like abilities gain 50 experience points for each successful performance of these functions. Note that all such experience is gained only for acts performed in actual combat or worthwhile situations. Wizards frivolously casting spells for no useful purpose and thieves picking the same lock 100 times should not be rewarded. The GM may wish to award experience for other accomplishments as well.

Experience can be awarded on the spot or at the end of an adventure, subject to the whims of the GM.

Characters with fighting professions should only be allowed to apply experience to their skill with weapons that they actually used in acquiring the experience. The bonus experience awards for damage in combat, spellcasting and performance of thief functions only apply if the profession the character is currently advancing in allows for improvement in the ability in question. Thus, someone with warrior ability who was now advancing as a wizard would not gain experience for inflicting damage in combat.



Garn

AGE

The starting age for characters is given by the following table:

STARTING AGE TABLE

RACE	STARTING AGE
Human	18
Dwarf	30
Elf	50
Gnome	30
Half-elf	35
Halfling	25
Dark Elf	50
Demon Halfling	30
Metamorphic Dwarf	30

Characters die at the ages given by the following table:

DEATH AGE TABLE

RACE	DEATH AGE
Human	50 + 1-50
Dwarf	300 + 1-200
Elf	1000 + 1-1000
Gnome	300 + 1-200
Half-elf	500 + 1-500
Halfling	80 + 1-100
Dark Elf	1000 + 1-1000
Demon Halfling	200 + 1-200
Metamorphic Dwarf	300 + 1-200

Characters that reach 3/4 of their maximum age lose 1 point from strength and endurance per 1/20 of their maximum age in years thereafter, but attributes cannot be reduced below three by aging.

LANGUAGES

At the start of play, a character will know his racial language plus one additional language for each fifteen years of his starting age (rounding down to the nearest multiple of 15). If the character is a spell caster, he will know the magic language in addition to the above languages. If an established character wishes to learn an extra language, it will take him $(25-INT)$ months to learn one, with a minimum learning time of one month.

RECOVERY

A creature regains 1/20 of the number of LP it is below its maximum, subject to a minimum of one, per day of rest, and one lost spell point is regained per hour of rest. This is complete rest — no strenuous activities can be performed while resting.

SAVING ROLLS

A saving roll is a character's chance to avoid a certain attack. Saving rolls do not apply to weapon attacks, but they do apply to poison, dragon's breath and many spells. Saving rolls are made against attributes (the appropriate attribute is stated under the attack form) by trying to roll under the attribute on 3-30 (the sum of three ten-sided dice). Sometimes an adjustment will be stated (i.e. a saving roll against WIL -2 would mean that the target of the attack would need to roll under its willpower minus two on 3-30). A creature can always choose to miss a

saving roll. A natural roll of 30 always misses a saving roll, and an unmodified roll of three always succeeds (unless no saving roll is allowed).

MAGIC RESISTANCE (MR)

The number listed as a creature's magic resistance is that creature's chance to avoid the effects of a spell cast by someone of equal level. This chance is adjusted by $5\% \times (\text{the creature's level} - \text{the spellcaster's level})$.

A successful magic resistance roll indicates that a spell has no effect (even against spells like Fire III). Magic resistance only applies to spell attacks (including spells from devices). Note: Creatures do not get magic resistance against creation spells (like Magic Fist).

Example: a tenth level Dark Elf with MR = 25% has a paralysis 1 spell cast at him by a fourth level wizard. His magic resistance is adjusted to 25%, $+5\% \times (10-4) = 55\%$ (he must roll 55 or less on 1-100). If he fails his magic resistance, he is still entitled to a saving roll. If the same Dark Elf were confronted by a 13th level wizard, his MR would be $25\% + 5\% \times (10 - 13) = 10\%$.

DISBELIEF

At any time, a creature may choose to disbelieve. This means that he suspects the presence of an illusion and he wishes to confirm its false nature. If someone chooses to disbelieve an illusion, he tries a saving roll against willpower, success indicating that he will not be affected by the illusion. Disbelief takes a full turn and may be tried as often as desired. A creature can move while attempting to disbelieve, but he may not fight or cast spells. Only one thing can be disbelieved at any one time, and creatures must announce what it is that they attempt to disbelieve.

Note to GMs everywhere: If an illusion of an orc is created, do not tell the players "You see an illusionary orc, do you disbelieve?", tell them something like "You see an orc, what do you do?"

In general, the GM can assume that an encounter creature would attempt to disbelieve an illusion on a successful 3-18 roll against INT, unless, of course, the creature could do something better than disbelieve, like killing the wizard who cast the illusion. Note to the GM: This roll should be modified depending on how appropriate the illusion is to its surroundings.

THE MAGIC LANGUAGE

All creatures with spellcasting ability must be able to speak the magic language. Therefore, it is assumed that they start the game with this ability. All spells are spoken in magic.

At some time, a non-spellcaster may express a desire to learn to speak and read magic. This is like learning any other language and the GM should require the character to spend time studying accordingly.

TRAINING

Characters may wish to raise their attributes during the course of play. Accordingly, training is available. Weightlifting programs, rigorous mental exercises and other similar things can be

supervised by experts, at a price. Training is very costly, as it should be. The cost is 10,000 SP + 10,000 SP per attribute score the character wishes to attain. This must be paid each time a character wants to raise an attribute by one point. Example: A character wishes to raise his INT from 19 to 21. This will cost $10,000 \text{ SP} + (10,000 \times 20) \text{ SP} + 10,000 \text{ SP} + (10,000 \times 21) \text{ SP} = 210,000 \text{ SP} + 220,000 \text{ SP} = 430,000 \text{ SP}$. The character must also spend one hour each day, for a number of days equal to twice the number that the attribute is to be raised to, practicing to improve the attribute. If you think the price is too high, consider the drastic effect that awesome attributes could have on the game. Note: No primary attribute can ever exceed 30. Only primary attributes can be increased through training, not secondary attributes.

LEARNING SPELLS AND THE WIZARDS' GUILD

There is more to learning a spell than just coughing up a few experience points and writing the spell down on your character record sheet. First of all, you have to find the desired spell. Most towns have a Wizards' Guild, and listings of nearly every spell can be found there, with no cost to guild members. Guild membership costs 50 SP per year, and only wizards and specialty wizards are allowed to join. Nonmembers can get copies of spell records for 10 SP per spell level. Keep in mind that wizards make nasty enemies, and anyone trying to steal spells will be in serious trouble. Spells can also be acquired from anyone who already knows the desired spell.

After the character has acquired a copy of the desired spell, he can memorize it in one day per level of the spell, reduced by the spell failure percentage. Thus, learning a sixth level spell with 30% chance of failure would take $6 \times (100\% - 30\%) = 4.2$ days. No other activities can be engaged in while a spell is being learned. If someone already knows a spell, but wants to reduce the spell failure chance, he can commence study where he left off.

POISON

Only alchemists and assassins of sixth or higher level can make poison. There are basically two types of poison, insinuate and ingestive. Insinuate poison will affect the creature in a matter of seconds, because it is delivered directly into the bloodstream. Ingestive poison, depending on which recipe, will act in a variable amount of time, from a few seconds to an hour or more.

Up to one dose per level per day of poison can be manufactured, with a base cost of 5 SP per dose. If stronger manufactured, with a base cost of 5 SP per dose. If stronger poison (a minus on the saving roll) is desired, it can be made at an additional cost of 3 SP times the minus on the saving roll squared for each dose.

Example: a ninth level assassin wants to make nine doses of poison with minus three on the save. The base cost is 45 SP. The additional cost is $3 \text{ SP} \times 3 \text{ squared} \times 9 \text{ doses} = 243 \text{ SP}$. Thus, the total cost is $(243 + 45) = 288 \text{ SP}$.

At the present time, no ingredients are known that are powerful enough to make poison with more than minus four on the saving roll. The GM can make stronger ingredients available if he so chooses, of course.

Not all poisons cause death. Poisons that cause unconsciousness can also be created. The cost of such poisons is the same as for those that cause death. Unconsciousness lasts 5-30 minutes.

All saves against poison are rolled against the creature's endurance. A successful save indicates that the poison has no effect.

All professions except white knight should be allowed to use poison. If the GM wishes to prevent the widespread use of poison in his game, he should either make it very expensive or not available at all.

MOVEMENT

A creature's MV indicates how many meters it walks in one turn. Sometimes, creatures will want to run instead. They can do so as follows:

ACCELERATED MOVEMENT TABLE

MULTIPLE OF MV	TIME
6	END/10 turns
5	END/5 turns
4	END/2 minutes
3	END x 5 minutes
2	END x 10 minutes

This table indicates how long a creature can maintain accelerated movement before the creature must rest. The creature may then choose to keep walking at its normal MV, and after 2000/END minutes, it can accelerate again, but only for the amount of time indicated for one movement factor higher than normal. Repeated sequences of running and walking can be done, but the time factor should be reduced each time. If the creature instead chooses to stop and rest after accelerated movement, it can repeat the rapid movement again in 1000/END minutes.

Example: A creature with a MV and END of 20 runs at a speed of 100 meters per turn (5 x MV). After this, he can either walk or stop completely and recover. Note that this initial run can be kept up for (END/5 =) 4 turns. He can either rest for (1000/END =) 50 minutes and repeat his run, or he can walk for (2000/END =) 100 minutes and run again, perhaps choosing to go at 80 meters per turn (4 x MV), a pace that he could, in his debilitated condition, maintain for up to 4 turns (the time allowed for moving 5 x MV). Note that he would be unable to move 6 times his MV at all. Figures wearing chain or plate armour will only be able to move at an accelerated pace for the time indicated for one movement factor higher than that at which they actually move, and are unable to move at 6 x MV. Thus, a figure in plate armour could run at 5 times his MV for END/10 turns, etc.

Jarg



When a creature is indoors, and mapping an area, he will only be able to move at half of his MV. As soon as he stops mapping, he can pick up the pace again.

FALLING DAMAGE

There may be a time when someone falls a large distance, be it by falling into a pit, being levitated 50 meters up and dropped, or anything else. When this time comes, the GM will wish to know how much damage is done. Falling damage is 1-6 LP for each 3 meters fallen unless the creature makes a saving roll against AGL with a penalty of 2 per meter fallen. Round falling distance down to the nearest 3 meter interval for damage. Thus, falling 2 meters would do no damage.

UNPLANNED ENCOUNTERS

Considering that monsters are relatively omnipresent in the fantasy setting of Wizards' World, characters are likely to meet monsters that aren't directly involved with their current adventure. Such meetings are called unplanned encounters.

When characters are exploring outdoor terrain, the GM should roll a four-sided die each day. If the result is a one, roll again until you don't get a one. The number of ones that you rolled is the number of unplanned encounters that day. For each encounter, the GM should roll a 6-sided die and a 12-sided die. The 6-sided die determines whether the encounter occurred during AM or PM (a roll of 4, 5 or 6 indicates PM). The 12-sided die indicates the hour at which the encounter occurs. Remember, due to lack of light, parties basically rest from six to six, so if an encounter occurs and the party hasn't set up a watch, that party is in big trouble.

When underground, unplanned encounters should be checked for every fifteen minutes. The GM should roll a ten-sided die, a one indicating that an encounter occurs.

The GM should assign outdoor encounters based on the terrain and its inhabitants. He may wish to establish tables of possible encounters in certain areas to make selection easier.

In underground situations, the GM should certainly set up a table of possible encounters, or he might even say that a certain labyrinth or cave complex has no unplanned encounters.

An unplanned encounter table for a low level underground adventure might look something like this:

Roll a six-sided die:

- 1) Orc patrol containing 2-12 orcs and one leader with maximum orcish attributes
- 2) Black Slime
- 3) Ogre, not over sixth level
- 4) Amethyst Dragon
- 5) 1-4 Vilins
- 6) Giant Spider

Notes regarding unplanned encounters: The GM may wish to assign treasure to unplanned encounters if he thinks it appropriate. It is advised that unplanned outdoor encounters should be pre-rolled to speed up adventures.

ENCOUNTER DISTANCE

The distance at which two groups see one another is called the encounter distance. This is determined by the size of the parties, the lighting, the terrain and the weather. Under optimum conditions (huge parties on a clear, bright day in the desert or plains), encounter distance is 1-6 kilometers (1000 times 1-6 meters). This distance is reduced as indicated below:

ENCOUNTER DISTANCE TABLE

FEATURE	ENCOUNTER DISTANCE REDUCTION FACTOR
<i>Lighting</i>	
Bright	1
Average	4/5
Dim	3/10
Darkness	1/10
<i>Terrain</i>	
Jungle	1/20
Plain	1
Desert	1
Brush	9/10
Forest	1/10
Hills	1/5
Mountains	1/10
Swamp	1/5
<i>Party Size</i>	
1-10	3/10
11-25	1/2
26-50	7/10
51 and up	1
<i>Weather</i>	
Clear	1
Fog	1/10
Snow	1/10
Rain	1/2

All appropriate factors (one type of lighting, terrain, party size and weather) are multiplied by the encounter distance given for optimum conditions. If the result is less than 1-6 meters, change it to 1-6 meters. The encounter distance should be rolled for all groups involved, and the rolls may differ if the parties are of different sizes. In no case can encounter distance exceed visibility range, so if, for example, there is a building directly between two parties, adjust encounter distance appropriately.

Let's clarify the lighting factors a little bit. Bright light indicates sunlight or strong indoor lighting. Average lighting indicates late afternoon, lantern light or cloudy skies. Dim lighting is torch light, lighting near sunrise or sunset, or moonlight. Darkness indicates starlight or other very faint lighting.

Example: Two parties meet in the forest with bright lighting and rain. One party has ten people and the other has 20. Party #1 will be seen at a distance of 1000×1 (bright light) $\times 1/10$ (forest) $\times 3/10$ (party size = 10) $\times 1/2$ (rain) = 15 x (1-6) meters. Party #2 will be seen at $1000 \times 1 \times 1/10 \times 1/2$ (party size = 20) $\times 1/2$ = 25 x (1-6) meters.

Note that if party members are larger or smaller than man-sized, party size should be increased or decreased proportionally.

REACTION ROLLS

When parties and encounters meet, and you, the GM, want to discover how the encounter feels about the party, you may choose to cast a reaction roll. The encounter's reaction should be rolled on 1-100, with a higher score indicative of a favorable reaction. Naturally, if the party is nice and friendly, or mean and hostile, you should modify the roll accordingly. However, as you become more experienced, you will probably want to do away with reaction rolls altogether as you will have developed your own ideas as to how various encounters might feel when faced with a given situation.

PLACEMENT OF MONSTERS

Basically, monster placement is just common sense. The environment should be suitable for the monster. Dragons will not be found squashed into 3 meter by 3 meter rooms, abominable snowmen will not be found in the tropics, and syke will not be found in citadel taverns. Also, the monsters in a given adventure should be neither too weak nor too powerful for the party involved. Variety is extremely important as well. Players will rapidly get tired of the game if all they ever encounter are common giants, trolls and ores. Obscure monsters, perhaps including some of your own, will help to add spice to the game. To help in this aspect, many personalities and likely dwelling places of monsters are provided in the monster descriptions.

PLACEMENT OF TREASURE

Please, please Mr. GM, give the players a break. They spend hours slaying a mean, nasty dragon and what do they get? Iron pieces, silver pieces, a few gold pieces and some rusty old weapons. Let the treasure fit the deed. If the party spends days in an abandoned castle fighting for their lives, casting spells and mapping secret passages, they deserve some worthwhile treasure. Now we don't mean to say that you should hand out a magic item each time someone kills an ore; characters who are loaded down with magical items soon become tiresome. But you, the GM, should arrange for parties to have quests and adventures that are challenging enough to warrant their winning some prime treasures. In other words, a third level party whose many magic items include a cloak with *transformation III* at will, a suit of plate armour with an AV of 9 (+ 3, that is) and a *ring of energy absorption II* is ridiculously overloaded, while a twelfth level party in which the best magic item is a dagger with +5% to hit and *slow fall 3/day* is in sad shape.

HIRING OTHER ADVENTURERS

Sometimes, not enough players will be around to constitute a party large enough to have a reasonable chance to succeed on an adventure. At this time, the players may express an interest in hiring other characters to join them on an expedition.

After determining the availability of character-types in the vicinity, the GM should be able to come up with a few volunteers, if the pay is fair. Now we need to define fair pay. Normally, no one significantly more powerful than the players who seek help will join, unless he is promised all treasure found on the adventure or something equally ridiculous. Characters of about the same level as the players will probably accept a fair division of the treasure, and much weaker characters might accept a half share of treasure.

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Madradox



ABOUT THE GENERAL POPULATION

Most of the people in any world are not adventurers. Instead of having a character-type profession, they have more mundane jobs like innkeeper, farmer, etc. Accordingly, the general populous will usually treat players with some respect. Of course, there will be some exceptions.

MAGICAL ITEMS

Magical items are those objects which employ spell-like abilities or other magical properties. The GM should carefully consider which, if any, magical items he will give out as treasure, making sure that he doesn't give a player something so powerful that the player can blow away the whole world singlehandedly. The magic items included in this section include only a few of many possibilities, and the GM may wish to include some special items of his own.

POTIONS

Potions are normally a one-shot thing — a creature or character drinks a potion, the potion releases its magic for some limited duration, and the potion is gone. However, the GM may desire to make a potion, perhaps the object of a quest, which bestows permanent abilities upon a character. Below is a list of possible potions. Unless otherwise noted, the potion effect is identical to the spell of the same name. You may also wish to include alchemists in your game — if so, perhaps players will occasionally be able to purchase potions. If you choose to do this, the supply should be very limited. Potions can be created by alchemists or wizards of tenth or higher level assisted by alchemists. An alchemist alone takes 2 weeks per spell level to create a potion and it costs him 100 SP per week per potion in ingredients. Time is halved when a wizard and an alchemist work together. If potions are available, they will normally cost at least 500 SP per spell level. Up to 10 potions of the same type can be created simultaneously. Note that potions which bestow permanent abilities can never be purchased for any amount of money, and players should not be able to create them. Potion duration is the same as if the spell had been cast by a wizard of tenth level or higher, depending on the level of the creator of the potion.

POTION TABLE

Climb	Recognize Charm	Magic Resistance
Disguise	Trace Article*	Spell Reflection*
Grow	Eavesdrop	Tough Skin*
Distance Vision	Mage Sight	Missile Reversal*
Withstand	Poison Immunity	Scry
Electricity	Telepathy	Restore Youth
Duplicate Self	Courage	Leap
Read Mind*	See Invisible	Meditation*
Silent Movement	Breathe Water	Electricity Immunity
Dark Vision	Flight	Levitate*
Cold Immunity	Missile Protection*	Alertness*
Sustain	Spell Shield*	Restore Attribute
Transformation*	Energy Absorption*	Identify Magic
Detect Magic	Protection from Physical Attacks	Fire Immunity
Heal*	View Reality	Attribute Enhancement*
Voice Throw	Know Past	Leave Me Alone*

Withstand Fire	Speak with Matter	Speed*
Detect Traps	Protection from Detection	Withstand Cold
Invisibility*	Protection from Mental Attack	Detect Life
Converse	Globe of Magic Negation	

*There are more than one of these spells. Any of the various types are possible.

The potion table lists the abilities that potions give (see spells for details). Reverse spells might occasionally be thrown in as cursed items.

SCROLLS

Scrolls can be created by any wizard or specialty wizard of at least 6th level. The possessor of a scroll can cast the spell (or spells) on it as if he knew it (them) with no chance of failure. To use a scroll, however, a creature must be able to read the magic language, in which all scrolls are written. The spells on a scroll are at the level of the scroll's creator. As a rule of thumb, if you don't know the level of a scroll's maker, figure the creator's level is 6th or twice the highest spell level on the scroll, whichever is higher. You, the GM, may wish to make a scroll more powerful by assigning a higher level to it. Any spell can be put on a scroll except *magic item creation*.

Casting scroll spells takes the same amount of time that casting the spell normally takes. Scrolls take three days per spell level to make, at a cost of 100 SP per spell level. If the GM wishes to make scrolls available for sale, they should be very rare and should cost at least 300 SP per spell level. Note: You may wish to create cursed scrolls that affect the reader as if the spell were cast against him (i.e. paralysis). The cost of such scrolls is the same as the cost of ordinary scrolls.

CHARGED ITEMS

Charged items may come in any form, i.e. a sword, a ring or anything else. Normally, these items have certain spells that they can perform, and a certain number of times that they can perform these spells (# of charges). The number of charges that a spell uses is the same as the number of spell points a wizard must expend to cast the spell. Example: A wizard creates a staff that has 50 charges and can cast the following spells:

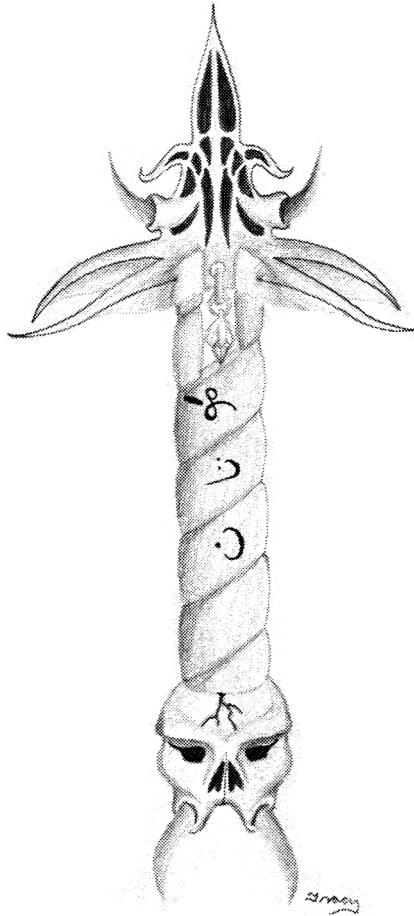
Detect Magic (1)	Fire Immunity (3)
Dark Vision (3)	Speed II (4)
Converse (3)	Flight (3)
Invisibility III (4)	Improved Charm I (5)

The numbers in parentheses are the spell levels. In this example, each spell would use one charge except *improved charm I* which would use two charges.

In order for someone to create a charged item, he must be a wizard or specialty wizard. He must know the *magic item creation* spell with no chance of failure. He must cast this spell on the magic item to be, then he must spend (# of charges) X (total number of spell levels) in days enchanting the item. The cost of such enchanting is 50 SP per day. It should be obvious that any player who wishes to manufacture magic items will

effectively take himself out of the game for a prolonged period of time.

Charged items function at the level of their creator. Exception: An item that has been recharged functions at the level of the wizard that most recently recharged it.



Wand of Death and Destruction

RECHARGEABLE ITEMS

Normally, charged items lose all magical properties when the last charge is expended, but if an item's creator spends double normal time enchanting, he can create a rechargeable item. If an item is rechargeable, its charges can be restored as follows: (1) Cast Magic Item Creation on the object; (2) Spend 1 day per 5 charges to be restored preparing and casting spells into the object. This costs nothing, but does require the full attention of the wizard (you can't do it while adventuring).

Example of item cost: The staff from the previous example would take (# of charges) x (total # of spell levels) in days to create (1300). The cost will be 50 SP per day, or 50 x 1300 = 65,000 SP. If the wizard wanted to make this staff rechargeable, it would take 2600 days and 130,000 SP.

LIMITED USE ITEMS

Items can be enchanted to cast certain spells up to a specified maximum number of times each day. Any spell can be put on such a device except *wish* spells, *magic item creation* and

permaspell. The maximum number of spells on any one device is ten.

The time required to enchant a spell onto an item in this way is one week per spell level times the maximum number of uses per day. A *magic item creation* spell must also be cast on the item. Cost is 100 SP per week. Time is doubled to put the second spell on an item, tripled to put the third spell on an item, etc. The wizard must know all spells to be put on the item with no chance of failure.

Example: A wizard wants to create a ring that allows the wearer to do the following things:

View Reality (5) 3/day	Telepathy (3) 2/day
Invisibility III (4) 3/day	Mage Sight (3) 2/day
Spell Negation I (3) 3/day	Detect Magic (1) 5/day

The numbers in parentheses are the levels of the spells. The enchantment time is listed below for each spell:

View Reality 5x3 = 15 weeks
Invisibility III 4x3 (x2) = 24 weeks
Spell Negation 13x3 (x3) = 27 weeks
Telepathy 3X2 (x4) = 24 weeks
Mage Sight 3X2 (x5) = 30 weeks
Detect Magic 1x5 (x6) = 30 weeks

Thus, total creation time is 158 weeks and cost is 15,800 SP.

PERMANENT ITEMS

ARMOUR

Armour can be enchanted with increased AV and to increase defense. The sum of AV increase and the number of 5% increments of defense cannot exceed 10. Making such magical armour requires a *magic item creation* spell followed by 1 week cumulative for each point of AV plus one week cumulative for each 5% defense bonus, at a cost of 100 SP/week.

Example 1: Plate armour with AV = 11 (+5) that adds 25% defense would take (1+2+3+4+5) + (1+2+3+4+5) = 30 weeks to create and would cost 3000 SP.

Example 2: Plate armour with AV = 16 (+10) and no defense bonus (which it isn't allowed to have anyway) would take (1+2+3+4+5+6+7+8+9+10) = 55 weeks to create and would cost 5,500 SP.

WEAPONS

Weapons can be enchanted to have increased damage and increased to hit chances. The sum of the damage increase and the number of 5% increments added to the to hit probability may not exceed 10. Enchanting weapons in this manner takes one week cumulative per added point of damage plus one week cumulative per additional 5% on the to hit chance. A *magic item creation* spell is required. For examples of cost, see armour, substituting damage bonus for AV and to hit probability for defense, and, of course, using a weapon instead of armour.

PROTECTIVE ITEMS

A protective item is a device that aids a creature in making its saving rolls. Thus, a +5 protective pendant would give its bearer



Placeron

a bonus of 5 on all saving rolls. Note that regardless of bonuses, a natural roll of 30 always means that a saving roll fails. The time required to enchant a protective item is two weeks cumulative per protective bonus, at a cost of 100 SP per week. The maximum bonus on any one protective item is 10. Of course, a *magic item creation* spell is required to create a Protective Item.

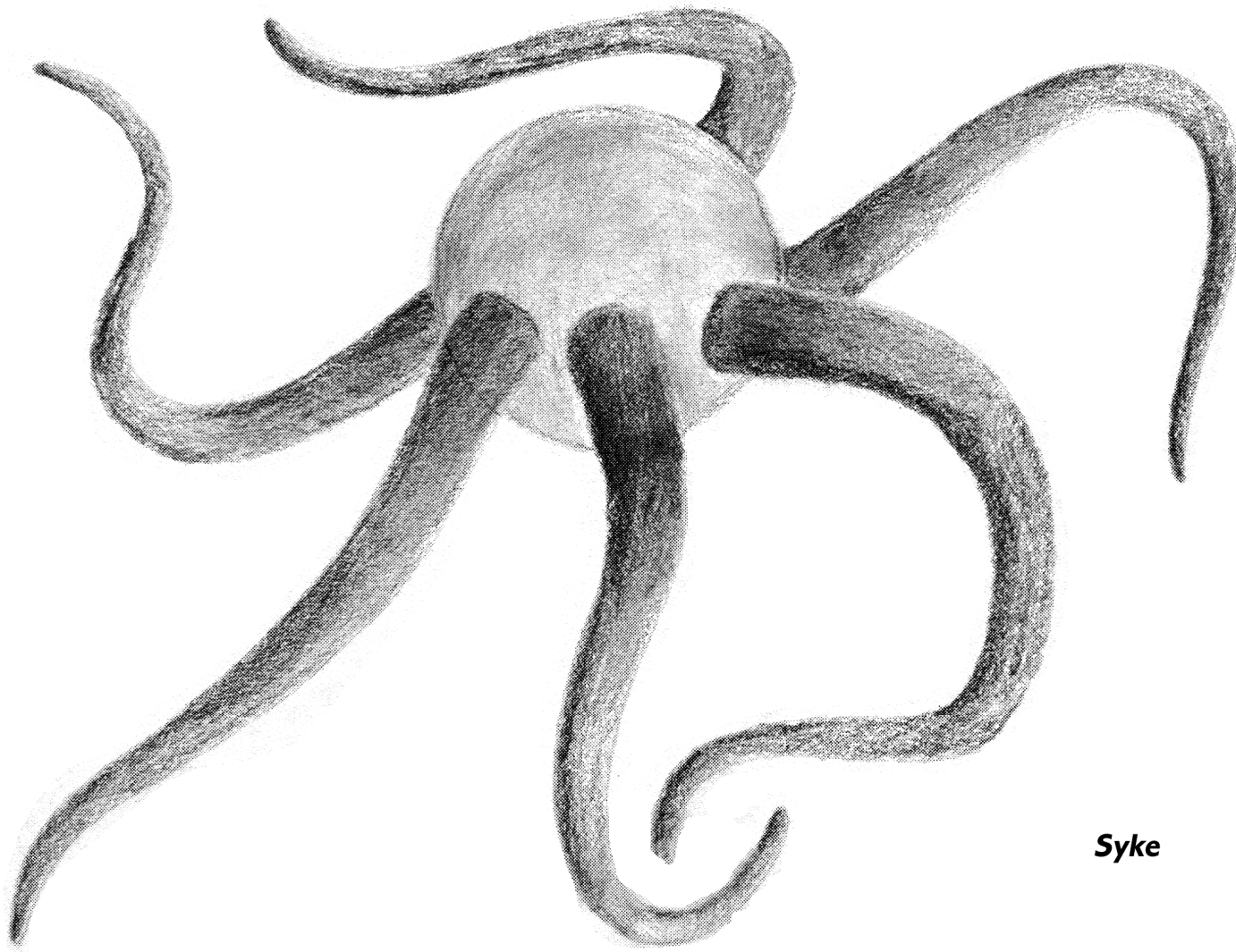
Example: A +10 protective amulet would take $(2+4+6+8+10+14+16+18+20) = 110$ weeks to create. The cost would be $110 \times 100 = 11,000$ SP.

OTHER PERMANENT ITEMS

Any spell can be placed on an item permanently. The spells on the potion table function at all times. Other spells must be activated, but there is no limit on their use. *Wish* spells, *magic item creation* and *permaspell* cannot be put on a permanent item. In fact, multiple spells may be put on the same item, up to

a maximum of 10. Each spell placed on an item requires a *create magic item* spell, which the wizard must know with no chance of failure. The wizard must also know all spells to be placed on the item with no chance of failure. Enchanting time is 10 weeks per spell level. The second spell put on an item takes twice as long; the third spell takes three times as long, etc. Cost is 100 SP/week. Armour and weapons that are enchanted can also have spell properties — simply treat the armour or weapon enchantment as the first spell placed on the item. Protective items with other properties can similarly be created. All permanent items function at the level of their creator.

Example: A wizard makes a suit of plate mail with AV = 16. He adds permanent *transport I* (level 4) and *spell reflection I* (level 7). The time required for the armour enchantment is 55 weeks (see armour example 2). *Transport I* is 4th level, so it would normally take 40 weeks, but it's the second spell so it takes $2 \times 40 = 80$ weeks. *Spell reflection I* is 7th level and the third spell,



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so it would take $3 \times 70 = 210$ weeks. Total time is therefore $55+80+210 = 345$ weeks. Cost is $345 \times 100 = 34,500$ SP.

Note: If the wizard had had any brains, he would have put the higher level spell on first to cut down on time and cost [$55+(2 \times 70)+(3 \times 40) = 315$]. However, don't forget that armour or weapon enchantment must be the first spell put on an item.

One last comment regarding magic items — charged and permanent items are very powerful, and the GM should never make them available for sale. On the other hand, trading might be possible....

NON-STANDARD MAGIC ITEMS

The GM may wish to include other magic items in his campaign. Those mentioned here are only a very small portion of those possible, so, by all means, don't let our guidelines stifle your imagination.

ACTIVATING MAGICAL DEVICES

In combat situations, it becomes necessary to know how long it takes to activate magical items. So, we supplied the following table:

MAGIC ITEM ACTIVATION TABLE

Item	Time to Activate (in seconds)
Potion	3
Scroll	Normal casting time of spell
Other	1

Note that scrolls must be read aloud, so a *sphere of silence* would make them useless. The time listed for a potion is simply how long it takes to drink one. Other magic items require neither words nor motions to activate them, for they are activated telepathically. Only one spell can be cast from an item each turn. Thus, even if a character had six magical items, he could only cast one spell from the item of his choice each turn.

MONSTERS

An integral part of any fantasy setting is the monsters; obviously a mighty warrior would be unable to slay a fierce dragon if there were no fierce dragon to slay. Accordingly, we felt it necessary to include several monsters in this edition. There are monsters to provide challenges for powerful and inexperienced characters alike. Naturally, the GM can (and perhaps should) include special monsters of his own devising.

EXPLANATION OF MONSTER DESCRIPTIONS

Level — This lists all of a monster's skills (professions) and his proficiency in them.

Size — This is the height or length of the creature, as appropriate.

Attacks — This lists the monster's attack forms and the damage that they inflict. This does not include the damage adjustment for strength. Strength has no effect on bite attacks. All attacks that hit inflict a minimum of one LP of damage (before adjustment for AV).

Magic Resistance — This is a creature's chance to be completely unaffected by spells cast by someone whose level is equal to the monster's highest level. Even if MR doesn't work, saving rolls are allowed where appropriate. **Primary Attributes** — STR, INT, WIL, END, DEX, AGL and APP, just like players have. When APP is listed as "NA", it means that the form of the monster is inappropriate to the human conception of appearance.

Secondary Attributes — These are calculated just as they are for players, except MV (see below). Use the profession with the best life points first to find a monster's LP total (i.e. a level 4 warrior that was also a level 5 wizard would add $(4 \times 3) + 1 \times 1 = 13$ to its base LP).

Movement Value — Calculate the movement value as listed under secondary attributes. Modify as follows:

x2 for any basically ordinary four-legged creature

x1 for any bipedal creature

x1/2 for any creature of "epic" proportions, like dragons. Giants don't suffer this penalty because of their long legs. Slime also get 1/2 MV.

x0 for anything that has no land movement apparatus. The GM should decide the MV for anything that doesn't clearly fit into one of these categories.

Absorption Value (AV) — Monsters with an AV number have tough skin which absorbs damage. If they wear armour or use a shield, AV is cumulative.

Special Abilities — This indicates any unusual characteristics or abilities that a given monster may have.

Defense — This is natural defense. Agility bonuses are cumulative. Note that if defense is dependent on level, it should be based on the highest level attained by that creature in any single profession.

NOTES ABOUT ALL MONSTERS

The ranges and abilities detailed for the monsters are given for the normal everyday monster on the street for that species. Great deviations from the listed statistics are possible.

Sometimes monsters will have primary attributes that are less than the stated minimum for one or more of their professions. This is because the professions listed for monsters are merely the equivalent of the monsters' innate abilities.

Also, some monsters without hands or even speech capability are able to cast spells. The spells take the normal amount of

time, but the monster need only concentrate to produce the desired effect. Monsters do not make adjustments for intelligence on spell failure rolls.

Although ranges are supplied for monsters' attributes, this does not mean that they should be randomly generated; the GM should decide on the monsters' attributes.

MONSTER DESCRIPTIONS

AZARA

Level: 2-5 W

Size: 0.8-1.2 meters tall

Attacks: 2 claws: 1-6; bite: 3-13

MR: None

STR: 15-20	END: 15-20	APP: NA
INT: 5-10	DEX: 13-18	AV: 0
WIL: 6-14	AGL: 15-20	Def: 0%

Special Abilities: None

Description: Azaras are vicious members of the cat family. They look much like lions, except they are dark blue in colour.

BALOO

Level: 0-16 BK; 1-18 Wz

Size: 1.8-2.3 meters tall

Attacks: weapon(s)

MR: 20%

STR: 8-20	END: 3-18	APP: NA
INT: 11-20	DEX: 11-18	AV: 1
WIL: 8-21	AGL: 8-18	Def: 3%/Level

Special Abilities: Dark Vision 60 meters; Reflect electricity attacks; Immune to poison

Description: Baloos are a race of angular crystalline creatures. Evidently, they come from deep within the earth. They dislike all of the character races except the metamorphic dwarves and the dark elves, with whom they are quite friendly. Since a baloo's gem properties, and therefore its value, goes up proportionally to its level, baloos are somewhat of a mixed blessing to parties who encounter them. Blunt weapons do double damage (quadruple after a cold-based spell) to baloos.

BAT, VAMPIRE

Level: 2 W

Size: 0.4-0.6 meter wingspan

Attacks: Bite: 1-3 + blood drain

MR: None

Flight Speed: 20 meters/turn

STR: 3	END: 5-13	APP: NA
INT: 5-8	DEX: 8-13	AV: 0
WIL: 5-13	AGL: 12-19	Def: 0%

Special Abilities: Sonar (equivalent to Dark Vision 10 meters)

Description: This is the kind of bat that many vampires are able to turn into. If they hit in combat, they cling to their victim and suck his blood, inflicting 1-2 points of damage per turn. If a vampire bat drains blood for as much damage as it has life points, it will be satiated and leave.

CENTAUR

Level: 1-12 W

Size: 1.8-2.1 meters tall

Attacks: Weapon(s) or 2 hooves: 1-3

MR: 5%

STR: 14-20 END: 15-21 APP: 5-20

INT: 5-20 DEX: 8-20 AV: 1

WIL: 8-20 AGL: 11-20 Def: 5%

Special Abilities + 10% bow

Description: Centaurs are a cross between horses and humans. They are friendly, and get along well with many of the character races. However, centaurs are quite conservative and refined, so they are often shocked by the actions of humans and the other wild races. Centaurs inhabit grassy areas.

CRAKA

Level: 1-9 Sc; 1-7 Wz

Size: 1.3-1.7 meters tall

Attacks: 2 claws: 1-8

MR: None

Flight Speed: 30 meters/turn

STR: 5-11 END: 7-12 APP: NA

INT: 11-19 DEX: 13-18 AV: 0

WIL: 11-16 AGL: 13-18 Def: 0%

Special Abilities: See 1.5 times normal distance

Description: Crakas look like a cross between hawks and humans. They are indifferent to most creatures, but they hate metamorphic dwarves, and they will strive to kill them whenever possible. This serves to keep the craka population fairly low.

CREED, THE

Level: 1-20 D

Size: 1.6-2.1 meters tall

Attacks: variable

MR: None

STR: 14-20 END: 13-20 APP: 5-20

INT: 11-20 DEX: 13-20 AV: 0

WIL: 16-20 AGL: 17-20 Def: 0%

Special Abilities: Variable

Description: The creed is a fierce cult of martial artist types. They are not necessarily evil, but they are rarely good-natured. The creed is extremely well organized and efficient, and any creature or group that interferes with the order of the surrounding countryside is in for trouble. Creed guilds are present in almost all towns, and any player destroyer who enters such a town will be harassed until he joins the creed, or leaves the area.

CYCLOPS

Level: 4-16 W

Size: 3.5-4.5 meters tall

Attacks: Great Axe: 2-20

MR: 5%

STR: 23-29 END: 21-28 APP: 3-12

INT: 6-14 DEX: 5-12 AV: 3

WIL: 6-18 AGL: 5-14 Def: 10%

Special Abilities: Dark Vision 40 meters

WIZARD'S WORLD 64

Description: Cyclopes are essentially one eyed giants. They are almost always hostile toward anything they encounter except other cyclopes. Cyclopes are angered by fire, and, in its presence, they will always attack viciously.

DANURRA

Level: 10-14 BK; 11-16 Wz

Size: 2.1-2.4 meters tall

Attacks: 2 claws: 1-4

MR: 45%

STR: 21-25 END: 21-25 APP: NA

INT: 18-23 DEX: 16-22 AV: 3

WIL: 18-25 AGL: 16-21 Def: 95%

Special Abilities: Dark Vision 70 meters; View Reality; Immune to poison, disease, fire, cold; Possession, Imprison Life Force, Sleep, charms; Take 1/2 damage from electricity; At will: Improved Charm I, Transport IV, Transformation I, Radiate fear in 5 meter radius (as per Fear II); Weapons with a magical bonus of 15% to hit (or greater) are needed to hit a danurra; Regain lost LP at a rate of 5/turn

Description: The danurra are greater demons. They are always searching for souls to take to the demon lords. They often infiltrate a party while in a transformed state, and wait for a time to kill the adventurers and steal their souls. Despite their merciless nature, the danurra are not stupid. If they are facing a powerful party, they will negotiate or even transport away if the situation is bad. After all, why should a danurra risk defeat at the hands of tough adventurers when weak ones are plentiful?

DOG, WAR

Level: 1-3 W

Size: 0.8-1.1 meters tall

Attacks: 2 claws: 1-2; bite: 2-7

MR: None

STR: 12-19 END: 12-19 APP: NA

INT: 4-7 DEX: 8-14 AV: 0

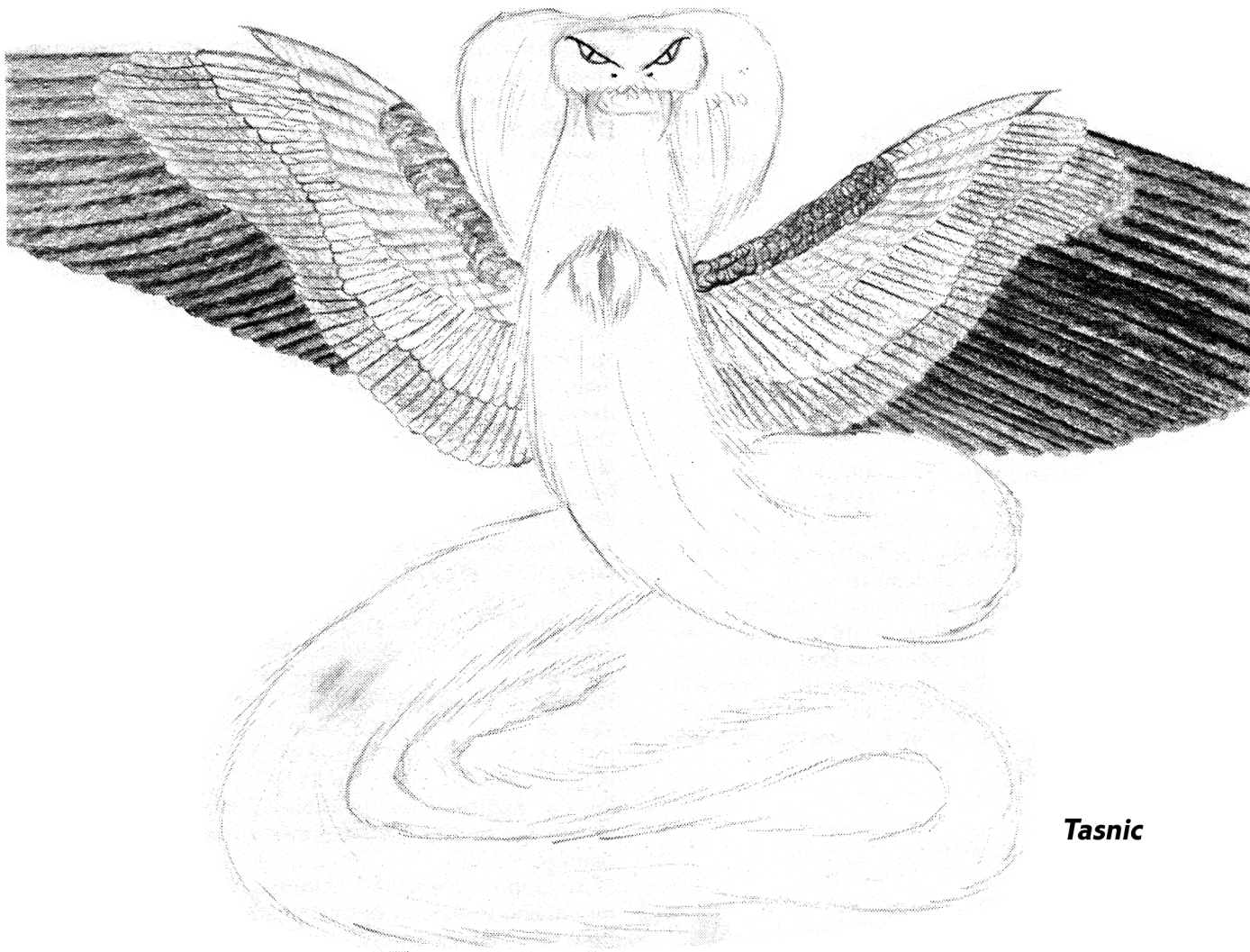
WIL: 6-12 AGL: 9-18 Def: 0%

Special Abilities: None

Description: War dogs are similar, but superior, to ordinary dogs. They are traditionally loyal, but have been known to kill cruel masters.

DRAGONS

Dragons, in addition to their claw and bite attacks, have a breath attack. This attack can be used an unlimited number of times per day, but no more than once per turn. Dragons can use their breath attack when fighting parties up close or at a distance, since each dragon is unaffected by its particular breath attack. Dragon's breath will be in the form of a cloud or a cone. In either case, the longest distance given is the length of the affected area. In the case of a cone, the second measurement is the width of the cone at the end farthest from the dragon. The third is the width at the dragon's mouth. Dragon's breath takes effect on the first second of a turn. All in the affected areas will take the listed damage; a saving roll against AGL for half damage is applicable.



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All dragons speak their own language, though different dragon types speak different dialects, plus one additional language per four levels.

DRAGON, AMETHYST

Level: 2 W; 2-5 Wz

Size: 0.6-0.9 meters long

Attacks: 2 claws: 1-3; bite: 1-6

MR: 15%

Flight Speed: 20 meters/turn

STR: 3-5 END: 16-20 APP: NA

INT: 15-20 DEX: 13-18 AV: 1

WIL: 15-20 AGL: 15-20 Def: 0%

Special Abilities: Dark Vision 30 meters; See Invisible; Invisibility III at will

Description: These little guys live in all types of terrain. They are usually violet in colour. Since they enjoy company, they make good correllions. If their new-found master is mean to them, however, they will split.

DRAGON, DIAMOND

Level: 8 W; 14-21 Wz

Size: 8-12 meters long

Attacks: 2 claws: 1-10; bite: 6-36

MR: 45-65%

Flight Speed: 50 meters/turn

STR: 24-28 END: 24-30 APP: NA

INT: 16-22 DEX: 16-21 AV: 6

WIL: 25-30 AGL: 14-19 Def: 100%

Special Abilities: View Reality; Breath: Electricity in 11 x 3 x 0.6 meter cone for 6-60 points of damage

Description: Diamond dragons only live on cloud shrouded mountain peaks, and they are brilliant white in colour. They are basically good-natured, and they value their time alone highly; diamond dragons dislike being disturbed. They will almost always help parties in need, but they hate being taken advantage of. Diamond dragons are merciless when angered.

DRAGON, EMERALD

Level: 8-12 W; 8-12 Wz
Size: 8-10 meters long
Attacks: 2 claws: 1-10; bite: 6-36
MR: 35-45%
Flight Speed: 40 meters/turn

STR: 24-30	END: 24-30	APP: NA
INT: 15-20	DEX: 14-19	AV: 6
WIL: 24-29	AGL: 13-18	Def: 90%

Special Abilities: See Invisible; Breath: poison gas in 6 x 6 x 10 meter cloud

Description: These green-coloured dragons live in rocky, mountainous regions. Their breath attack kills all within the cloud instantly unless they make a saving roll against END -4. Emerald dragons are always looking for a fight.

DRAGON, MALACHITE

Level: 12-18 W; 12-18 Wz
Size: 10-12.5 meters long
Attacks: 2 claws: 2-12; bite: 8-48
MR: 35-65%
Flight Speed: 40 meters/turn

STR: 26-30	END: 28-30	APP: NA
INT: 16-21	DEX: 15-21	AV: 8
WIL: 26-30	AGL: 14-19	Def: 90%

Special Abilities: Dark Vision 70 meters; View Reality; 2 breath attacks: Fire: 11 x 4 x 0.5 meter cone for 7-70 points of damage; Cold: 11 x 4 x 0.5 meter cone for 7-70 points of damage.

Description: Malachite dragons dwell in deep, craggy ravines or in dark underground caverns. They are dark green in colour with nasty looking red eyes. They have two heads; one breathes cold, the other fire. Because malachite dragons dislike hassles, they will agree to not kill parties for a reasonable (from their point of view) number of magic items. Their word is as good as mithril, but if you cross them or give them a hard time, they don't get mad, they get even.

DRAGON, PEARL

Level: 4-7W; 3-6 Wz
Size: 7-9 meters long
Attacks: 2 claws: 1-8; bite: 5-30
MR: 25-30%
Flight Speed: 35 meters/turn

STR: 23-27	END: 24-27	APP: NA
INT: 12-17	DEX: 13-18	AV: 4
WIL: 21-26	AGL: 12-17	Def: 30-45%

Special Abilities: See Invisible; Dark Vision 50 meters; Breath: cold in 8 x 3 x 0.4 meter cone for 4-40 points of damage

Description: Pearl dragons typically inhabit caverns near large fresh water lakes or rivers. They are usually white, but blue ones have been sighted. Blue pearl dragons are highly prized by wizards. Pearl dragons frequently have contact with men, and they are usually amicable.

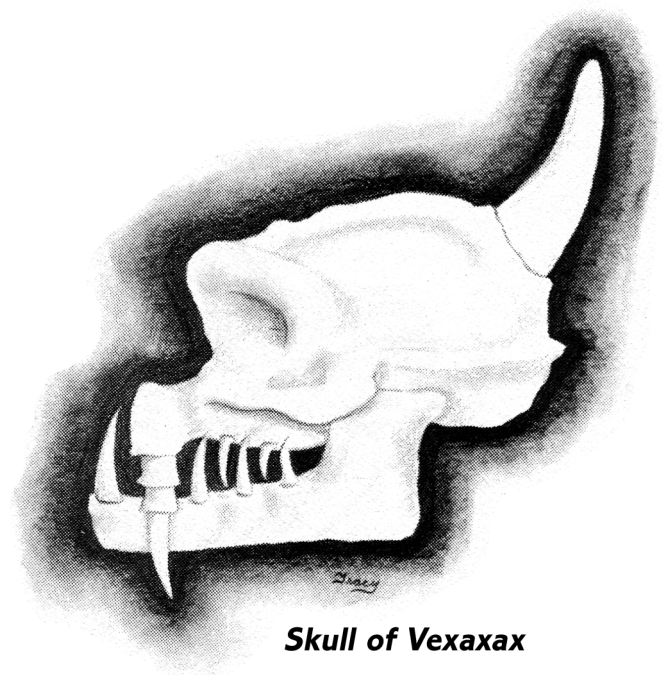
DRAGON, RUBY

Level: 17-24 W
Size: 9-14 meters long
Attacks: 2 claws: 2-16; bite: 5-50
MR: 40%
Flight Speed: 50 meters/turn

STR: 28-30	END: 29-30	APP: NA
INT: 14-20	DEX: 15-22	AV: 11
WIL: 22-30	AGL: 16-21	Def: 90%

Special Abilities: See Invisible; Dark Vision 60 meters; Breath: fire in a 12 X 4 X 0.6 meter cone for 8-80 points of damage

Description: These red coloured dragons always live in mountainous regions. Ruby dragons enjoy a good fight, but they rarely attack unless provoked.



Skull of Vexaxax

DRAGON, SAND

Level: 4-6 W
Size: 4-7 meters long
Attacks: 2 claws: 1-8; bite: 4-24
MR: 20%
Flight Speed: 30 meters/turn

STR: 20-26	END: 23-27	APP: NA
INT: 9-15	DEX: 13-18	AV: 4
WIL: 19-25	AGL: 12-17	Def: 75%

Special Abilities: Dark Vision 45 meters; Chameleon ability (see below)

Description: Sand dragons live in deserts and arid mountains. They have the ability to change their colour to match their surroundings. This gives them the equivalent of the thief ability to hide in shadows with a 70% chance of success, but sand dragons do not need any shadows to hide in.

DRAGON, SAPPHIRE

Level: 6 W; 6-12 Wz
Size: 6-9 meters long
Attacks: 2 claws: 1-8; bite: 5-30
MR: 40-60%
Flight Speed: 40 meters/turn

STR: 23-26	END: 24-28	APP: NA
INT: 15-20	DEX: 14-19	AV: 4
WIL: 23-29	AGL: 13-18	Def: 90-115%

Special Abilities: Dark Vision 40 meters; View Reality; Breath: energy blast in 8 x 3 x 0.5 meter cone for 6-60 points of damage

Description: These dragons live on high peaks and mountain tops. They are light blue in colour. Sapphire dragons dislike fighting, but if a conflict arises, they will either use their spell abilities to blast the offender(s), or they will transport away. Sapphire dragons are knowledgeable in the field of magic, so friendly treatment of them could be quite worthwhile.

DRAKRA

Level: 35 Att
Size: 2 meters tall
Attacks: 3 sword: 9-90; 3 axe: 25
MR: 113%

STR: 30	END: 30	APP: 30
INT: 30	DEX: 30	AV: 11
WIL: 30	AGL: 30	Def: 166%

Special Abilities: Dark Vision 200 meters; Never surprised; Immune to poison, disease, Sleep, charms, fire, cold; Takes half damage from electricity; At will: Improved Charm III, Transport IV, Transformation III, View Reality, Interplanar travel

Description: Drakra is one of the demon lords. He usually appears as an incredibly handsome human male. He often exudes an aura of awesome power. It is proposed that Drakra lives on some other plane, but he frequents earth to engage in his favorite pastime: battle. Drakra fights with a broad sword and a throwing axe. He always hits his target. Any being struck by the sword will be instantly killed if he misses his save against endurance minus twelve. Drakra's axe inflicts twenty-five points of damage on a hit, and destroys all magical items, except weapons, on the creature struck. Furthermore, when Drakra throws his axe, it will disappear after striking the target, and reappear in his hand in a split second. The range on the axe of Drakra is his line of sight. Only Drakra is able to wield this weapon. All damage inflicted by Drakra can only be healed by natural healing. All damage inflicted on Drakra will be healed on the next turn, and even if he is killed, he will reform on his home plane in but two hours. Strangely enough, Drakra greatly respects those who defeat him, and he will often bestow a great gift on his killers. Note, that we didn't show Drakra's true 30 appearance in his picture. If we did, all the girls would be unable to turn the page.

DROM

Level: 4 W
Size: 2.5 meters tall
Attacks: 2 claws: 1-4 + endurance drain
MR: 20%

STR: 22	END: 15	APP: NA
INT: 0	DEX: 13	AV: 0
WIL: 0	AGL: 13	Def: 2%

Special Abilities: Detect life in 40 meter radius; Drain 1 EN D point on a hit (returns in 1-6 hours); Immune to cold, Sleep, charms, poison, disease, Possession, Imprison Life Force, fear, transformation, paralysis, Labyrinth

Description: Drom are a terrible type of undead in the form of giant skeletons. They hate all living things, and wander randomly through dungeons killing everything they see. It is postulated that the drom were created by the insane wizard Sherlock.

EPSILON

Level: 8-14 W
Size: 1.8-2.3 meters tall
Attacks: 2 hooves: 1-4; horns: 1-4
MR: 5%

STR: 21-25	END: 21-25	APP: NA
INT: 3-10	DEX: 8-14	AV: 2
WIL: 5-12	AGL: 9-13	Def: 20%

Special Abilities: See below

Description: Epsilons are bull-like creatures with red horns and eyes and black fur. They are extremely hostile, and frequently attack on sight. In addition to their horn and hoof attacks, Epsilons can fire green colored bolts of energy that inflict 6-16 points of damage and cause paralyzation (Save vs. END -2). Epsilons inhabit flat, open areas.

FANGORE

Level: 9-16 BK; 3-9 Wz; 5-12 Sc
Size: 0.7-0.9 meters tall
Attacks: 2 claws: 1-4; bite: 5-20
MR: 25%

STR: 16-21	END: 18-23	APP: NA
INT: 16-22	DEX: 16-19	AV: 1
WIL: 18-22	AGL: 19-26	Def: 40%

Special Abilities: Immune to poison, disease, lightning, cold; Permanent Darkness at will; Dark Vision 40 meters; smelling ability equal to See Invisible, 30 meter range; Wind (see below)

Description: Fangores are wolf-like creatures with black fur and crimson eyes. They have the ability to create a fierce gale in a one meter per level radius. The wind is so powerful that a strength of 9 is required just to stand and even then all attacks are at minus 30% on the to hit chance. In addition, all missile weapons that can miss will miss. Naturally, fangores are unaffected by their own wind.

Wraith



FOX, ICE

Level: 1-2 W
Size: 0.4-0.6 meters tall
Attacks: Bite: 1-6
MR: 5%

STR: 4-6	END: 9-14	APP: NA
INT: 8-12	DEX: 13-18	AV: 0
WIL: 9-14	AGL: 15-20	Def: 15%

Special Abilities: Immune to cold, disease

Description: These foxes live only in very cold areas. They are brilliant white in colour. Note: Ice foxes take double damage from fire.

FROG, FROST

Level: 2-6 Wz
Size: 0.2-0.3 meters tall
Attacks: Cold (see below)
MR: 15%

STR: 3-5	END: 5-12	APP: NA
INT: 13-21	DEX: 3-9	AV: 0
WIL: 8-19	AGL: 8-16	Def: 15%

Special Abilities: Radiate cold 2 meter/level radius for 1-6 points of damage; Transport spells — each 1/day; View Reality; Immune to cold

Description: Frost Frogs are basically peaceful creatures. They prefer to use their innate transport abilities to avoid a fight. If befriended, however, they can be quite useful because frost frogs make it their business to know what's going on all around them at all times. Frost frogs take double damage from fire.

GARGOYLE

Level: 3-7 W
Size: 1.7-2.2 meters tall
Attacks: 2 claws: 1-4; bite: 1-6
MR: None

STR: 10-20	END: 13-20	APP: 3
INT: 3-12	DEX: 10-18	AV: 1
WIL: 6-14	AGL: 13-19	Def: 0%

Special Abilities: Dark Vision 40 meters; Bite causes unconsciousness (save vs. END +2)

Description: Gargoyles are reptilian humanoids with sharp teeth and long claws. They love to kill for the fun of it, and thus are extremely nasty characters. Gargoyles usually inhabit dark, dank places, but if they are in the service of an evil wizard, they could be almost anywhere.

GARN

Level: 1 W
Size: 0.4-0.6 meters tall
Attacks: 2 claws: 1; bite: 1-2
MR: 10%

STR: 3-5	END: 9-12	APP: 3-5
INT: 6-9	DEX: 18-22	AV: 0
WIL: 9-12	AGL: 16-20	Def: 10%

Special Abilities: Dark Vision 40 meters; See Invisible; Invisibility III at will; Immune to fire; 1/2 damage from cold; 1/2 damage from electricity; Regain lost LP at a rate of 1/turn; Bite causes paralysis for 2-5 turns (Saving roll against END is allowed, for no effect)

Description: Imagine a bald spider monkey with a ghoulish face, grey skin, and long claws, and you have a good picture of a garn. These lesser demons become correllions for evil wizards in an attempt to spread evil throughout the world.

GIANT, COMMON

Level: 6-15 W
Size: 5-6 meters tall
Attacks: Club: 2-16
MR: None

STR: 23-30	END: 23-30	APP: 3-8
INT: 3-10	DEX: 3-13	AV: 4
WIL: 9-17	AGL: 3-13	Def: 0%

Special Abilities: None

Description: These are the ugly, offensive, generally disgusting giants you always read about in fairy tales. They usually attack on sight, pounding the nearest creature with their clubs. Common giants almost always fight to the death, because most are just too dumb to realize they're overmatched. Common giants with intelligence of 9 or 10 will try to bargain to save their lives when in serious trouble, however. These giants are much more common than other types (as their name implies).

GIANT, DEMON

Level: 9-16 BK; 1-8 Wz
Size: 4.5-6.0 meters tall
Attacks: Great Sword: 5-25
MR: 25%

STR: 27-30	END: 24-30	APP: NA
INT: 15-22	DEX: 12-20	AV: 3
WIL: 17-25	AGL: 11-18	Def: 40%

Special Abilities: Dark Vision 50 meters; Transport IV 1/day; View Reality; Transformation I at will

Description: Demon giants take great pleasure in tormenting creatures of all kinds. They often transform into valley giants or other relatively innocuous creatures in order to catch others off their guard. Demon giants usually attack to incapacitate their foes so they can torture them later. It is said that when demon giants aren't out causing trouble, they pull the wings off of butterflies.

GIANT, VALLEY

Level: 3-5W; 9-16 J
Size: 3.0-4.0 meters tall
Attacks: Club: 2-12
MR: 15%

STR: 21-25	END: 20-26	APP: 3-13
INT: 14-22	DEX: 16-22	AV: 3
WIL: 14-22	AGL: 14-19	Def: 10%

Special Abilities : None

Description: Valley Giants are often seen wandering about saying things like "bitchin' to the max" and "like, totally". They are not normally hostile, and, unlike other giants, are sometimes allowed into cities for comic relief. Usually, valley giants will not attack, but they may use their jester ability to wreak a little harmless havoc on an unsuspecting party.

GOBLIN

Level: 3 W
Size: 0.8-1.1 meters tall
Attacks: 2 claws: 1-3
MR: 10%

STR: 6-13	END: 13-18	APP: 3-5
INT: 3-10	DEX: 10-15	AV: 0
WIL: 8-15	AGL: 13-18	Def: 20%

Special Abilities: Drain 1 END point on hit (comes back in 1-6 hours); Detect Life, 40 meter radius; Immune to Sleep, cold, charms, poison, disease, Possession, Imprison Life Force.

Description: These weak undead have variable appearance, but they are always ugly. They hang around tombs and crypts generally wreaking havoc for no apparent reason.

HASHU

Level: 1-5 W
Size: 0.8-1.1 meters tall
Attacks: Bite: 2-7
MR: 5%

STR: 8-16	END: 7-20	APP: NA
INT: 6-13	DEX: 6-14	AV: 0
WIL: 8-16	AGL: 9-20	Def: 15%

Special Abilities: See Below

Description: Hashu are wild dogs. They are highly territorial and range in many types of environment, but they dislike enclosed areas. Hashu have fine eyesight, but their sense of smell is something extra-special. They can detect the approach of creatures at 200 meters or more. In addition, they are able to determine much about the target, including approximate size, race, sex, and surface intent. Naturally, they can do mundane functions like finding food or water. Hashu can be tamed if they are captured when young, but this is not easy, and even if it is accomplished only sublime treatment of the Hashu will instill loyalty. Hashu are usually encountered in packs of about eight or nine, but the lair may contain fifty or more in various stages of age.

Note: If a hashu is captured early in its life and finds its partner, not master, more than satisfactory, there is a chance that a telepathic link will be established. There is a 20% chance for Hashu of eleven intelligence, 50% chance for twelve intelligence, and an 80% chance for thirteen intelligence. Hashu speak their own language plus two additional languages.

HORSE, RIDING

Level: 1 W
Size: 1.6-2.0 meters tall
Attacks: 2 hooves: 1-3
MR: None

STR: 13-17	END: 13-18	APP: NA
INT: 3-4	DEX: 6-12	AV: 1
WIL: 3-8	AGL: 7-14	Def: 0%

Special Abilities: None

Description: Riding horses are the traditional mounts for non-fighting men. They are easily spooked in pressure situations, and they are useless in battle, as they will probably attempt to throw their rider. If, in spite of this warning, someone tries to take a riding horse into battle, he must make a saving roll against AGL each turn to stay mounted, and even if the roll is successful, the rider will have a 10% penalty to hit.

HORSE, WAR

Level: 2-5 W
Size: 1.8-2.2 meters tall
Attacks: 2 hooves: 1-4
MR: None

STR: 15-20	END: 15-21	APP: NA
INT: 3-6	DEX: 8-13	AV: 1
WIL: 4-13	AGL: 9-16	Def: 0%

Special Abilities: Double alertness

Description: War horses are trained battle mounts. They are often temperamental and are very choosy about their masters. Once a war horse has accepted someone, it will let no one else ride it without permission from its chosen master.

ILLYSK

Level: See Below
Attacks: See Below
Size: See Below
MR: See Below

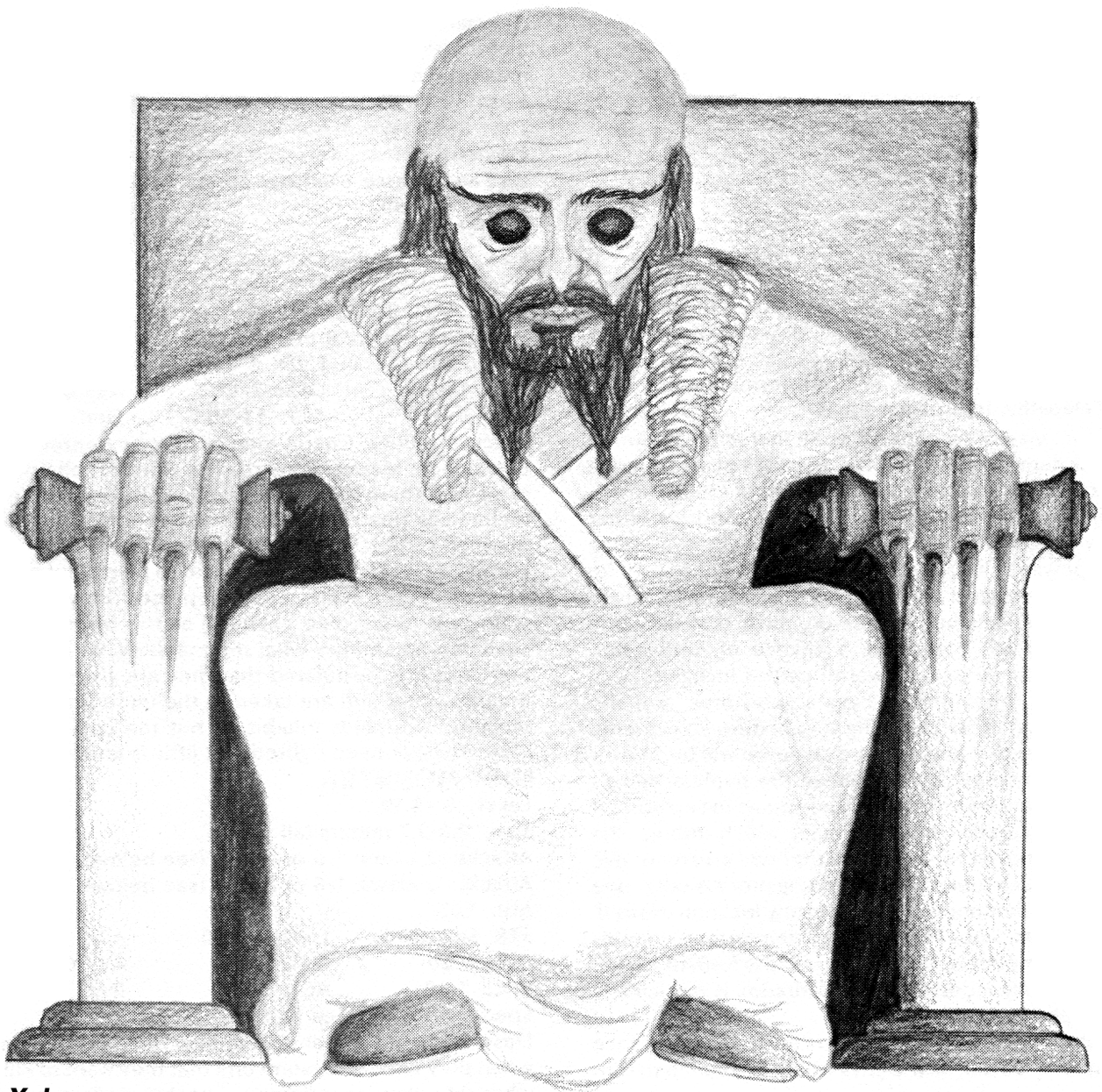
Attributes: See Below

Special Abilities: See Below

Description: The illyskys are bizarre and fortunately uncommon creatures from the earth's upper atmosphere. Their ability to change form makes the illyskys' true form impossible to discern. Illyskys can take on the form, physical power and physical attacks of any creature with which they are familiar. However, it is only after the illysk has defeated its foe that this creature's most amazing and horrendous talent becomes evident. The illysk will absorb the very life essence of its victim. But a single turn is required to accomplish this act, and once it is done, no power may reverse the process. The awesome power of this ability only becomes evident after the illysk has absorbed several opponents who were formidable in their own right. The illysk then takes on the best attributes and skills of its victims. For example, an illysk who had defeated and absorbed the following individuals (among others):

8th Level J	10 W 9 Wz	11 T 14 Wz 15 Spy
STR: 9	STR: 19	STR: 12
INT: 16	INT: 16	INT: 21
WIL: 17	WIL: 16	WIL: 20
END: 12	END: 19	END: 14
DEX: 21	DEX: 17	DEX: 23
AGL: 16	AGL: 17	AGL: 16
APP: 16	APP: 10	APP: 14

would show the following attributes and skills (if so desired):



Xelnarr

8th Jester, 10 Warrior, 11 Thief, 14 Wizard, 15 Spy

STR: 19	END: 19	APP: 16
INT: 21	DEX: 23	
WIL: 20	AGL: 17	

These powers, combined with all the victims' knowledge, memories, and magic items, would make a superior being indeed.

JARG

Level: 1-6 Wz; 2-9 W
Size: 1.8-2.3 meters tall
Attacks: 2 claws: 1-4
MR: None

STR: 11-18	END: 8-18	APP: NA
INT: 11-18	DEX: 11-21	AV: 0
WIL: 11-19	AGL: 13-22	Def: 0%

Special Abilities: Breathe air or water.

Description: Jargs look like a cross between a frog and a human. They are not especially hostile, but major clashes between jargs and other humanoids have been recorded.

KRAKEN, ICE

Level: 12-17 W; 16-21 Wz
Size: 12-21 meter span
Attacks: 8 tentacles: 1-8
MR: 45%
Swimming Speed; 10 meters/turn

STR: 22-26	END: 24-28	APP: NA
INT: 19-26	DEX: 16-21	AV: 3
WIL: 23-30	AGL: 16-23	Def: 90%

Special Abilities: View reality; Immune to paralyzation, cold, fear, electricity; Read Mind II, Regain lost LP at a rate of 6/turn; 2 cold beams/turn 60 meter range, damage is 6-36 (SR vs. AGL for % damage)

Description: Ice krakens look much like huge white octopi. Despite their name, ice krakens are comfortable in all but very hot temperatures. They dislike physical fighting and will usually attack using spells and their cold beams. Ice krakens are indifferent to parties in general, but if angered, they will show no mercy. Ice krakens lair wherever they please.

KRANG

Level: 6-15 W
Size: 1.7-2.1 meters tall
Attacks: Heavy crossbow
MR: None

STR: 3-18	END: 5-20	APP: 5-20
INT: 3-18	DEX: 11-20	AV: 0
WIL: 3-18	AGL: 5-20	Def: 0%

Special Abilities: Transport IV at will

Description: The krang are related to men, but they have strange powers. They always attack with heavy crossbows, usually with poisoned bolts. The krang are a territorial race, and they usually exact a high tribute in magic items to assure safe passage through their land. They are frequently unreasonable in their demands, but their transport ability does, of course, give them more than a slight edge over most parties. They always travel in groups of three or more. The krang appear as men, except their coloring is lighter.

MADRADOX

Level: 40 Wz
Size: 1.8 meters tall
Attacks: Spells below
MR: See Below

STR: 30	END: 30	APP: 30
INT: 30	DEX: 30	AV: 3
WIL: 30	AGL: 30	Def: 166%

Special Abilities: Immune to poison, disease, energy; Dark Vision 200 meters; never surprised; At will: Improved Charm III, Read Mind I, Transport IV, Transformation III, View Reality, Telepathy, Interplanar travel.

Description: Madradox appears as an incredibly beautiful female. This demon lord lives on an alternate plane separate from Drakra. She is unaffected by the spells of others; in fact, Madradox is able to thwart the incantations of others, either selectively or generally, all over the universes by controlling sorcerous power at its source, the legendary Eldritch Field. Weapons with a magical bonus of 50% to hit are necessary to strike Madradox, and her powers are such that only one attack per turn will even have a chance of hitting her. Madradox frequently joins powerful parties incognito, evidently out of curiosity and to have a good time, and she usually attacks using her charming capabilities. So supreme are these abilities that any creature charmed will be forever charmed. Even wishes cannot change the hapless being's fate. Madradox will reform on her home plane in two hours if she is killed. Madradox has an amulet which imbues the bearer with the power to summon either two greater or five lesser demons each turn. The summoning process takes one second, and the demons will appear in any location desired, within 150 meters. Since Madradox is a demon lord,

demons will obey her completely. The amulet is in the form of a small skull, and is wholly indestructible. Madradox is particularly fond of the phrase "foolish mortal."

Note that we did not show Madradox's true 30 appearance in her picture. If we did, all the guys would be unable to turn the page.

MALRA

Level: 5-12 W
Size: 1-6
Attacks: 2 claws: + paralysis
MR: None

STR: 11-20	END: 3-18	APP: 3-5
INT: 3-8	DEX: 5-12	AV: 0
WIL: 5-12	AGL: 5-12	Def: 0%

Special Abilities: Dark Vision 40 meters

Description: Malras look like humans, but they are gaunt to the point of being skeletal. They are always hungry and attack for that reason. Any creature struck by a malra must save vs. END or be paralyzed for 4-24 turns. Malras are found in all climates and in all types of terrain.

MEDUSA

Level: 2-5 W
Size: 1.5-1.9 meters tall
Attacks: Weapon(s)
MR: 5%

STR: 3-18	END: 5-20	APP: 16-24
INT: 11-20	DEX: 5-20	AV: 0
WIL: 13-20	AGL: 5-20	Def: 15%

Special Abilities: Dark Vision 40 meters; Gaze equivalent to Petrification spell.

Description: Contrary to popular belief, medusae are not mean and nasty. They are just skittish. Medusae, as a result of a terrible curse, have no control over their petrifying power. Thus, they may turn hundreds of people to stone accidentally. Obviously, encounters with medusae must be handled with care and finesse. Medusae appear as beautiful women with snakes for hair.

MERMAID

Level: 0-2 J; 0-3 W; 0-6 Wz
Size: 1.6-1.9 meters long
Attacks: Weapon(s)
MR: 10%
Swimming Speed: 9 meters/turn

STR: 6-18	END: 5-19	APP: 13-19
INT: 11-20	DEX: 7-17	AV: 0
WIL: 14-20	AGL: 11-20	Def: 20%

Special Abilities: Charm men in sight as Improved Charm I

Description: Mermaids are the half woman, half fish creatures of legend. There is rumored to be a city of great beauty and technology deep beneath the waves where mermaids and mermen conduct a civilized, business-like lifestyle. To land people, however, mermaids seem to be playful and entirely

carefree. When males view mermaids, they must save vs. willpower or become charmed as the Improved Charm I spell. No one knows what mermaids do with the charmed men, but it is postulated that they are given the ability to breathe water and are taken to the undersea citadel to be servants. Mermaids inhabit all but the coldest sea water. Mermen have been sighted, but little is known about them.

MIST MONSTER

Level: 8-15 W

Size: 2.0-3.7 meters tall

Attacks: 2 claws: 1-3 or better (see below)

MR: 50%

STR: See Below END: 20-30 APP: NA

INT: 5-20 DEX: 5-20 AV: 0

WIL: 5-30 AGL: 5-20 Def: 80%

Special Abilities: See Below

Description: Mist monsters appear to be coloured mist, but when they encounter someone that they want to kill (that is, whenever they encounter anyone) they form a semi-substantial humanoid body. Mist monsters come in several colours and their powers vary according to the following table:

Colour	Level	Attacks (claws)	STR
Red	8	1-3	14-19
Orange	9	1-4	15-21
Yellow	10	1-6	17-22
Green	11	1-8	18-24
Blue	12	1-10	20-25
Indigo	13	1-12	21-27
Violet	14	2-12	23-28
Black	15	2-16	24-30

Naturally, all of their warrior experience is put into their claw skill. If a mist monster hits an opponent with both claws, then the opponent must make a saving roll against END -4. If he fails, he will be paralyzed for one minute due to the monster's chilling touch, and the following turn the mist monster will automatically hug him and he will fall unconscious for one hour in addition to taking 6-60 points of damage.

Mist monsters are immune to cold and electricity, and they cannot be charmed, poisoned or paralyzed. Sleep spells also do not work against them. They take 1/2 damage from fire and do not get magic resistance against magical fire attacks.

MOGEL

Level: 4-8 W; 3-11 Wz

Size: 1.6-2.0 meters tall

Attacks: 2 claws: 1-3

MR: 10%

STR: 13-20 END: 8-20 APP: NA

INT: 11-17 DEX: 8-18 AV: 0

WIL: 7-17 AGL: 8-18 Def: 20%

Special Abilities: Immune to fire, cold, charms, sleep, Possession, Imprison Life Force, poison, disease; Take half damage from electricity; Dark Vision 60 meters; Regain lost LP at a rate of 3/turn

Description: Mogels are lesser demons. They are homely and sneaky looking, and they greatly enjoy wreaking havoc with weak parties. They are basically interested in souls to take to the demon lords; however, they are cowardly in nature, and mogels will run from a strong foe. Mogels inhabit locales of all climates, but they prefer dark, dank places.

RHASTI

Level: 2-6 Spy

Size: 0.8-1.2 meters long

Attacks: 4 claws: 1-2

MR: 15%

STR: 3-6 END: 13-19 APP: NA

INT: 8-16 DEX: 14-22 AV: 0

WIL: 10-18 AGL: 15-22 Def: 25%

Special Abilities: Dark Vision 80 meters; Keen sense of smell (always detect invisible); Immune to electricity; Possession 1/day; Eavesdrop 3/day; Telepathy; Speak 4 languages.

Description: Rhasti are similar in appearance to weasels, except that they are somewhat larger and their fur is dark blue. Rhasti are peculiar in that no matter what language they use, and even if they communicate telepathically, they have a British accent. Most rhasti live exclusively underground, and they often have complex networks of tunnels which allow them to keep tabs on all local activities. Rhasti are fond of silver-coloured metals, but they dislike all gold-coloured metals because they feel that these metals clash with their fur. Thus, rhasti will never have gold or copper pieces in their homes. Rhasti are usually willing to give people information in exchange for silver or mithril pieces. They are very sociable creatures, and they don't like to be separated from their own kind, so they won't become corellians singly; however, large groups of rhasti have been known to become corellians to wizards of whom they are especially fond.

ROGOROTH

Level: 6-9 Att

Size: 7-10 meter wingspan

Attacks: 2 claws: 1-6; beak: 4-24

MR: 15%

Flight Speed: 60 meters/turn

STR: 18-23 END: 22-26 APP: NA

INT: 7-12 DEX: 16-23 AV: 10

WIL: 9-14 AGL: 21-26 Def: 60%

Special Abilities: Dark Vision 200 meters; See invisible: 2x alertness; 4x sight

Description: Cousins of the eagles, rogoroths are said to be the best fighters, kilogram for kilogram, of all creatures on earth. Because of this, they are greatly sought after as mounts. However, their vicious nature makes domestication impossible after birth.

SCREEMER

Level: 1 W; 0-5 Wz

Size: 0.7-0.9 meter wingspan

Attacks: Bite: 3-8

MR: 5%

Flight Speed: 25 meters/turn

STR: 3 END: 13-19 APP: NA
 INT: 9-18 DEX: 9-14 AV: 1
 WIL: 12-19 AGL: 11-17 Def: 0%

Special Abilities: Chameleon power, See Below

Description: Think of a small, flying manta ray and you will have a good idea of the appearance of screamers. Screamers may inhabit all types of terrain and they are difficult to detect due to their blending ability. Screamers can cling to walls or ceilings and in this state they are 70% unlikely to be seen. They can deliver a painful bite, but their more feared attack is their sonic scream. This scream affects all within a 60 meter radius, and there seems to be no limit to the duration they can continue to scream. Anyone who misses a saving roll vs. WIL will fall to the ground unconscious for 2-5 turns. This save must be made every turn until the scream stops, but a bonus of one on the roll is awarded for every 10 meters the creature is away from the screamer. In addition to the temporary deafness that all creatures experience within the affected area, there is a 10% cumulative chance of permanent deafness for each turn in which a save was missed. Note that the effects of two or more screamers may work in conjunction and no save is possible while unconscious, in this case.

SENTINEL

Level: 9+ WK, possibly other professions
 Size: 1.7-2.3 meters tall
 Attacks: Weapon(s)
 MR: 2%/level

STR: 20-25 END: 21-26 APP: NA
 INT: 14-22 DEX: 15-21 AV: Armour, if any
 WIL: 16-22 AGL: 13-21 Def: 3%/level

Special Abilities: See Below

Description: Sentinels are souls of white knights that performed an extraordinary good deed at some time. Sentinels can restore youth and any lost abilities. (Note: this refers only to drained scores; this ability doesn't have the same effect as training). The Game Master should make Sentinels very difficult to find (perhaps a quest).

SLIME, BLACK

Level: 1-24 W
 Size: 0.5-12 meters in diameter
 Attacks: Touch: 3-18
 MR: None

STR: 3-30 END: 3-30 APP: NA
 INT: 0 DEX: 10 AV: See Below
 WIL: 0 AGL: 10 Def: See Below

Special Abilities: Detect Life 4 meter/level radius

Description: Black Slimes are unintelligent monsters who are always hungry. They look like pools of slime. Their structure allows black slimes to ooze through holes of any size. They can only be hurt by fire, which does double damage. They will dissolve a 1" thickness in but one minute if they contact metal. Thus, adventurers who attack black slimes with metal weapons are in for a surprise.

Note: Strength doesn't apply to attacks. Black slimes are 0.5 meter/level radius in size.

SNOWMAN, ABOMINABLE

Level: 8-18 W
 Size: 3-4 meters tall
 Attacks: 2 claws: 1-10 + cold
 MR: 15%

STR: 24-29 END: 22-28 APP: NA
 INT: 8-18 DEX: 9-16 AV: 2
 WIL: 8-18 AGL: 7-13 Def: 20%

Special Abilities: Snowballs (See below)

Description: Abominable snowmen inhabit arctic regions where they attack all creatures on sight (neglecting, of course, insects and other creatures of negligible size). When at a distance, abominable snowmen normally attack by throwing giant snowballs, with which they hit infallibly. One of these snowballs stuns the creature it hits for 2 turns as well as inflicting 6-36 points of damage. Creatures are entitled to a saving roll against endurance to avoid being stunned. Other creatures within 5 meters will suffer 3-18 points of damage from the explosion of the snowball (SR vs. AGL for 1/2 damage). The fire rate of snowballs is 5 seconds. When an abominable snowman hits an opponent, he does an additional 2-12 points of cold damage. (Cold resistant creatures take 1-6 and cold immune creatures are unaffected). If both claws hit the same opponent, the victim is frozen for 3 turns in addition to the damage. During this time, he can't do anything. Abominable snowmen are immune to cold but suffer double damage from fire, and they will usually flee from anyone who uses magical fire against them.

NEMESIS

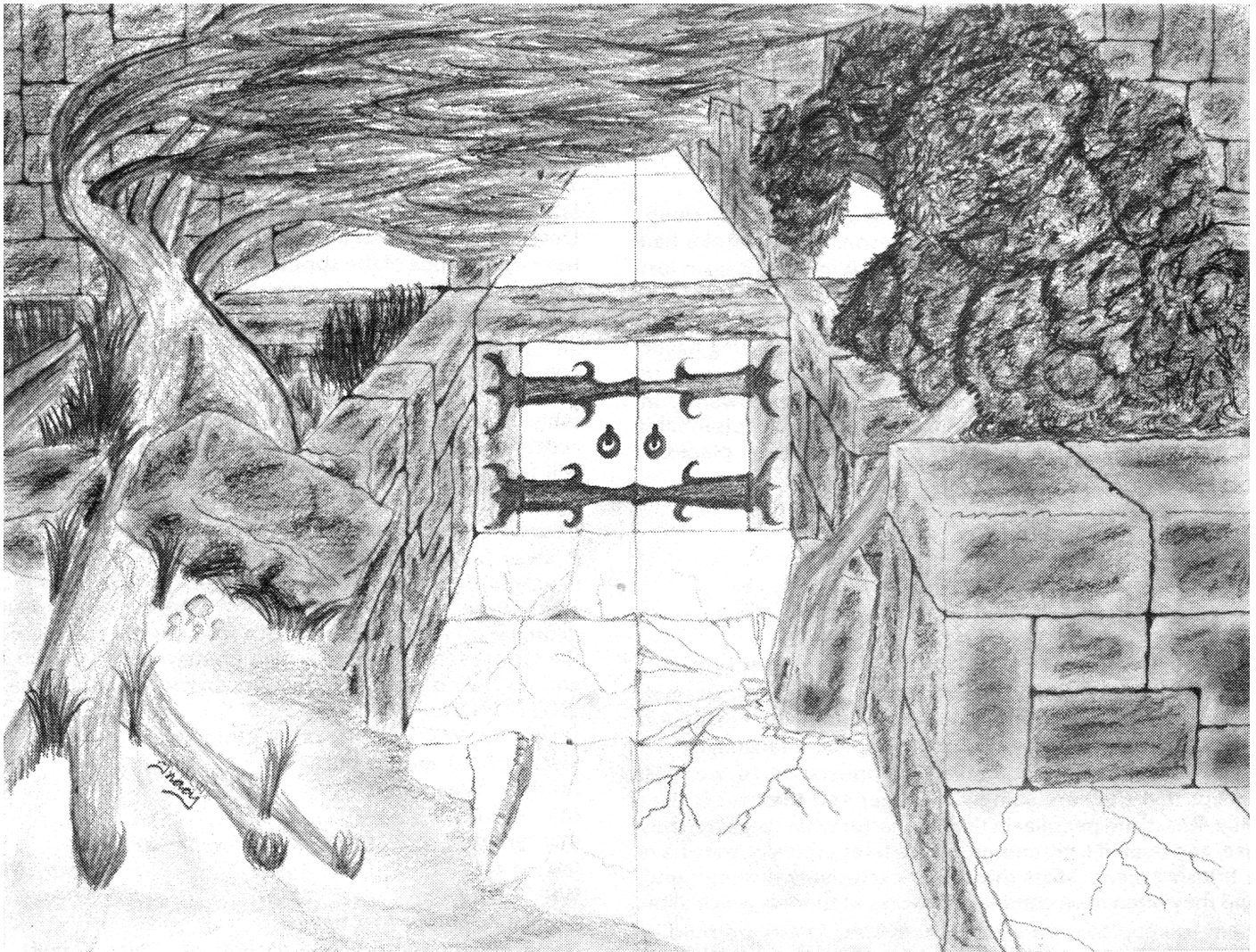
Level: See Below
 Size: See Below
 Attacks: See Below
 MR: See Below

Attributes: See Below

Special Abilities: See Below

Description: A nemesis is more a phenomenon of the universe than a being. A player may choose to fight his particular nemesis a maximum of once per level. When a player decides this, he will be instantly transported to an inter-dimensional arena. There he find an exact duplicate of himself, including possessions. Then and there the two replicates will do battle to the death. If the player defeats his nemesis, he will gain one point in the primary attribute of his choice. If he loses, the player loses a point in that attribute. Note that the GM should ask the player which attribute he is fighting for before the outcome is decided. Win or lose, the nemesis (and all of its possessions) disappears as soon as the death blow has landed. The player is transported back to his former location, and in that frame, no time passes. When the player returns to the former location, all wounds received in the battle with his nemesis will disappear.

Note: Each player has his own arena. Also, if a player passes a level without fighting his nemesis, he has missed his opportunity for that level.



OGRE

Level: 3-8 W
 Size: 2.5-3 meters tall
 Attacks: 2 fists: 1-4
 MR: None

STR: 16-22	END: 16-21	APP: 3-7
INT: 3-7	DEX: 3-11	AV: 2
WIL: 3-13	AGL: 3-13	Def: 0%

Special Abilities: None

Description: Ogres are much like common giants, but they are smaller and generally inferior. They use their hands as weapons, since they don't realize that weapons are more effective. Ogres always fight to the death (which keeps the ogre population fairly low).

ORC

Level: 1-2 W
 Size: 1.6-2.2 meters tall
 Attacks: Weapon(s)
 MR: None

STR: 8-20	END: 8-20	APP: 3-7
INT: 3-10	DEX: 3-13	AV: 0
WIL: 3-13	AGL: 3-17	Def: 0%

Special Abilities: None

Description: Orcs are totally offensive creatures. They love to torment weaker (if they can find any) or outnumbered creatures. They love to torture, rape, pillage, loot and pick wings off of flies. Needless to say, orcs are not very popular with other humanoid races (or any other type of races for that matter).

PEGASUS

Level: 2-6 W
 Size: 1.8-2.4 meters tall
 Attacks: 2 hooves: 1-6
 MR: 5%
 Flight Speed: 40 meters/turn

STR: 15-21	END: 15-21	APP: NA
INT: 8-13	DEX: 9-16	AV: 1
WIL: 11-17	AGL: 16-21	Def: 10%

Special Abilities: None

Description: Pegasi are winged horses. They are highly prized as mounts, but their suspicious nature makes capture difficult, and

taming impossible once adulthood is reached. However, if a newly born pegasus can be swiped, kindness and training is sure to produce a loyal steed.

PHANTOM

Level: 15+ Wz, possibly other professions

Size: 1.6-2.3 meters tall

Attacks: Weapon(s)

MR: 50%

STR: 5-20	END: 9-21	APP: NA
INT: 19-30	DEX: 16-22	AV: Armour, if any
WIL: 19-30	AGL: 12-22	Def: 4%/level

Special Abilities: See Below

Description: Phantoms are the spirits of powerful wizards who died violently. In addition to the above powers, phantoms have a potent gaze attack. Their stare causes creatures other than undead and demons to save vs. WIL -4 or lose 6 points of WIL (only 2 points if the saving roll was successful). When a creature's WIL is brought below 3 in this way, the victim will forever obey the phantom as per the spell Improved Charm II. Furthermore, any creature viewing a phantom must save vs. WIL-2 or be paralyzed with fear for 6-36 turns, and even after this time they must make another saving roll or be paralyzed again. Note that not all high level wizards who die violently become phantoms, only those that the GM deems worthy.

PLACERON

Level: 9-16 WK

Size: 1.9-2.4 meters tall

Attacks: 2 hooves: 1-6

MR: See Below

Flight Speed: 30 meters/turn

STR: 17-21	END: 16-22	APP: NA
INT: 12-18	DEX: 9-16	AV: 1
WIL: 13-18	AGL: 13-19	Def: 25%

Special Abilities: See Below

Description: Placerons are close relatives of the unicorn. They are white, with one large, green horn in the middle of their forehead. All spells cast at placerons are absorbed by the creatures, and they may then cast one or more spells whose combined levels are equal to the spell cast at them. There is no limit to the number of spell levels they can absorb, neither is there a limit to the duration they can store them.

Note: If the placeron absorbs several spells, he can cast spells of a level higher than any one of them, as long as it doesn't exceed their level combined. Furthermore, the horn of placerons glows bright green when an enemy comes within 80 meters. Placerons make good companions if they are treated with kindness. Placerons are quite fickle, however, and demand a fair share of treasure and a high stack of spell levels in return for their loyalty.

REGOON

Level: 3-8 W

Size: 3.5-5.5 meters long

Attacks: Bite: 4-24

MR: None

STR: 18-23	END: 18-23	APP: NA
INT: 3-8	DEX: 7-13	AV: 3
WIL: 7-12	AGL: 11-17	Def: 0%

Special Abilities: Gaze causes death (WIL/NE)

Description: The regoon is a large land reptile. It looks much like a crocodile with a longer neck and deep red eyes. While its bite is capable of terrible damage, the regoon's most fearsome attack is its gaze. Any who look upon a regoon must make a saving roll against WIL or die instantly. Regoons come in varied shades of green.

SPIDER, GIANT

Level: 1-4 W

Size: 0.5-0.8 meters in diameter

Attacks: Bite: 1-6 + poison

MR: 5%

STR: 5-9	END: 8-16	APP: NA
INT: 3-5	DEX: 13-18	AV: 1
WIL: 5-12	AGL: 13-18	Def: 5%

Special Abilities: Dark Vision 30 meters; poison bite (ST END/NE)

Description: Giant Spiders live in dark forests or caverns. Their webs are as strong as thin rope, and a strength of twelve or greater is required to break free of the sticky strands.

SUCCUBUS

Level: 3-9 Wz, 2 BK

Size: 1.6-1.9 meters tall

Attacks: Weapon(s)

MR: 25-35%

STR: 11-20	END: 13-20	APP: 21-30
INT: 15-20	DEX: 15-20	AV: 0
WIL: 14-20	AGL: 15-20	Def: 40%

Special Abilities: Drain 1 WIL point on a touch; At will: Read Mind II; Transport IV; Improved Charm I; Mage Sight; Transformation I.

Description: A succubus is a type of female demon. Succubae usually try to lure good-looking males away using their dazzling beauty. Then, they can drain them at their convenience. Before they kill a victim however, succubae always read his mind. Then they can transform into the victim's form to do more mischief. If the willpower of a succubus' victim is reduced below three, he is under the control of the succubus as under *improved charm II*.

SYKE

Level: 9-12 W; 9-20 Wz

Size: 2.8-3.2 meter span

Attacks: 6-16 tentacles: 6-60 each

MR: 25%

Flight Speed: 100 meters/turn

TR: 10-19	END: 16-22	APP: NA
INT: 16-23	DEX: 25-30	AV: 4
WIL: 19-26	AGL: 15-24	Def: 50%

Special Abilities: Detect Life 60 meters; Can hover in one spot; Knock foes unconscious on a hit (SR against END - 6 for no effect)

Description: Sykes are very unusual creatures. They can be of any colour. The method by which sykes fly is not very well understood. They are spherical creatures with six or more tentacles growing out of the main body. They may revolve, but this is not necessary to maintain flight. When sykes attack, they spin at a speed of about 1000 revolutions per minute. This awesome rotation is what causes the terrible damage when they strike. Note that syke's attacks do not get bonuses for strength. In addition to the damage caused by sykes, a victim may be stunned from the force of the blow. A creature that is hit and misses its saving roll will be knocked unconscious for 2-12 turns. Sykes have no eyes, but they can sense intent, and their high strung nature makes them creatures to be avoided.

TARG

Level: 8-14 W
Size: 6-8 meters long
Attacks: 2 claws: 1-6; bite: 8-48
MR: None

STR: 21-26	END: 22-26	APP: NA
INT: 3-8	DEX: 8-14	AV: 8
WIL: 6-13	AGL: 9-16	Def: 0%

Special Abilities: None

Description: Targs are large armoured lizards. They are very aggressive and will usually attack any party immediately. They live in desert climates and are brown in color with orange stripes. Targs take double damage from cold based attacks.

TASNIC

Level: 2-19 Wz
Size: 3.5-6 meters long
Attacks: See Below
MR: 25%
Flight Speed: 65 meters/turn

STR: 11-19	END: 12-18	APP: NA
INT: 15-22	DEX: 12-18	AV: 1
WIL: 13-22	AGL: 15-22	Def: 40%

Special Abilities: View reality; 2 eye beams—energy blast for 5 LP per level (SR: AGL/half damage); Transformation I

Description: Tasnics are an intelligent race of furry winged serpents. They can transform into humanoid form at will, and they frequently join with parties, for a share of treasure of course. Tasnics dislike biting, because they don't like the taste of most things, so they use their eye beams. Tasnics seem to have no aim in life other than to have fun and collect treasure.

TROLL

Level: 4-11 W
Size: 2.2-2.6 meters tall
Attacks: 2 handed sword: 2-16
MR: 5%

STR: 15-21	END: 15-21	APP: 3-7
INT: 3-10	DEX: 6-15	AV: 2
WIL: 8-13	AGL: 6-15	Def: 0%

Special Abilities: Dark Vision 50 meters

Description: Trolls like to hang around narrow mountain passes or in underground caverns and molest unwary passers-by. Although many trolls attack on sight, some can be bribed to allow a party to pass safely. A place guarded by a troll that will accept bribes is often call a "troll booth".

UKAYALI

Level: None (See Below)
Size: 1.4-1.7 meters tall
Attacks: Weapon(s)
MR: 10% or better

STR: 5-15	END: 12-19	APP: 3-18
INT: 15-20	DEX: 13-19	AV: 0
WIL: 17-21	AGL: 12-16	Def: 0%

Special Abilities: Transport III, IV

Description: Ukayali appear as white-haired, wizened old men. They will try to gain the confidence of a character or party; only then may ukayali perform their mischief. They can touch a magic item and steal its powers. However, in order to do this, the owner must willingly turn over the item to the ukayali. Effects are cumulative.

Example: A Ukayali touches:

A Sword +10% to hit	A Dagger +5% to hit	A Mace raise strength 4 points	An Amulet Fire II spell 3/day
+2 damage	+3 damage Invisibility I in hand	Transformation I on a hit	Makes owner immune to poison

The Ukayali would be Immune to poison; 4 points stronger, +15% to hit, +5 damage; and could go invisible (as Invisibility I), transform (as Transformation I) on a touch, Fire II 3/day.

Note: A Wizard of twelfth or higher level has a 1% chance per point of intelligence over 20 of knowing how to siphon the magic from a dead Ukayali.

UNICORN

Level: 1-12 Sc; 4-7 Wz
Size: 1.9-2.3 meters tall
Attacks: 2 hooves: 1-6; horn: 1-10
MR: 15%

STR: 16-21	END: 17-21	APP: NA
INT: 12-20	DEX: 11-19	AV: 1
WIL: 12-20	AGL: 14-21	Def: 25%

Special Abilities: Immune to poison

Description: Unicorns are highly prized as mounts; unfortunately, they will usually only allow themselves to be ridden by virgin maidens of a pure heart (Game Master's discretion). A Unicorn's horn is also of value, as it turns black (as opposed to the traditional white) when touched to poison. Unicorn horns revert to their normal colour in oh, 3 or 4 seconds.

VEXAXAX

Level: 8-12 Att; 9-16 As

Size: 2.3-2.7 meters tall

Attacks: 4 claws: 1-6; 2 bite: 12-32 + poison

MR: 20%

STR: 21-25	END: 23-27	APP: NA
INT: 8-16	DEX: 18-24	AV: 1
WIL: 12-19	AGL: 16-22	Def: 45%

Special Abilities: Dark Vision 60 meters; Immune to fear; 2x alertness; See Below

Description: Vexaxaxi are terrible, vicious creatures who hate all beings except other vexaxaxi, and they're not too thrilled with them either. They are supremely designed to deal out death. In addition to their phenomenal speed and berserk fury that allows vexaxaxi double the number of attacks that other creatures have, vexaxaxi can fire a death bolt from a single horn growing out of the back of their skulls. This ray has a range of 20 meters and can affect one being. If that isn't enough, vexaxaxi have retractable fangs that hold a poison that causes death if a save vs. END -2 is missed. Vexaxaxi look like green gorillas with tusks.

VILIN

Level: 1-5 T

Size: 1.1-1.4 meters tall

Attacks: Weapon(s)

MR: 5%

STR: 3-8	END: 3-18	APP: 3-11
INT: 5-20	DEX: 7-22	AV: 0
WIL: 5-20	AGL: 7-22	Def: 0%

Special Abilities: Dark Vision 60 meters

Description: Vilins are small, weasely humanoids with pale skin and dark hair. They dwell in dark caves and dungeons, fearing everything larger than themselves. Vilins will try to steal if they think they can get away with it.

WEASEL

Level: 1-2 T

Size: 0.4-0.7 meters long

Attacks: 4 claws: 1; bite: 1-3

MR: None

STR: 3	END: 12-19	APP: NA
INT: 5-8	DEX: 13-21	AV: 0
WIL: 6-9	AGL: 15-22	Def: 0%

Special Abilities: Dark Vision 40 meters

Description: Weasels are often corellians for shady wizards.

WEREWOLF

Level: 6-9 Att

Size: 0.7-1.1 meters tall

Attacks: 2 claws: 1-6; bite: 3-18

MR: 5%

STR: 18-22	END: 16-21	APP: NA
INT: 5-20	DEX: 13-18	AV: 1
WIL: 5-20	AGL: 14-20	Def: 0%

Special Abilities: Transform to human form and back; Dark Vision 50 meters

Description: Unlike movie werewolves, real werewolves can change form at will, except during the full moon when they must assume animal form. Werewolves are vicious killers, but anyone bitten by one, who survives the attack, will become a werewolf in 2-6 days unless a *remove disease* spell is cast upon him (aw, rats!).

WOLF

Level: 3-6 W

Size: 0.6-0.9 meters tall

Attacks: 2 claws: 1-4; bite: 2-12

MR: None

STR: 12-17	END: 12-20	APP: NA
INT: 5-12	DEX: 10-16	AV: 0
WIL: 8-13	AGL: 12-19	Def: 0%

Special Abilities: Dark Vision 40 meters

Description: Wolves won't attack a tough party unless they are out looking for kicks, or they're hungry.

WOLVERENE

Level: 4-9 Att

Size: 0.6-0.9 meters tall

Attacks: 2 claws: 1-6; bite: 6-16

MR: 10%

STR: 16-20	END: 18-23	APP: NA
INT: 5-12	DEX: 15-19	AV: 1
WIL: 7-16	AGL: 16-22	Def: 0%

Special Abilities: Dark Vision 40 meters; electricity restores damage on a one LP per point of damage basis.

Description: Wolverenes are close relatives of wolverines, with one major difference. Wolverenes are able to fire a bolt of electricity from their bodies once per turn. This bolt affects one creature, and damage is equal to double the Wolverine's maximum life points. They can attack even while firing their bolts. Wolverenes inhabit forests, and they usually attack in packs.

WRAITH

Level: 9+ BK; possibly other professions

Size: 1.6-2.4 meters tall

Attacks: Weapon(s)

MR: 2%/level

STR: 21-26	END: 22-26	APP: NA
INT: 14-22	DEX: 15-21	AV: Armour, if any
WIL: 16-22	AGL: 13-21	Def: 3%/level

Special Abilities: See Below

Description: Wraiths are manifestations of the souls of especially evil and powerful black knights who died in combat. In addition to their black knight abilities, wraiths are able to drain 2 points of endurance on a hit (SR vs. WIL for 1 point END loss). Wraiths delight in torturing living creatures and will often save unconscious creatures for later fun. Wraiths do not gain experience.

XELNARR

Level: 11-23 Wz
Size: 1.8-2.2 meters tall
Attacks: Weapon(s)
MR: 2% level

STR: 6-17	END: 6-19	APP: 3-9
INT: 19-26	DEX: 16-21	AV: Armour, if any
WIL: 18-27	AGL: 8-21	Def: 2%/level

Special Abilities: Dark Vision 60 meters; Paralysis III gaze

Description: The Xelnari are a race of wizards from deep within the earth. They have pale skin and large black eyes. They hate all upperworlders with a passion, and this abhorrence combined with their mighty knowledge of the arcane makes a xelnarr a fearsome encounter indeed.

YAKA

Level: 1-3 Wz; 1-3 Spy
Size: 0.2-0.3 meters tall
Attacks: 2 claws: 1
MR: 15%

STR: 3	END: 7-15	APP: NA
INT: 16-20	DEX: 13-18	AV: 0
WIL: 18-21	AGL: 16-20	Def: 0%

Special Abilities: Dark Vision 40 meters; Silent Movement; Possession, 25 meter range

Description: Yakas are small, furry creatures that closely resemble rabbits. Contrary to their cute appearance, these are among the most malicious of critters. Yakas are capable of springing to the attack with their two claws, but their more fearsome attack is their ability to possess others. This ability is identical to the spell of the same name. Yakas usually travel near the target creature invisibly and silently until the time is right. Then, if the intended victim fails his saving roll, the yaka will have the unfortunate player attack his own party. If the player succeeds in killing his party, the yaka will take the treasure. If not, the yaka will keep trying until a suitable outcome is reached, or it is forced to flee.

ZILMAN

Level: 1-3 W
Size: 1.8-2.1 meters tall
Attacks: Weapon(s)
MR: None

STR: 10-20	END: 8-18	APP: NA
INT: 3-18	DEX: 3-18	AV: 1
WIL: 3-18	AGL: 5-20	Def: 0%

Special Abilities: Dark Vision 40 meters

Description: Zilman look like upright, bipedal lizards. They dislike most creatures, but they particularly hate elves, half-elves and humans. Zilman have an organized society, and they frequently ambush parties to capture slaves. They are green or brown in colour. Zilman live in deep underground caverns.

ZOMBIE

Level: Variable W
Size: Variable
Attacks: Variable
MR: 40%

Attributes: See Below

Special Abilities: Immune to charms, possession, fear, sleep, Labyrinth. Keeps fighting until double its LP in damage has been inflicted

Description: A zombie is an undead creature created by a wizard from a fallen being. It can be made from almost anything that was once alive, and is therefore variable (as you can see). When a zombie is animated, it will retain all of its fighting skill, but will lose any of its former abilities not associated with fighting, including the abilities and experience of other professions.

SUGGESTIONS FOR PLAY

Since in Wizards' World the GM has the final say in all situations, it is extremely important that he remain unbiased. The GM is merely a referee. He should side with neither the monsters nor the players. His relative omnipotence does, of course, carry with it certain responsibilities, for it is the GM's job to see that play runs smoothly. A good Game Master will insist that the players have prepared all their material in advance (updating to hit percentages, choosing new spells, etc.) in order to save time. Likewise, the GM should have his world ready for play. He should be familiar with the grounds and inhabitants of the area the party is likely to cover, so he can play monsters intelligently, accurately describe lighting and weather conditions, and perhaps inform alert adventurers of some suspicious noise from behind a previously undetected secret door. The GM should further note that most parties would rather fight one or two powerful monsters than 1304 wimpy ones. This will also help to simplify play in general. The Game Master should also keep in mind that a good adventure is not just a string of rooms with monsters to fight and treasure to take. Rather, an adventure should have a plot. The players should have a goal, perhaps finding and attempting to kill a dragon that was terrorizing the townsfolk or searching for the six parts of a magical scepter. Naturally, encounters on a quest will not all be nasty monsters looking for a fight. Some creatures might even be able to help the party. In fact, especially when players are looking for something noteworthy, the group may want or need to find, say, a sage, or an old and knowledgeable wizard, to learn the last known location of the relic in question. At adventure's end, the treasure must be divided. Money should usually be split evenly among party members, and, with regard to magic items, we advise the initiative system. Each player rolls a die, with the highest roll choosing first, and so on until all the treasure is gone. Of course, if one character obviously did much more of the work, the players should arrange for him to be rewarded appropriately.

SAMPLE ADVENTURE

We join our party of adventurers as they sit in the Drowning Mermaid Tavern amid boisterous chatter emanating from a group of lowly villagers. Our heroes-to-be are discussing their recent triumph over a sand dragon that had been harassing the inhabitants of a nearby serfdom.

"We Have Ways Of Making You Talk."



Suddenly, the door to the tavern is flung open with a crash and in rushes a short, squat little man with steely eyes who is obviously distressed about something. He begins whispering to his startled kinsmen, "Delgar has raised the tribute again!" An elder asks with a somber face, "How much this time?" and is told 280 silver pieces a month.

At this point Ziegfried leaves the band of adventurers and nonchalantly strides toward the now agitated townsfolk. "What's the problem here?" he asks coolly. "That scum of the earth, Delgar, is threatening to unleash his demon on the town if we don't pay tribute to him," replies a youth in tattered clothing.

"For the right price, my companions and I will rid your town of this scoundrel," boasts Ziegfried. "You will be free of this nuisance forever."

After some discussion, the townspeople offer and the adventurers accept a fee of 1600 SP; and after receiving half this sum, as well as directions to Delgar's castle, the fearless group departs in silence. Along the way, the party encounters a pride of azaras. Although they suffer a few minor wounds, they are able to dispatch these foes with only a small delay. Not long after this minor skirmish, the party arrives at the castle.

Before approaching the castle too closely, Ziegfried casts an Invisibility I spell on Arrangleos, the thief, who darts towards the castle's embattlements to check for hazards. When Arrangleos returns, he reports the presence of a hidden passage north of the castle.

Giving the castle a wide berth, the party approaches the hidden passage with care. Ziegfried uses a Detect Traps spell to determine any hidden obstacles. Finding none, the adventurers enter. The passage descends for a while, and then comes to a fork; one branch continuing on toward the castle, the other veering off to the left. After a brief conference, the party decides to press on toward the major objective, leaving the other passage to be investigated later.

A slight mist fills the tunnel as they proceed. Tyrus the attacker (soon to be known as Tyrus the clumsy) inadvertently trips over a wire. Suddenly stone barricades drop down in front and in back of the party. Almost immediately, the enclosed area begins to fill with water. Jewel the wizard reaches into her pouch and deftly retrieves a scroll with Breathe Water 11 inscribed on it. She quickly reads the spell; finishing just as the water reaches the lips of the shortest adventurer. With the group totally immersed in water, Arrangleos swims to the trap mechanism and disarms it. The walls raise, sending torrents of water down the corridor in both directions. That was a close call!

The party continues on, thankful for Jewel's spell and Arrangleos' thief abilities. Arrangleos motions for the group to stop; he has spied a secret door in the ceiling. Achilles the scout lifts Arrangleos up to open it, but Arrangleos can't fathom the lock. Nero the defender/spy announces that he has deciphered the lock and simply needs to be lifted high enough to touch it. Achilles obliges, and the door is soon opened.

Achilles' strength is again useful in successfully lifting the rest of the party through the opening and in climbing the rope that Tyrus tosses down.

They now find themselves in the castle wine cellar. Despite the protests of Arrangleos, the party forges ahead. Their next challenge soon present itself: the wine cellar door is locked from the outside. Jewel casts an Open spell, and the door swings open. In a flash, Arrangleos is through the opening and into the hallway beyond. Scouting ahead, he spies a huge, ornate double door around the corner.

From behind the door, high pitched yelps can be heard, punctuated by muffled laughter. He quickly rejoins the rest of the party, and together they advance towards the door.

With practiced precision, Tyrus smashes through the door and the adventurers enter the room as one coordinated force. They are greeted by the hideous sight of a halfling hanging upside down with several small darts protruding from his body. They spot an enormous man in armour who draws his sword from its sheath and bellows, "Who dares to disrupt my games?!" and advances on Tyrus. Then, reconsidering his solo frontal assault, he stops, and while swinging his broadsword back and forth, begins to chant. Before Tyrus can figure out what is happening, a danurra appears in front of him. "Oh */#!," exclaims Tyrus.

The danurra turns to face Delgar and says with a menacing rasp to his voice, "What trivial errand have you summoned me for this time?" "Dispose of these intruders!" commands Delgar.

Will the demon obey Delgar's command? If he does, will any of the party escape alive? Or is there, in fact, enough combined skill to defeat the danurra and Delgar if it is used adroitly? If they are victorious, will they find Delgar's treasure? And what of the unexplored passage: what does it hold in store for our heroes? The answers to these questions and all others you can think of are known only to the GM.

GLOSSARY OF ABBREVIATED TERMS

AGL	Agility	kg	kilogram
AL	Alertness	LP	Life Points
APP	Appearance	m	meter
As	Assassin	MP	Mithril piece
Att	Attacker	MV	Movement Value
AV	Absorption Value	qtl	quatloo
BK	Black Knight	save	saving roll
CP	Copper piece	Sc	Scout
D	Destroyer	SP	Silver piece
Def	Defense	SR	Saving Roll
DEX	Dexterity	ST	Stealth
END	Endurance	STR	Strength
GM	Game Master	T	Thief
GP	Gold piece	W	Warrior
INT	Intelligence	WIL	Willpower
IP	-Iron piece	WK	White Knight
J	Jester	Wz	Wizard
MD	Metamorphic Dwarf	/	per

WIZARDS' WORLD™

CHARACTER RECORD SHEET

Character Name _____
Player Name _____

Profession(s) _____
Level(s) _____
Experience Points _____

Primary Attributes

STR _____ To hit adjustment _____
INT _____ Max. Spell Level _____
WIL _____
END _____ To hit adjustment _____
DEX _____ Def. adjustment _____
AGL _____
APP _____

Damage Bonus _____ Force Door _____
Chance of failure adj. _____

Secondary Attributes

AL _____
ST _____
MV _____
LP _____

Race _____
Current Age _____ Death Age _____
Height _____ Weight _____
Money _____

Racial Abilities

Other Abilities

Armour _____ AV _____

Weapon _____ Proficiency _____

Languages

Possessions

Magical Items

SPELLS

[illegible]

NOTES:

In Wizards' World you can

- Explore uncharted wildernesses
- Do battle with fierce monsters
- Accumulate great hordes of gold and silver
- Gain amazing magical powers.

You create the characters and play them the way you like. The game master determines the challenges to be faced and the rewards to be reaped; you and your fellow adventurers decide on the strategy.

This manual provides guidelines for play, including

- Character races
- Character professions
- Magical spells
- Combat rules
- Monsters.

All that is needed to enjoy many hours of fascinating adventures in the comfort of your home is in this book. You will need a variety of dice, and a vivid imagination.

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