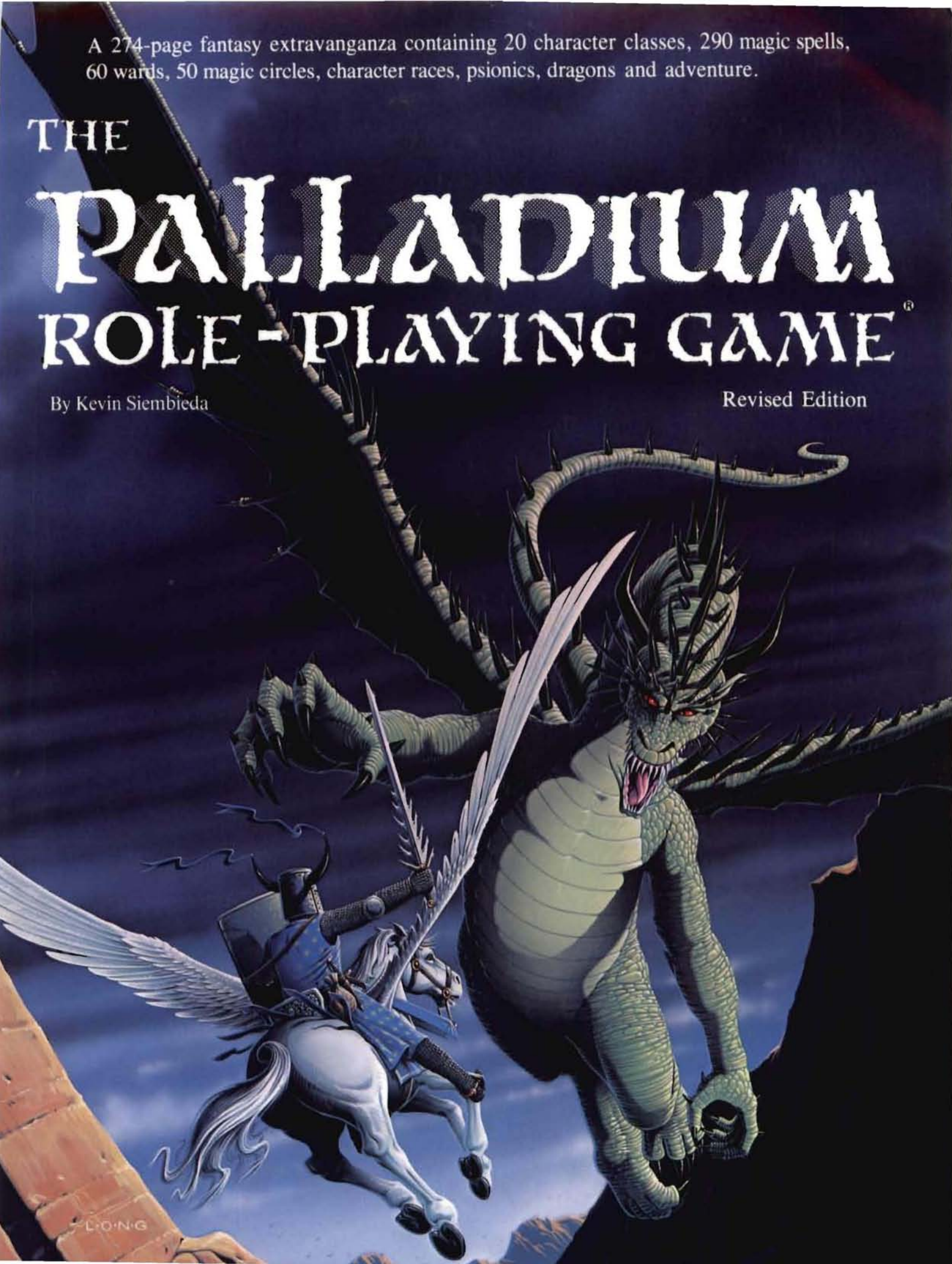
A 274-page fantasy extravaganza containing 20 character classes, 290 magic spells, 60 wards, 50 magic circles, character races, psionics, dragons and adventure.

THE PALLADIUM ROLE-PLAYING GAME®

By Kevin Siembieda

Revised Edition



THE PALLADIUM™ ROLE-PLAYING GAME

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INTRODUCTION

What is a Fantasy Role-playing Game? In its simplest context it is a game of make-believe and let's pretend. I'm sure that most of the people buying this book already have some idea of what Role-playing is all about, so I'm not going to bore you with some lengthy explanation or history of Role-playing. Read the rules, the descriptions and elements of this game, get together with friends, choose a Gamemaster (G.M.) to create/develop the fantasy world and scenarios, roll up your characters and go to it!



EQUIPMENT

1) Two or more players, plus ....
2) Game Master
3) Dice: Four 6-sided, two 8-sided, two 10-sided, two 20-sided, and two-4 sided
4) Paper and pen for notes and maps
5) Imagination

NOTE: Dice can be purchased at any hobby shop or many mail order game suppliers.

GLOSSARY OF TERMS

Explanation of Terms

For someone not familiar with FRP games, there is often a number of terms which may be confusing. As with any hobby, a certain vocabulary has developed with which enthusiasts converse. Here is a cross section and explanation of the gamer's vocabulary.

GLOSSARY

ATTRIBUTE - An attribute is a category, either mental or physical, generated by rolling dice, used to define a certain portion of a character. The set containing all of a character's attributes defines that character in its most basic form. Sample attributes are Physical Strength, Mental Endurance and I.Q.

CAMPAIGN - A campaign is the term for a long standing series of adventures based on one particular world, event, or set of characters. Campaigns are conducted by gamemasters, who are responsible for setting things up and maintaining continuity. A well-conducted campaign can provide countless hours of enjoyment over a long period of time.

CHARACTER - A character is a player's "playing piece" in a role-playing game. In its most basic form it consists of a set of attributes which vary depending on the specific game played.

DEATH - Often in conversations among game players, one will hear such phrases as "I got killed", "I died", "I chopped off its head", "We wiped 'em out", etc. This can be rather disturbing to the uninitiated, but, in most cases, these phrases refer to their characters' actions in the game, and not their real lives. FRP games cannot, and should not, be classified as being overly violent. This is a function of the particular gamemaster and his/her group, and not the game itself.

DICE - All fantasy role-playing games use dice of one form or another. Common dice come with four, six, eight, ten, or twenty sides. In the context of most game rules, these various forms are distinguished by a capital "D", followed by a number which indicates the range wanted. For example: "D8" would indicate an eight-sided die. A number before the "D" indicates how many of the required dice one should role, i.e., "3D8" indicates that three eight-sided dice are to be rolled.

FRP - Fantasy Role-Playing games

GM/DM - Gamemasters (GM s), a.k.a. Dungeonmasters (DM s), are those people who design and conduct FRP campaigns.

PLAYER - A player is a person who plays in a FRP campaign.

ROLL-A-TWENTY-SIDED - This means to roll dice and generate a number within the stated range. In this case a number from 1-20 would be obtained.

ROLL PERCENTILE - This means to generate a number from 01-100. To do this, two twenty-sided dice are required; one die indicates the tens and the other the ones.

RUN - This term can mean to conduct a campaign or to play in a game. Examples: "He runs a campaign.", "I run in a campaign".

SAVINGS THROW - A system to give players one last chance to survive some adversity. By rolling under, or over, a certain value, as set by the GM, players are permitted to somehow avoid unpleasant circumstances.

SCENARIO - A specific adventure or series of events which a GM has drawn up with which to challenge the players. A scenario can be as small as a one or two-room house, or as large as an entire battlefield.

STAT - An abbreviation for STATISTIC. Often used interchangeably with ATTRIBUTE.

CREATING A PLAYING CHARACTER

Characters are composed of **eight (8) attributes**

I.Q.
Mental Endurance (M.E.)
Mental Affinity (M.A.)
Physical Strength (P.S.)
Physical Prowess (P.P.)
Physical Endurance (P.E.)
Physical Beauty (P.B.)
Speed

Each of these mental and physical attributes define a character''s strengths, weaknesses, and natural abilities. They will also help determine a character's *Occupational Character Class* (O.C.C.) and *skills* selection.

DETERMINING ATTRIBUTES

Attributes are determined by the roll of six-sided dice. The number of dice rolled for each attribute varies from race to race reflecting racial and anatomical differences. *For example: humans* have a consistent physical make-up/aptitude in each attribute, so three 6-sided dice are rolled for each category. *Wolfen*, however, are large, powerful creatures possessing a greater physical strength. This is reflected in the number of dice rolled to determine the physical strength (4 dice). Wolfen lack a certain degree of mental affinity, which again is reflected in the number of dice rolled (2 dice). *Goblins*, on the other hand, are extremely agile, possessing a high physical prowess (4 dice), but not too bright (roll 2 dice for I.Q.).

The particular race a player chooses is very important, as it will directly influence one's attribute rolls (and possibly the character's selection of an *Occupational Character Class* and *skills*). Be certain to review the Racial Attribute chart and Racial descriptions before choosing a specific race and before rolling up your attributes.

The numbers rolled on the 6-sided dice determine the character's attributes. The higher the number, the greater the ability. Generally, a roll of 2-7 is considered low, 8-10 average, 11-15 high, and 16 or greater exceptional. I'm a firm believer in rolling-up a character going with all the first rolls without adjusting or re-rolling an attribute if the number is very low or if all the stats are average. This adds spice and personality to a character! Not all characters have to be perfect or muscle-bound or genius. Play that strong but stupid character with an I.Q. of 5 and a P.S. of 16! This helps create the atmosphere for role-playing, stimulating more thought, creativity and personality. Even in classic heroes (as well as most great literary or cinematic heroes) it is the **strengths** and **weaknesses** that mold the character into what he/she is.

Attributes: A brief definition

I.Q.: this simply indicates the intelligence the character possesses.

Mental Endurance (M.E.): indicates how much mental and emotional stress the character can withstand.

Mental Affinity (M.A.): this is the character's personal magnetism/charisma. Many powerful men, such as Hitler and President Lincoln, were not physically attractive, but possessed incredibly magnetic personalities. The sign of a natural leader.

Physical Strength (P.S.): is just that; the raw physical power of the individual.

Physical Prowess (P.P): indicates the manual dexterity and agility of a character. This applies to the use of the hands and the nimbleness of movement (not to be confused with speed).

Physical Endurance (P.E.) is the strength of the character's constitution, the amount of physical punishment (hit points) the person can withstand, resistance to fatigue, disease, and so on.

Physical Beauty (P.B.): indicates the physical attractiveness of the character.

Speed (Spd): applies to the character's ability to run the mile. Speed *DOES NOT* apply to the use of weapons, tools, or number of attacks, parries or dodges (all of which fall under the P.P. category). **NOTE: Maximum Running Speed**: Spd. $\times$ 20 = how many yards (meters) per minute (one minute = one melee) a character can run. *Example*: Spd. 9 $\times$ 20 = 90 yards per minute. **The physical endurance** (P.E.) indicates *how long* (by minutes) the character can maintain this maximum speed. *Example*: Spd 9 X 20 = 180 yards per minute; P.E. 11 indicates that the person can maintain that spd. for 11 minutes/melees before tiring. Total yards run in 11 minutes would be 990. When a character tires (upon reaching P.E. total) the speed is reduced to half. *Recovery time*: 30 minutes rest for full recovery.

Attribute Bonuses

Exceptionally high rolls (16, 17, 18 or more) provide the character with special bonuses or conditions/abilities in conjunction with that attribute.

If a player rolls three dice and gets a **17** *or* **18** he/she gets to roll *one additional bonus die* for that attribute. This applies to attributes where three dice are rolled (not 4 or 5 dice) and the bonus is applied *only* to the attribute in which the 17 or 18 was rolled. When a bonus attribute roll happens the player rolls the one additional 6-sided die, adds the number rolled to the specific attribute and checks the attribute bonus chart for the bonus abilities.

Attributes determined by the roll of two dice get a bonus third die roll *only* if a **12** is rolled. No additional bonuses are allowed. The attribute determined by the roll of four or five dice do not get any additional bonus die rolls. However, attribute bonuses can be achieved by high rolls of those four or five dice. See bonus chart.

Description of Attribute Bonuses

I.Q.: The Attribute Bonus Chart indicates the bonus percentage added to all of the character's skills, including O.C.C., elective and secondary skills. This bonus is a one-time situation applying to first level skills. It does not apply to skills developed or learned as a character matures.

M.E.: indicates the bonus added to saving throws vs. psionic attacks and insanity.

M.A.: Gives a bonus for strength of personality which increases the percentage probability of the character invoking trust or intimidation in others.

P.S.: shows the bonus to inflict damage in hand to hand combat.

P.P.: reflects the character's exceptional quickness and dexterity, providing bonuses to parry, dodge and strike.

P.E.: indicates just how much physical punishment the character can withstand, providing bonuses to survive coma/death (add to percentile roll), and bonuses to save vs. magic and poison.

P.B.: reflects the character's incredible physical beauty/appearance. The chart indicates the percentage probability of people being awed and/or impressed by the person, charmed by the sheer attractiveness he/she possesses.

Spd: No bonus.

ALL bonuses are in addition to any O.C.C. or skill or magically induced bonuses.

ATTRIBUTE BONUS CHART

	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q. add to all skills. This is a one time bonus	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%
M.E. save vs. psionic attack	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
save vs. insanity	+1	+1	+2	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13
M.A. trust/intimidate	40%	45%	50%	55%	60%	65%	70%	75%	80%	84%	88%	92%	94%	96%	97%
P.S. Hand to Hand combat: damage	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
P.P. parry and dodge bonus	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
bonus to strike	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E. save vs. coma/death	+4%	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
save vs. magic/poison	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.B. charm/impress	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	90%	92%

Spd. No special bonuses other than the raw, natural ability to run.

RACIAL ATTRIBUTE CHART

			Number of Dice rolled for attributes							
RACE	**AVERAGE LIFE SPAN**	CANNIBALISM	**IQ**	**ME**	**MA**	**PS**	**PP**	**PE**	**PB**	**Spd.**
HUMAN	60 years	8%	3	3	3	3	3	3	3	3
ELF	600 years	0	3	3	2	3	4	3	5	3
DWARF	200 years	0	3	3	2	4	3	4	2	2
GOBLIN	80 years	18%	2	3	3	3	4	3	2	3
HOB-GOBLIN	60 years	50%	2	4	3	3	3	3	2	3
KOBOLD	160 years	90%	3	2	3	3	3	4	2	3
ORC	50 years	60%	2	2	3	4	3	3	3	3
OGRE	90 years	99%	3	3	2	4	3	4	2	3
TROLL	120 years	99%	3	2	2	5	4	4	2	2
TROGLODYTE	90 years	30%	2	2	3	4	4	3	2	5
CHANGELING	800 years	40%	3	5	4	3	3	2	2	2
GNOME	300 years	0	3	2	3	2	4	4	4	2
WOLFEN	50 years	90%	3	3	2	4	3	3	3	4

RACE	**AVERAGE SIZE/HEIGHT**	**NIGHTVISION**	**POSSIBLE PSIONICS**	**OCCUPATIONAL CHARACTER CLASS LIMITATIONS**
HUMAN	4 - 6.10 ft.	None	Yes	None
ELF	6 - 6.10 ft.	60 ft.	Yes	None
DWARF	3 - 4 ft.	90 ft.	Yes	No magic (except Mind Mage), No Long Bowman (too short)
GOBLIN	3 - 4 ft.	90 ft.	Yes	No magic O.C.C. (except witch and cobbler), No Long Bowman, Knight or Palladin
HOB-GOBLIN	4 - 5 ft.	40 ft.	No	No magic O.C.C. (except witch), Long Bowman, Knight or Palladin
KOBOLD	3 - 4 ft.	90 ft.	Yes	No Long Bowman, Knight or Palladin
ORC	5 - 6.8 ft.	40 ft.	No	No magic O.C.C. (except witch and warlock), Knight or Palladin
OGRE	6 - 8 ft.	40 ft.	Yes	None
TROLL	10 - 12 ft.	60 ft.	No	None (although they tend toward Mercenary Fighter, Thief, and Assassin. They seldom dabble in magic.)
TROGLODYTE	4 - 5 ft.	120 ft.	No	Limited to O.C.C. of Mercenary Fighter, Thief, Assassin, Priest, Shaman and Healer ONLY.
CHANGELING	3 - 10 ft.	None	Yes	None
GNOME	2 - 2.6 ft.	90 ft.	No	Limited to O.C.C. of Mercenary Fighter, Ranger, Thief, Assassin, Clergy and Magic O.C.C. (except Mind Mage).
WOLFEN	7 - 9 ft.	40 ft.	Yes	None

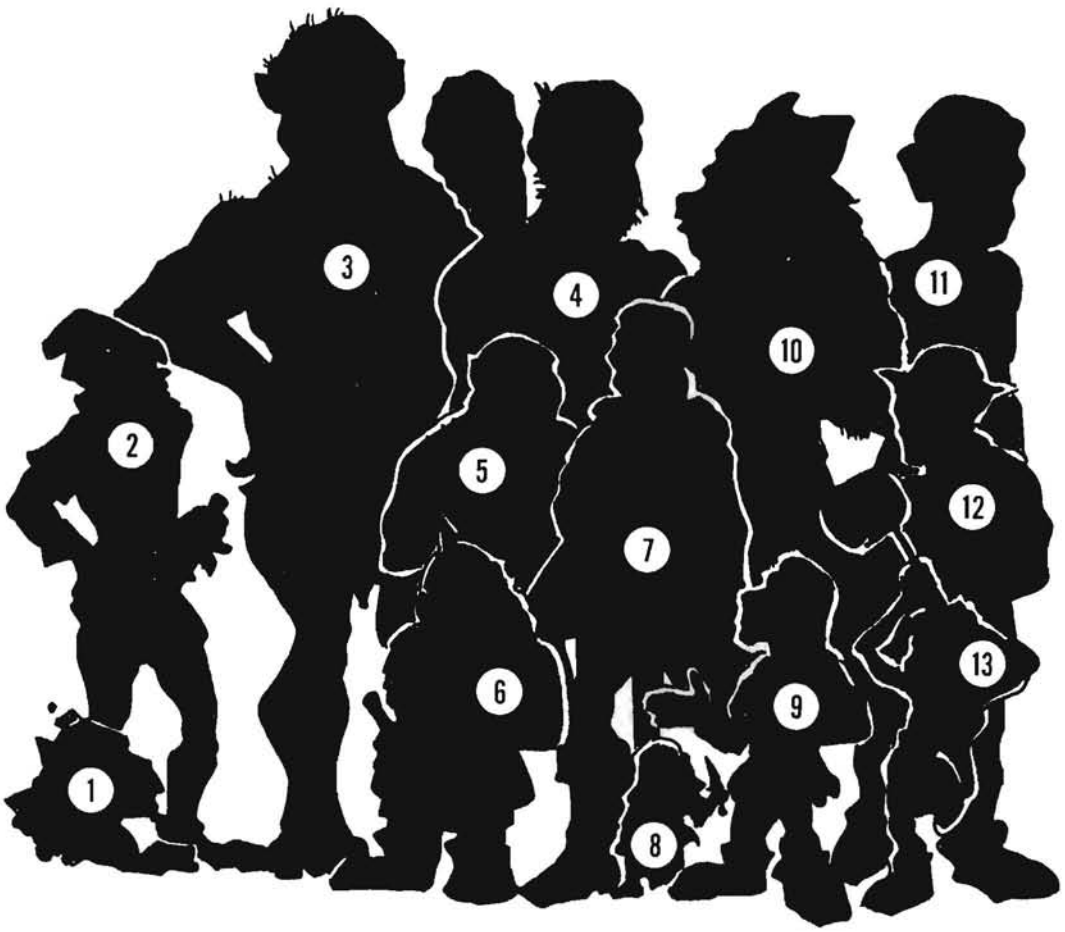
RACES



NON-HUMAN RACES AS PLAYING CHARACTERS

Unlike many role playing systems, **The Palladium Role-Playing Game** enables players to create and play many of the other intelligent races of creatures which inhabit this world. Players can choose to play any *one* of thirteen different races, from human and elf to ogre and troll. Because of anatomical and racial differences, each race has *different natural* strengths and abilities. Size, height, and all other factors *have* been considered and incorporated into the eight attributes of each race. Be certain to review both the **Racial Descriptions** of each race and the **Racial Attributes Chart.**

Remember each race will have certain strengths and weaknesses. For example, while a troll is incredibly strong it is also very slow (despite its size) and has little mental endurance/resistance. A goblin on the other hand is very quick and agile but they are also less intelligent. Humans are the norm in this world; they are the rule not the exception. Consequently their eight attributes are all consistent. Often the lure of playing a non-human character is being different and/or possessing other powers. However, as you can see, these extra abilities or enhanced attributes are balanced by attributes/abilities which fall below the human norm.



Racial Prejudice

Players of non-human characters should realize that they will be subject to racial fears and prejudice. This is a time of upheaval and war between humans and the monster races (as the humans call them). For example, a player whose character is a **good** ogre or wolfen is still going to invoke fear, suspicion, and hatred in most humans because they *know* ogres and wolfen as evil, murdering monsters. Humans regard most of the non-human races in much the same way as early settlers regarded the American indian.

While these racial and social prejudices and rivalry can add a lot of spice to a role-playing game the players should remember that his/her non-human character may be subject to abuse by both player and non-player characters: hated by the humans he protects and hated as a traitor by his own kind.

NOTE: Because of the multitude of diverse intelligent life forms it is important to understand their interrelationships with each other and their place in this world. It is wise to read both the general history and each individual race's description.

A HISTORICAL OVERVIEW

In the Palladium World no one life form has risen above the others to claim dominance over the rest. As a result we have a world locked in countless power struggles with dozens of kingdoms and races seeking to rule it.

The **humans**, also known as the true men, *seem* to be the species of growing dominance, continually increasing in numbers and technology. Humans are clearly the most adaptable and organized of the thirteen major races. Consequently mankind flourishes, building powerful kingdoms while destroying any non-humans who dare to oppose them.

If nothing else mankind has the advantage of sheer weight of numbers being one of the more prolific species. Humans are the heirs-apparent of this world. They are the norm and trod relentlessly along in their pursuit to win this world.

Humans are generally friendly toward elves, dwarves, and gnomes. All others are usually considered to be evil monsters who seek to destroy mankind and all that is good.

Elves are, perhaps, the humans greatest allies having chosen the human race as their unspoken progeny. Perhaps the elves support mankind because they are the most like themselves. It is likely none will ever know for certain.

Once the masters of this world, the day of the elven lords has long since perished. Because of the elves arrogant, degrading, sometimes cruel treatment of the other (obviously inferior to elven) races during this period, they are hated and despised by most of the other races. Trolls, ogres, goblins, kobolds, and gnomes are particularly hostile toward elves. Yet the animosity between the dwarf and elf is legendary, as is their blood feud which has spanned the eons. However, while elves deal favorably with humans, troglodytes, and changelings, the free and natural spirits of the faerie folk, such as pixies, brownies, and faeries, love elves above all others and will seldom harm or even tease them.

Dwarves, once the mightiest of the subterranean races, were crushed into submission during the rule of the elven lords. They alone held the secret of Rune Magic, making them the only threat to elven rule. Dwarven imprudence and knowledge of Rune Magic caused their down

fall as elf and dwarf waged bitter war for over 2000 years. Since losing the great dwarf/elf wars several thousand years ago the secret of Rune Magic has been lost while the dwarves dwindle with each generation. Their place in this world is slowly coming to an end.

Having lost their respect among the faerie folk dwarves are generally envious and bitter toward most of the other races, particularly the larger and/or more handsome creatures. Although this jealousy applies to humans as well, dwarves prefer to associate with them above all others and are often found flourishing in human society. Strangely, there exists a strong friendship/comradeship between dwarf and kobold despite the dwarves abhorrence of the kobolds legendary cruelty. In all of recorded history dwarf and kobold have never warred against each other.

Goblins are among the most common of the sub-human races second only to the **orcs**. **Hob-goblins**, larger cousins of the goblin, numbers are small and still-births are frequent. They are apparently genetic mutations destined to oblivion.

Goblin and **Orc** populations are fairly large, and combined could prove to be a formidable adversary to the human race. However, they tend to be a dull witted, unorganized lot often used as fodder or slaves by greater forces. Goblins, hob-goblins, and orcs associate freely with each other (a typical tribe consists of all three), as well as trolls and wolfen. They despise kobolds, elves, dwarves, and humans.

Ogres are the human Neanderthal that never evolved. They are large, cruel predators that trust no one. Ogres are tribal loners who hate humans, elves, dwarves, and most faerie folk (including goblins and kobolds). They deal favorably with wolfen and often command small troops of orcs. The ogre's days in this world are surely numbered.

Kobolds, like dwarves, are a subterranean mining race whose treachery and cruelty are legendary. While they tend to keep to themselves they often lend their services as mercenaries and craftsmen to the other sub-human races (but only if the price is right). The kobold threat to humans is yet undetermined for although kobolds do possess some extensive land areas they are extremely territorial and care little about what is happening beyond their individual domains. However, humans are encroaching on kobold held territory suggesting conflict is imminent.

It is the **Wolfen** who present the greatest threat to mankind. Once limited to rag-tag barbarian tribes constantly battling among themselves, it seemed they would destroy themselves. However, since the unification of the twelve tribes they have become a well organized, militaristic society determined to rule this world. Wolfen are intelligent, cunning creatures of great strength. Extremely prolific their numbers have grown at an alarming rate since their tribal bickering has ceased. They have been known to command large troops of orcs and goblin leading some scholars to believe that the wolfen could one day unite the other sub-human races to their cause.

They enjoy the company of ogres and elves but loath humans and dwarves.

Troglodytes are generally neutral toward all races. Having forsaken the surface world long ago, they are content to live in peace in their own subterranean domain. Loyalty tends toward the other subterranean races; dwarf, gnome, kobold, and goblin. Troglodytes greatly fear and distrust humans, elves, and wolfen.

Gnomes are a handsomer, smaller strain of dwarf that is nearly extinct. Originally a subterranean race they now dwell in dense forests or shallow tunnels in low hill sides.

Although of dwarven ancestry they do not get along well with dwarves and hate kobolds, goblins, ogres, and most of the cruel sub-human races. Gnomes are generally friendly toward humans, troglodytes and the faerie folk.

Feared and hunted by nearly all the other races **Changelings** are *assumed* to be a dead race. However, endowed with the natural ability to shape change into any humanoid form it is impossible to determine if changelings are not flourishing in the guise of another race.

They seem to prefer the company of humans, elves, wolfen, orcs, and trolls.

Trolls are lumbering giants whose destiny lies in oblivion. Trolls enjoy the company of kobolds more than any other, but also deal favorably with dwarves, goblins, hob-goblins, and orcs. They are indifferent toward the remaining sub-human races and hate elves and humans.

Giants of various species can also be found but they are genetic mutations that will not survive in this changing world.

The **faerie folk** are a host of magical, natural spirits including the likes of leprechauns, sprites, pixies, brownies, and so on. They are ambivalent, chaotic creatures who have no knowledge or concerns of the trials and tribulations of the silly human and sub-human races.

Dragons, too, walk this land, often meddling in the affairs of humanoids for pleasure and profit. The most powerful of the surviving archaic races their place in this world will end though not for many centuries to come.

LANGUAGES

Common Racial Languages	Written Language
*__Human__: Northern tongue (barbarian)	Yes
Southern tongue	
Eastern tongue	
Western tongue	
	Yes
**__Elven__: (includes)	
Elf	
Changeling	
Titan	
	Yes
**__Dwarven__: (includes)	
Dwarf	
Kobold	
Gnome	
Troglodyte	
	No
**__Goblin__: (includes)	
Goblin	
Hob-goblin	
Orc	
	No
**__Troll__: (includes)	
Troll	
Most Giant tongues	
	Yes
__Wolfen__: One common tongue	
	No
__Ogre__: One common tongue	
	No
**__Faerie__: (includes *all* faerie folk, even Goblins, Hob-goblins, Orcs and Kobolds, but is distinctly different than the Goblin language.)	

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* Humans have 4 *distinctly different* languages depending on geographic point of origin.

** Those languages with 2 asterisks indicate the *same language* is spoken by several races.

HIT POINTS

HIT POINTS (OR LIFE POINTS), ENDURANCE AND MOBILITY

HIT POINTS

Hit points might best be thought of as life points, because they indicate how much physical damage (cuts, bruises, etc.) a character can withstand before he/she dies. These are the points that are observed during a battle (or melee) to determine how much damage is inflicted on friend and foe. Each time a character is struck by a weapon he takes physical damage. The individual players keep score of how many hit points their character has by subtracting the damage from his/her character's hit points each time that character is hit by a weapon. Likewise, the Game Master keeps score of how much damage the player inflicts upon his opponent. When a character has zero hit points he is in a *coma* and will soon die unless extensive medical or magical aid is applied. When a character's hit points have been knocked far below zero, he is dead and beyond saving.

DETERMINING HIT POINTS

Now that you have some idea of what hit points are about, let us get into the technical aspects of their determination and use.

1) **Base Hit points**: Having rolled up your 8 attributes you will recall that one is **physical endurance** (P.E.). The physical endurance score indicates your character's base/starting amount of hit points. This number means that he/she can lose that many hit points before dying.

Some of you will have a character with many hits points;... don't get too cocky; a sword in the right hands can whittle you down to size in one melee round. Others will find themselves with a character who has only a handful of hit points (as little as 3);... don't despair or feel cheated, you'll just have to use cleverness and cunning in avoiding direct confrontations until you've built up your hit points.

2) **Building Hit Points**: After determining your **base** hit points, pick up one 6-sided die, *roll* it and *add* the number rolled to your Hit point base. *Only roll one 6-sided die, one time.*

As your character grows in knowledge and experience, he will gain more skill and expertise in his chosen profession (**see: Occupational Character Classes**). At the same time, he will also mature physically, *increasing* his Hit points. **Thus, each time a character attains a new experience level, roll one 6-sided die and add it to the existing hit points.**

3) It is also possible to build Hit points through magical means, but this is *extremely rare*. **NOTE**: Armour can offer much needed physical protection. *See Armour and S.D.C. in the Men of arms section.*

RECOVERY OF HIT POINTS

After a battle, characters who have sustained physical damage (loss of hit points) must tend to their wounds. The attending of wounds can be administered by the character or by another person. Such natural treatment includes bandaging, stitching, wrapping, etc. Injury may also be treated by clergy or magic.

Natural recovery is through the use of applied medical knowledge, including the use of salves, balms, leeches, stitching, bandaging, braces, supports, cleaning and dressing wounds, herbs, compresses, bed rest, and so on. *The hit point recovery rate* is two per day for the first two days and four per day for each following day until the character has regained all his/her original hit points.

Clergy: the healing touch: Through concentration, force of will and belief in their god(s), most clergy (priests, shaman and healers) can heal a person by the laying of hands/touch. This ability restores hit points and heals injury each time the clergyman offers his healing touch. See Clergy: Priests, Shaman and Healer.

Magical recovery can also be used in combination with either or both of the afore mentioned healing processes or independently. Healing through magic can include healing potions, spells, wands, rods, staves, or any enchanted item (swords, medallions, charms, etc.). See Alchemist and magic in general.

SURVIVING COMA AND NEAR DEATH

When a character's hit points are reduced to zero (or less) he/she collapses; lapsing into a coma. This character is near death and will die in a matter of hours unless he/she receives immediate medical treatment.

How much damage below zero a character can undergo is indicated by the *physical endurance* (*P.E.*) attribute. A character can take a hit point of damage below zero (negative 1, -2, -3, etc.) for **each** P.E. point. **Example**: a character with a P.E. of 9 will lapse into a coma at zero hit points, but still live up to negative 9. However, if the character takes more damage (which is possible) than the P.E., he/she is dead with no hope of recovery. Thus, if our character with a P.E. of 9 takes 10 points, or more, of damage below zero (exceeding his P.E.), he/she is beyond medical or common clerical or magic help and dies. Only a resurrection (magic or clergy) spell or warlock breath of life can bring that person back to life.

Coma length

The length of time a character will survive (without treatment) in a coma is again indicated by the P.E. Add one hour for each P.E. point (example: P.E. 9 = 9 hours, P.E. 10 = 10 hours, etc.).

RECOVERY FROM A COMA

First the comatose person must be medically treated and brought back up to at least one hit point above zero. Standard medical, clerical or magical means can be used to achieve this. After this has been achieved the character may be able to break-out of the coma. This is determined by the rolling of percentile dice. If the player rolls two successful recovery rolls out of three tries, the character breaks out of the coma and is no longer in danger of dying.

Recovery ratio (roll 2 out of 3)

Must roll over 59% for recovery with standard (natural) medical treatment.
Must roll over 31% for recovery with magic or clergy treatment.
NOTE: This may be attempted once every hour.

Optional Recovery Side affects (from severe damage)

	Permanent Physical Damage
1-10	No permanent damage
11-20	Major scarring; reduce P.B. by 2
21-39	Legs impaired; walk with a limp; reduce Spd. by 2
40-55	Minor stiffness in joints; reduce P.P. by 1
56-70	Major stiffness in joints; reduce P.P. by 2
71-82	Chronic pain; reduce P.E. by 1
83-92	Minor brain damage; reduce I.Q. by 1
93-100	Major brain damage; reduce I.Q. by 3 and M.E. by 1

	Insanity (undetected brain damage)
1-26	None
27-48	Phobia
49-69	Affective disorder
70-95	Psychosis
96-100	Neurosis

PHYSICAL STRENGTH AND WEIGHT

A character can carry 10 times his P.S. of weight in pounds (in addition to his/her own body weight). Thus, a character with a P.S. of 10 can carry 100 lbs. (45 kg.); P.S. of 12 = 120 lbs.; P.S. of 14, 140 lbs.; etc. He/she can carry this maximum load (P.S. $\times 10$) while executing light activities (walking, standing, jogging) for 2 times is P.E. (example: P.E. 10 $\times 2$ = 20 minutes/melees) before needing to stop and rest. Heavy exertion (running, combat, etc.) takes its toll much quicker, allowing the person to carry the load one minute for each P.E. point (P.E. 10 $\times 1$ = 10 minutes).

Movement and Exertion

To keep the game simple and as quick moving as possible, light activity such as walking, jogging, standing guard, riding, repairs, and so on does not affect the character's P.E. or Spd. Even intense activity (such as 15 minutes of combat) followed by light activity or *periodic rest* (½ an hour) enables the character to operate at full efficiency throughout the day and becomes a simple matter of pacing. In this way, the character can search through ruins, engage in periodic combat and still function at peak efficiency (although tired). A typical work day is 8 to 14 hours long. Remember, we are dealing with adventurers and mercenaries in good to excellent physical condition.

Drugs, psionics, or magic resistance to fatigue reduces the entire exhaustion/fatigue process by half.

Weight encumberance

Even a strong character capable of carrying heavy loads with ease will still find himself slowed down by the weight and bulk of the load.

Encumberance Modifiers

-2 Spd. for every 30 lbs.
-2% to Prowl for every 40 lbs.
-1 to parry or dodge for every 60 lbs.
-1 P.E. point for every 40 lbs, meaning that one P.E. point is temporarily subtracted for each 40 lbs. of weight, reducing the maximum time (minutes/melees) the weight can be carried without needing to stop and rest.
Armour also impedes movement. See armour in the Men of arms section.

OPTIONAL

OPTIONAL PERSONAL MODIFIERS

I've found that many players like as much background and details about their characters as possible. As a result, I have assembled a series of tables that provide more background information about one's character. These are not necessary, but can be fun, this I leave the use of them up to the individual Game Masters and players.

All of these tables require the roll of percentile dice.

BIRTH ORDER

1-28	First born
29-40	Second born
41-50	Third born
51-60	Fourth born
61-70	Fifth born
71-80	Last born
80-100	Illegitimate

WEIGHT

1-10	Skinny
11-30	Thin
31-50	Average
51-70	Husky
71-84	Pot-belly
85-100	Obese

AGE

	Human/Wolfen/ Goblin/Hob-goblin/Orc	Ogre/Troll/ Troglodyte	Dwarf/ Kobold/ Gnome/	Elf/ Changeling
1-17	16 years old	18	20	20
18-28	19	22	25	24
29-35	22	26	30	28
36-49	24	28	35	30
50-59	26	30	40	50
60-73	28	34	50	80
74-89	30	38	60	100
90-100	34	42	70	200

Humans, Wolfen, Goblins, Hob-goblins and Orcs all age at about the same rate.
Ogres, Trolls and Troglodytes age at about the same rate as humans, but have a longer life span (average 90 years).
Dwarves, Kobolds and Gnomes mature quickly and look old even when young. Example: a very young dwarf of 20 years will look to be at least 50.
Elves and changelings mature quickly, but maintain their youthful appearance. A 100 year old elf (young by elven standards) will look to be about 25 years old (by human standards). An elf that looks old will be 600 years old or older.
NOTE: There are **no** skill or O.C.C. bonuses for age. Whatever the age, the present O.C.C. and adventuring are a *new* episode in the character's life.

POSSIBLE SKILL BONUSES

The social background indicates the family's background, life style, and type of work the character *may* be familiar with. This is **not** the character's occupation nor should it influence the choosing of an occupation. All the social background indicates is the *basic* background/environment the character grew up in. A character with a social background of clergy may very well become a thief or assassin, while a serf or noble may choose an occupation as a man at arms or priest. The social background is provided to help you flesh out your character and his development, not dictate any sort of direction.

The possible skill bonuses are bonuses that may apply to a skill (if it is chosen) or skills as a result of the character's background. Just being in that particular environment has afforded a limited degree of knowledge which may be directly applicable to the character's chosen occupation (O.C.C.).

SOCIAL BACKGROUND

1-10	**Sailor/Fisherman**	Sense of direction (+5%), Sailing (+5%), Swim (+6%)
11-17	**Craftsman**	Carpentry (+6%), Recognize precious metals/stones (+4%), Recognize weapon quality (+4%)
18-24	**Serf**	Trap/skin small animals (+5%), Identify plants/fruits (+4%), Carpentry (+4%)
25-30	**Peasant farmer**	Trap/skin small animals (+4%), Identify plants/fruit (+5%), Carpentry (+4%), Preserve food (+4%), Plant/farm lore (+4%)
31-36	**Farmer (land owner)**	Same as Peasant farmer
37-54	**Men at arms**	Prowl (+2%), Speak additional language (+4%), Recognize weapon quality (+4%)
55-70	**Clergy**	Medical (+3%), Demon and devil lore (+5%), Religious doctrine (+5%)
71-80	**Merchant**	Read/write (+5%), Mathematics (+4%), Speak additional language (+4%)
81-90	**Scholar/Magician**	Read/write (+5%), Read/write additional language (+4%), Speak additional language (+5%)
91-100	**Noble**	Same as scholar, plus, Recognize precious metals/stones (+4%)

DISPOSITION

1-6 Mean, suspicious, vengeful
7-10 Paternal, overbearing, over-protective of others (especially young ones)
11-19 Quick tempered, grumpy, easily aggravated
20-28 Shy, timid, reserved, not real sure of oneself
29-37 Braggart, cocky, exaggerates, usually cheerful but annoying
38-46 Schemer, gambler, takes chances, looking for the best deal
47-56 Friendly, talkative
57-60 Courteous, hospitable
61-70 Tough guy, impudent, self-reliant, confident
71-78 Complainer, constantly aggravated about something or somebody
79-88 Arrogant, snobbish, feels superior
89-95 Easy going, laid back, trusts almost anyone until they are proven unworthy of trust.
96-100 Paranoid, trusts no one



RACIAL AND PERSONAL HOSTILITIES

(Looks upon one of the following with dislike, disgust and disdain).

1-4 Opposite sex
5-8 Children
9-14 Knights/Palladins
15-24 Magic/Men of magic
25-32 Dwarves
33-41 Elves
42-48 Wolfen
49-56 Non-human races
57-68 Clergy
69-73 Merchants
74-82 Soldiers/military
83-90 Thieves
91-100 The supernatural (Gods, ghosts, demons, etc.)

LAND OF ORIGIN

1-5 Ophids grasslands (North)
6-7 Northern Mountains (North)
8-12 Kingdom of Bizantium (North)
13-14 Phi Island (East)
15-17 Lopan (East)
18-20 Timro Kingdom (East)
21-38 Eastern Territory (East)
39-54 The Old Kingdom (West)
55-68 The Western Empire (West)
69-79 The Great Northern Wilderness (North)
80-82 Baalgor Waste lands (South)
83-89 Land of the South Winds (South)
90 Mt. Nimro (South)
91-100 Yin-Sloth Jungles (South)

INSANITY TABLES

INSANITY

Insanity falls into three classes: organically caused, environmentally caused, and a mixture of the two. Mixed causes, of course, are by far the most common. In addition, a character may develop a phobia that is strong enough to interfere with his/her functioning level.

Game masters may want to use the insanity tables as an additional table to establish playing character's quirks, but I don't recommend this. What I do recommend is having the characters roll on the insanity tables after experiencing a terrible and/or traumatic experience.

Totally Random Insanity table (optional)
Roll percentile dice.

1-18 No insanity.
19-30 **Organically caused**; brain cells have been destroyed by a physical means.
31-40 **Environmentally caused**; a childhood trauma or isolated incident; something happened which is so shocking it cannot be assimilated by a healthy mind **(Neurosis)**.
41-73 **Phobia**; a deep and overriding fear.
74-100 **Mixture of Organic and Environmental causes-Psychosis**.

TRAUMA

I've found that having a character roll on the insanity tables after a terrible trauma is very appropriate/realistic and fun, adding a new element to the game. What constitutes a traumatic experience is in part up to the G.M. and the actual situation.

The following is a guide to some traumatic situations requiring a roll on the insanity tables.

Long period of physical and/or mental torture.
2 to 8 weeks, roll once on Random Insanity table; 9 weeks to months roll once on Random Insanity and once specifically on Neurosis table.

Drug or magically induced hallucinations that were particularly terrifying, hideous, or realistic.
Roll once on Phobia table; if extremely traumatic or lengthy or re-occurring hallucinations, roll once on the Affective Disorder table. Continued hallucinations or real life encounter of the creatures or situation felt during the hallucination causes more trauma - 70% chance of developing a new phobia (or disorder if severe) for each encounter.

Witnessing or experiencing shockingly grotesque atrocity.
Roll once on Phobia table.

Terribly frightening or unusually terrible brush with death
Roll on Random Insanity table once.

Severe physical disability as a result of brain damage or leading to alcoholism or drug addiction.
Roll once on Organically caused insanity table.

Possession
Roll on Random Insanity table once.

Resurrection
Roll on Random Insanity table once, and also on the Phobia table once.

RANDOM INSANITY TABLE

(resulting from trauma) Roll percentile dice

1-19 **Affective Disorder**
20-50 **Neurosis**
51-75 **Phobia**
76-100 **Psychosis**

INDIVIDUAL TABLES

Roll percentile dice

AFFECTIVE DISORDERS

1-19 **Hates** music and musicians, and will always try to destroy the source of those horrible noises.
20-35 **Frightened** by loud noises to the point of cowering and wetting self.
36-54 **Disgusted** by anything sticky and will go to **any** length to avoid touching it.
55-75 **Obsessed** with cleanliness and must clean up any area he/she is at for more than a few minutes.
76-88 **Loves** to be dominated; will always obey any forceful command, until a new command intervenes.
89-100 **Intimidated** by spoken language; cannot speak meaningful sentences (must use sign language or written communication); has difficulty understanding long sentences.

NEUROSIS

1-18 **Fear of the Dark** (spent much time locked in closets) to the point of gibbering and total collapse while in the dark.
19-34 **Fear of Animals** (chewed on by the family pet while a nipper) to the point of running away when confronted by small, furry things.
35-49 **Cannot tell the Truth**; compulsive liar, even if of a good alignment.
50-64 **Invasion of the Body Snatchers**: Acute paranoia toward all aliens, those of alien heritage, even humans born off the Earth, and creatures of inhuman appearance. ("They're out to get ya! They could be anybody!! even . . . you!?!").
65-85 **Fear of Heights** (Uncle Goober used to dangle the character, by one foot, out of windows) to the point of being frozen above the second story; character is fine as long as ground is not visible.
86-00 **Fear of Success** (mom always said you weren't any good): Character will sabotage self at critical moments. The following minuses apply during critical, or high pressure moments (battle, danger, watched by others, etc.): −15% to all skills, −3 to hit, dodge, parry and damage.

PSYCHOSIS

1-15 **Paranoid type** everyone is out to get you; trusts nobody.
16-40 **Manic depressive** alternate severe depression one week (suicidal, nobody loves you) (-5% on all skills) with manic episodes the next week (everything is great and I'm the best that there ever was!) (+5% on all skills). 30% chance of alcoholism.
41-70 **Schizophrenia** you are very passive and easily frightened; you hear voices telling you that all the angels are dead; worry about what angels are. 50% chance of alcoholism or drug addiction.
71-85 **Mindless aggression** Roll percentile:

1-90 semi-functional; when frustrated, angry, or upset there is a 72% likelihood of going berserk and lashing out at anyone/everyone around until killed or confined; will take 3-18 rounds of confinement to regain composure.
91-100 non-functional/homicidal: continually going berserk until confined or killed; have one lucid day a week and try to talk your way out of confinement.

86-90 **Hysterical blindness** when under pressure, sight is lost until the pressure is removed; 1-89% likelihood of happening - roll for each situation.
91-100 **Become a psychiatrist** you can attempt cures per the psychosis cure table; try to cure everyone around (they're all sick, even if only you have the perdpicacity to tell); be sure to demand stiff fees.

PHOBIAS

1-5 Insects
6-10 Reptiles
11-15 Faerie Folk
16-20 Water
21-25 Darkness
26-30 Heights
31-35 Enclosures
36-40 Cats
41-45 Graveyards
46-50 Undead
51-55 Open spaces
56-60 Magic
61-65 Clergy
66-70 Opposite sex
71-75 Other races
76-80 Dragons
81-85 Gods
86-89 Worms
90-94 Flyers
95-97 Dogs
98-100 Slime/mold

ORGANICALLY CAUSED

1-40 **Brain damaged alcoholic**
lower all characteristics (attributes and skills) by 20%; permanently.
41-80 **Drug induced psychosis**
lower all characteristics (attributes and skills) 20% one day, 10% next day, back to 20% next day, etc.
81-100 **Injury induced brain damage**
like from a severe blow on the head; lower all characteristics (attributes and skills) by 15%

CURES FOR INSANITY

Affective disorders and Neurosis

Cures for Environmentally caused insanity

Disorder or Neurosis from childhood - hypnosis by a Mind Mage may be attempted. Hypnosis must be repeated monthly for cure to continue effectiveness. Roll percentile dice.
1-25 no effect.
26-55 half cured; person feels occasional returns of old neurosis (1-48% chance when under great stress).
56-80 total cure.
81-100 roll dice and add one new neurosis.

Traumatic Isolated Incident - one month intensive treatment at clinic or hospital or by high level Mind Mage required. Roll percentile dice.
1-25 no cure.
26-50 partial cure; disorder returns at times of crisis.
51-75 total cure.
76-100 roll dice and add one new affective disorder.

Psychosis

A psychiatrist or mind mage is needed. After the character has paid his/her fee, roll percentile dice for results.
1-33 no cure.
34-60 old problems cured; roll for one new phobia.
61-80 full cure; ppatient is absurdly grateful and subservient to psychiatrist.
81-100 full cure; no side-effects.

Phobias

There is no cure for phobias, but prolonged or repeated exposure will lessen the intensity of the fear. That is, of course, if the afflicted character doesn't totally break down first. If a prolonged or repeated exposure occurs, roll percentile dice:
1-50 fear lessened so that person can function (although he/she still doesn't like the phobic object - ugh).
51-79 fear is so intensified that the person will become completely paralyzed until the source of fear is removed, or the person is **physically** removed.
80-91 add one new phobia (roll on **Phobia Table**).
92-100 person breaks and goes into permanent catatonia (can't move or perform any voluntary activity).

Organic

Cures for Organically caused insanity

Alcoholic - no cure
Drug induced - no cure
Injury induced - a cure may be attempted **twice only** while the character is in the hospital.
(G.M. roll percentile dice:
01- 25% full cure
26- 60% half cure (return to near original)
61- 80% no change
81-100% death)

The Affects of Alcohol

When totally drunk the following penalties apply
When totally drunk the following penalties apply:
- (minus) -4 on initiative.
- (minus) -2 to strike, parry, and dodge.
- Reduce speed by half.
- Reduce *all* skills by 12%.

The alconolic is in a totally drunken state 25% of the time, intoxicated as often as possible (at least 80% of the time) and tends to drink heavily during a crisis (being totally drunk 50% of the time during a crisis).

ALIGNMENTS

Good: Principled and scrupulous
Selfish: Unprincipled and Anarchist
Evil: Miscreant, Aberrant and Diabolic

Alignments are an important factor in developing a character, his/her attitudes and moral principles. **All** *players* **must** *choose an alignment* for the character they play!

NEUTRAL

First of all, there is **no** such thing as an absolute or true neutral. All people tend toward good, or evil, or self-gratification. An absolute true neutral could not make a decision, go on an adventure, kill, or take any action of any kind without leaning toward good, evil, or self-gratification. It is humanly impossible and is therefore eliminated in the context of this game. (I realize that some of the philosophers out there *may* disagree with this, but that's a topic for philosophical debate and not a factor of this game. Sorry, no neutrals; this is one of the very few definitive, unbending rules of this game).

GOOD ALIGNMENTS

Principled
Scrupulous

Because a character is of a good alignment it doesn't make him/her a saint. Good characters can be just as irritating, obnoxious, arrogant, even prejudiced, and full of quirks. However, life and freedom are of the highest priority. Such a person can always be trusted in a life and death situation.

Principled (good)

Principled characters are generally the strong moral character. Superman is of a principled alignment with the highest regard for others lives, well being, truth and honor.

Principled characters will...

1. Always keep his word.
2. Avoids lies.
3. Never kill or attack an unarmed foe.
4. Never harms an innocent.
5. Never tortures for any reason.
6. Never kills for pleasure.
7. Always helps others.
8. Works well in a group.
9. Respects authority, law, self-discipline and honor.
10. Never betrays a friend.

Scrupulous (good)

Scrupulous characters have a high regard for life and freedom. This type of character is typically portrayed in many Clint Eastwood and Charles Bronson films; the vigilante that works beyond the law, yet for the law, and the "greater good" of the people.

Scrupulous characters will...

1. Keep his word to any other good person.
2. Lies only to people of selfish and evil alignments.
3. Never kill or attack an unarmed foe.
4. Never harm an innocent.
5. Never torture for pleasure.
6. Never kills for pleasure.
7. Helps others.
8. Works with groups, but dislikes confining laws and restrictions.
9. Distrusts authority.
10. Never betrays a friend.

SELFISH ALIGNMENTS (BUT NOT NECESSARILY EVIL)

Unprincipled
Anarchist

Unprincipled (selfish)

This basically good person tends to be selfish, greedy, and holds his/her personal freedom and welfare above almost everything else. He/she dislikes confining laws, self-discipline, and distrusts authority. This is the Hans Solo, Star Wars, character. The guy who is always looking for the best deal; associates with good and evil characters; is continually tempted to lie and cheat, and hates himself for being loyal and helping others.

Unprincipled characters will...

1. Have a high regard for life and freedom.
2. Keep his word of *honor*.
3. Lie and cheat if necessary (especially to those of anarchist and evil alignments).
4. Not kill an unarmed foe (but will take advantage of one).
5. Helps those in need.
6. Does not use torture unless absolutely necessary.
7. Works with a group, especially if profitable.
8. Never harms an innocent.
9. Never kills for pleasure.
10. Dislikes authority.
11. Never betrays a friend.

Anarchist (selfish)

This type of character likes to indulge himself in everything. He/she is the insurgent, con-man, gambler and high roller; the *uncommitted* freebooter seeking nothing more than self-gratification. This character will at least *consider doing anything* if the price is right. These people are intrigued by power, glory and wealth. Life has meaning, but his has the greatest meaning. Laws and rules infringe on personal freedom and were meant to be broken. An anarchist aligned person is always looking for the best deal and will work with good, selfish or evil to get it, as long as he/she comes out of the situation on top. The anarchist is continually teetering between good and evil, rebelling, bending the laws to fit his needs.

Anarchist characters will...

1. May keep his word.
2. Lies and cheats if he feels it necessary.
3. Are *not likely* to kill an unarmed foe, but certainly knock out, attack or beat-up an unarmed foe.
4. Never kill an innocent (but may harm or kidnap).
5. Is not likely to help someone without some ulterior motive (even if its only to show off).
6. Seldom kills for pleasure.
7. Will use torture to extract information (not **likely** to torture for pleasure).
8. Does not work well in a group (this is the cocky, loud-mouth who is likely to do as he damn well pleases).
9. Has little respect for self-discipline or authority.
10. May betray a friend.

EVIL ALIGNMENTS

Miscreant
Aberrant
Diabolic

All evil characters are **not** bent on universal genocide or domination over all living creatures. They are **not** maniacal people actively seeking to harm innocent people. Nor are all evil characters sadistic and untrustworthy. Many evil characters may actually seem kind or likeable.

There is nothing wrong with playing an evil character, although he/she may not survive too long if he/she betrays or harms too many people. This is fantasy role-playing, not reality. You can play any type of character you desire, just continue to play in character.

Evil alignments are a step beyond the self-gratification of the selfish alignments. Evil characters are *ruthless* individuals who are willing to say or do anything to achieve their goal. Human life has little meaning to them and friends tend to be (but not always) people to use and discard when they are not longer of value. Evil aligned people *do not* automatically slay any good aligned person because of different ethics and philosophy. All the better to *use* good to achieve their own goals, for the end always justifies the means.

Miscreant (evil)

This self-serving, unscrupulous character is out only for himself. Power, glory, wealth, position and anything that will make his/her life more comfortable is his goal. It matters not who gets caught in the middle, as long as he/she comes out smelling like a rose. This person will lie, cheat, and kill anyone to attain his personal goals.

Miscreant characters will...

1. Not necessarily keep his word to anyone.
2. Lie and cheat anyone, good or evil.
3. Most definitely attack an unarmed foe (those are the best kind).
4. Use or harm an innocent.
5. Use torture for extracting information and pleasure.
6. May kill for sheer pleasure.
7. Feels no compulsion to help without some sort of tangible reward.
8. Work with others if it will help him attain his personal goal.
9. Kill an unarmed foe as readily as he would a potential threat or competitor.
10. Has no deference to laws or authority, but will work within the law if he must.
11. Will betray a friend if it serves his needs.

Aberrant (evil)

The cliche that there is "No honor among thieves" is false when dealing with the aberrant character. This is a person who is driven to attain his goals through force, power, and intimidation. Yet the aberrant person stands apart from the norm with his/her own personal code of ethics (although twisted ethics by the standards of good). He expects loyalty from his minions, punishing disloyalty and treachery with a swift, merciful death. An aberrant person will always keep his word of honor and up-hold any bargains. He will define his terms and live by them whether anyone else likes it or not.

Aberrant characters will...

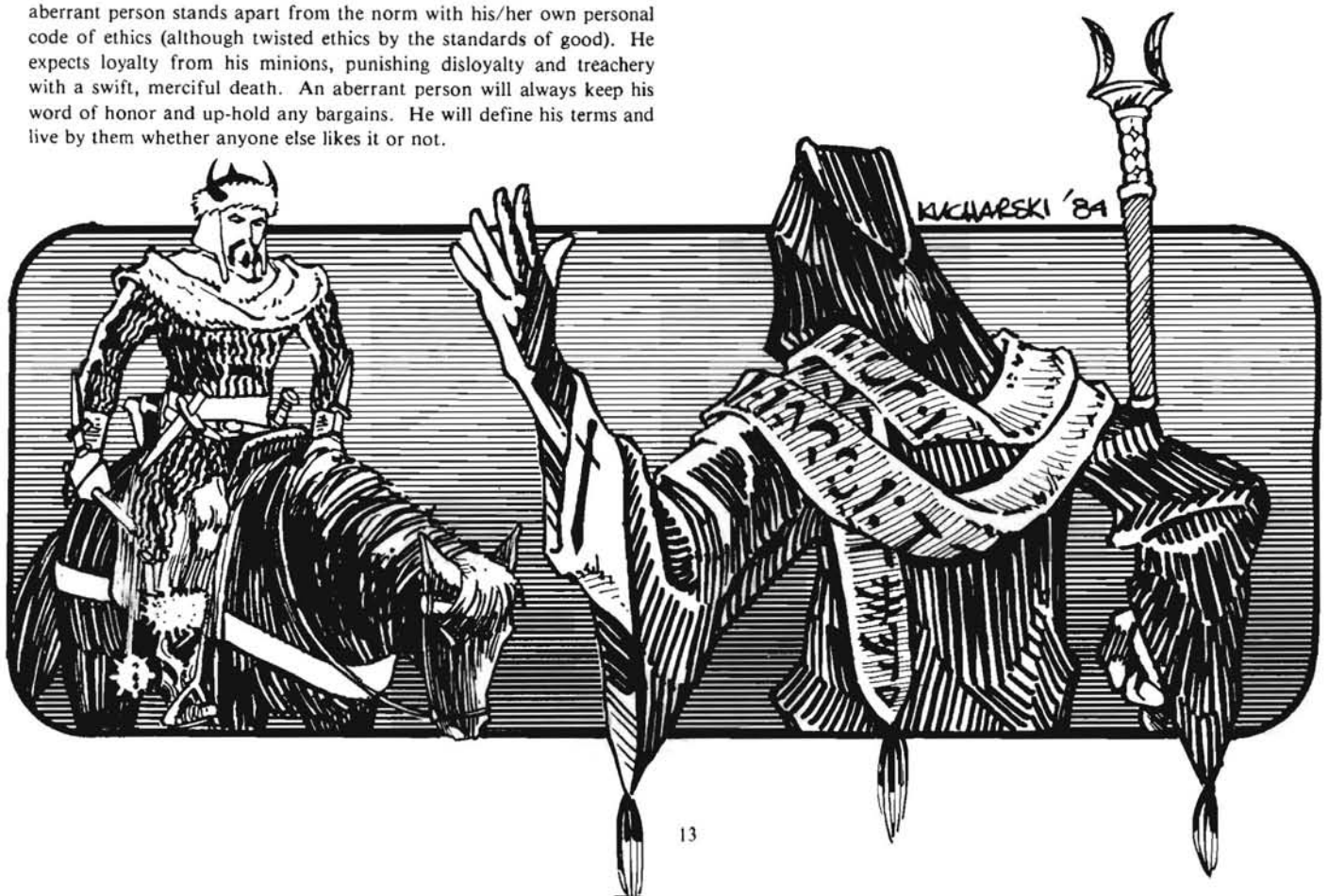
1. Always keep his word of *honor* (he *is* honorable).
2. Lie and cheat those not worthy of his respect.
3. May or may not kill an unarmed foe.
4. Not kill (may harm, kidnap) an innocent, particularly a child.
5. Never kills for pleasure.
6. Does not resort to inhumane treatment of prisoners, but torture, although distasteful, is a necessary means of extracting information.
7. Never tortures for pleasure.
8. May or may not help someone in need.
9. Works with others to attain his goals.
10. Respects honor and self-discipline,
11. Never betrays a friend.

Diabolic (evil)

This is the category where the megalomaniacs, violent, and most despicable characters fall. This is the cruel, brutal killer who trusts no one and has no value for any life other than his own. A diabolic person will crush anyone or anything that gets in his way. Aberrant aligned characters find these unhonorable people just as revolting as a good aligned character.

Diabolic characters will...

1. Rarely keep his word (and have no honor).
2. Lie and cheat anyone.
3. Most certainly attack and kill an unarmed foe.
4. Use, hurt and kill an innocent without a second thought or for pleasure.
5. Use torture for pleasure and information.
6. Kills for sheer pleasure.
7. Is likely to help someone only to kill and rob him.
8. Does not work well within a group (constantly disregarding orders to do as he pleases).
9. Despises honor, authority, and self-discipline.
10. Associates mostly with other evil alignments.
11. Betrays friend (after all, you can always find another friend).



EXPERIENCE POINTS

Except in specially devised scenarios and tournaments, there is no *winner* in a role-playing game. The acquisition of wealth, weapons, armour, magic, knowledge and skills can be construed to be the results of winning. If a character survives and meets with success, that is winning. However, there are tangible rewards besides the accumulation of material goods, and that's developing your character's skills, knowledge and abilities. This is accomplished through the gathering of experience points.

Experience points and their application

It's difficult to devise a point system by which a Game Master can judge and reward his players fairly. The ultimate purpose of experience points and experience levels is to provide a means in which the player's character can *grow* and *develop*. Many fantasy role-playing games have their own unique system, charts, equations, and computations for distributing experience points. You may want to adopt one of these systems to this game if that's what you're comfortable with.

On the other hand, I use a very subjective method of observation and logic. I feel that any twit can chop or blast a creature that has just pounced out from around the corner. Most experience points concentrate on the "*kill factor*", but what about the thought process? What about the decisions, plans, or motives for a particular action? Doesn't cleverness and a cool head count? Aren't *these* the true ingredients of good role-playing? It seems unfair to me, that the person who devises a clever plan should get much less experience points that the players who carry out the plan because they are better skilled to do so. *And what about Role-playing*? Shouldn't the brilliant medical student playing a character with an I.Q. of 3 (and staying firmly in character, saying and doing things as the character even though he realizes the stupidity as a player) get experience for playing in character? Hell yes!! Considering how flexible and subjective most of the other Role-playing conditions and rules are, I don't see the logic in having a strict, limited experience point system. So, here is my chaotic, subjective experience system.

Each player's character involved in a given situation/confrontation should receive the appropriate experience points. The game master (G.M.) should make a list of his players at the beginning of the game and jot down each players experience points as they gather them throughout the course of the game. At the end of the game, the G.M. totals each player's points and gives them each total so that they can keep track of their growing experience and skills.

The difficulty with this system of determining experience points is the subjectivity. The G.M. must utilize the preceding experience outline with some thought. **Example**: Eight third-level characters armed to the teeth and in heavy armour kill an average giant. The eight players should receive experience points for killing a minor menace. After all, the poor creature didn't have a chance and presented no real threat to the characters. However, if one or two first or second level characters killed or subdued the same giant, they should receive experience points for killing a major or even a great menace, because the threat and the ingenuity involved is much greater.

I've found this method stimulates imaginative playing instead of promoting slash and kill. G.M's, don't be Santa Clause heaping wonderful amount of experience points; be fair and tolerant. Let your players truly earn their experience points, growing in skill and knowledge. If you have a group of players rising rapidly in experience levels, you will know it's because they are clever and imaginative players. And that's what this game is all about.

Character (O.C.C.) Experience levels

Each Occupational Character Class (O.C.C.) has a listing for *Levels of experience*. A character involved in an adventure gains experience points for his/her thoughts, actions and deeds. As these experience points accumulate, the character will reach new plateaus indicating his/her continual growth, development and master of his/her chosen O.C.C. and the skills, knowledge and abilities involved. Each time a player's character accumulates enough experience points to reach the next level (or experience in a particular O.C.C.), his/her skills increase accordingly. This is why the skills are listed by levels. **Example**: When a first level mercenary fighter has accumulated at least 1901 experience points, he has attained second level, and *all* of his skill become second level; meaning that he can perform them at the second level proficiency.

A clever plan, a quick attack all earn experience points. The more experience a character receives, the higher the level he/she attains in that occupation; the greater the skills. **Players**; be certain to keep a careful record of the experience given to you at the end or each game. When a character attains a new level be certain to tell the G.M. so that the skills and hit points can be increased accordingly.

Experience and Hit Points

Each time *a character reaches a new level* of experience the player gets to roll **one** 6-sided die and add the number rolled to the character's hit points. This indicates the physical development and maturity of the character as he/she develops.

Per level of Experience

Per level of experience, or per each level of experience, or per level of the (any O.C.C.), indicates that the person can perform a skill, spell or ability at his highest level of experience. This often indicates the amount of damage that can be inflicted or a duration. Example: Duration, 4 melees per level of the spell caster. This means that the spell caster (wizard, witch, priest, warlock) can create/cast a spell that will last 4 melees (minutes) per each level of the spell caster's experience. Thus, a first level wizard duration is only 4 melees, second level 8 melees, third level 12 melees, and so on.

Awarding experience points

Experience Points	The action
25	Performing a skill (successful or not).
25	Clever, but futile idea.
100	Clever, useful idea or action.
100	Quick thinking idea or action.
200	A critical plan or action that saves the character's life and/or a few comrades.
400-1000	A critical plan or action that saves the entire group or many people.
100-300	Endangering the character's own life to help others.
500-700	Self-sacrifice (or potential self-sacrifice) in a *life and death* situation (like leaping in front of a fireball meant for someone else to save that person, even though likely to die, or offering own life to save the group or another).
100	Avoiding unnecessary violence.
100-200	Deductive reasoning and/or insight.
50	Good judgement.
50	Playing in character bonus.
50-100	Daring (clever or not).
25-50	Killing or subduing a minor menace.
75-100	Killing or subduing a major menace.
150-300	Killing or subduing a great menace.

OCCUPATIONAL CHARCTER CLASSES

Men of arms	**Requirements**
Mercenary Fighter	P.S. 7
Soldier	P.S. 10, P.E. 8
Knight	I.Q. 7, P.E. 10, P.P. 12, P.S. 10
Palladin	I.Q. 10, P.E. 10, P.P. 12, P.S. 12
Long Bowman	P.S. 10, P.P. 12
Ranger	I.Q. 9, P.E. 13, P.S. 10
Thief	P.P. 9
Assassin	I.Q. 9, P.P. 14
Men of Magic	
Wizard (spell magic)	I.Q. 10
Witch (devil worshiper)	I.Q. 5 (evil alignment)
Warlock (elemental magic)	I.Q. 6, M.E. 10
Diabolist (circles/symbols)	I.Q. 12
Summoner (demonology)	I.Q. 10, M.E. 14
Mind Mage (psionics)	I.Q. 9 (psionics)
Alchemist (Non-player class)	
Clergy	
Priest/Priestess	I.Q. 7
Druid	I.Q. 9, P.E. 12
Shaman	I.Q. 9, P.E. 9
Healer	P.E. 15
Optional O.C.C.'s	
Peasant/Farm/Stable hand	P.P. 7
Squire	I.Q. 7, P.S. 6
Scholar	I.Q. 14
Merchant	I.Q. 10
Noble	I.Q. 7



OCCUPATIONAL CHARACTER CLASS(O.C.C.)

After the players have determined their characters physical and mental attributes they will want to choose an **Occupational Character Class (O.C.C.)** that will best utilize their greatest attributes. Each O.C.C. requires a physical or mental aptitude in a particular area or areas. For example, the men of arms O.C.C.s usually require *high physical attributes* such as physical strength(P.S.), physical prowess(P.P.), and physical endurance(P.E.) while a wizard must have a high intelligence (I.Q.).

There are three major Occupational Character Classes: *Men of arms, Magic, and Clergy* (plus a handful of optional O.C.C.s such as peasant, merchant, noble, etc.).

O.C.C. ATTRIBUTE REQUIREMENTS

Each O.C.C. will require a minimum physical and/or mental attribute rating. These requirements are summarized in the O.C.C. chart and listed in each O.C.C. description.

O.C.C. AND SKILLS

Many systems have provisions for such skills as street sense, diplomacy, bribery, gambling, haggling, and so on. While these skills do indeed *seem* appropriate I feel that their inclusion eliminates the players' freedom to role play. I feel that such skills actually reduces the degree of role-playing and restricts the imagination. A player with skills like those mentioned above will tend to rely on his rolled statistics ("oh, he has to believe my character because his diplomacy skill is 80%"). Instead I would like to see a player actually concoct some wild, but convincing yarn or scheme that creates and promotes real interaction between characters. If a character wants to haggle on the price of a sword then let him. The name of the game is **role-playing**. The more you put into it the more you will get in return.

Consequently, I do not include such skills in this game system, but concentrate on skills that relate directly to character's O.C.C. and personal development. A character's alignment and O.C.C. will usually guide or restrict a player in matters such as bribery, haggling, diplomacy, and so on. For example, a palladin or character with a good alignment would seldom haggle on an item that is fairly priced. A thief of selfish or evil aligned character may haggle, lie, cheat, or even steal to get the item.

Each O.C.C. is provided with a vast selection of elective skills that apply directly to his/her profession and the kinds of situations they are likely to encounter. Thus, it should not be surprising to see that a mercenary fighter has a large selection of weapon proficiencies and skills like disguise, track, horsemanship, and prowl. Wizards, on the other hand, have skills like magic combat, the study of circles and symbols, read/write, and other intellectual and literate studies. Remember these are primitive times and while a man of arms can choose the elective to read and write, literacy is not crucial to his occupation, wielding a sword and shield are.

Although many of the skills may over-lap into other O.C.C.s each skill has some practical application for that particular O.C.C. or it would not be listed. For example, while a handful of O.C.C.s offer the ability to pick pockets, none are so adept as the thief whose occupation makes him a specialist in that skill. Likewise, the eight men of arms O.C.C.s have the greatest selection of weapon proficiencies available.

A WAY OF LIFE

An O.C.C. is more that a simple class (or game) distinction; it is an entire way of life. A player's character is devoted to developing the skills and knowledge of his trade (O.C.C.) whether it be sword for hire or scholar. Fighters pump iron, practice hand to hand combat, develop weapon skills/ proficiencies, work hard and play hard. That is their entire orientation. Not only do disciples of magic have little time to study and practice hand to hand combat, but they find the whole idea rather barbaric. As men of learning, why engage in physical combat when they can expand the mind, using knowledge to unlock the mysteries of magic? Thus while a warrior develops body and mind for physical combat, a wizard is oriented to study, research, and scholarly pursuits.

MULTIPLE CHARACTER CLASSES

It is natural for players to seek to develop the strongest and most versatile character possible. This inevitably leads to the question of *double or multiple O.C.C. characters*. That is, a character that simultaneously develops two (or more) occupational class skills/abilities.

Many other systems allow this by simply adding experience penalties or skill modifiers which work fairly well in the context of those games. However, **The Palladium Role-Playing Game** has developed a system of skills as they directly relate to a character's O.C.C. making it quite different from other games. *Simultaneous* development in two different O.C.C.s is **NOT allowed** under any circumstances.

Think about it. Every occupation is demanding and elaborate in its own way. Each requires the *full time* and attention of the character to develop and master the skills fully. To eliminate long boring hours of players practicing their skills, whether it be sword play or sorcery, it is assumed that they concentrate on developing their skills in privacy leaving game time to adventuring. To *master* anything you must devote your full (or at least most) attention to that subject. Even today, in this fast paced society of mass data and high technology, you do not find someone studying computer science, architecture, and biology simultaneously and be able to devote *equal* time and effort to *master each*. Even that rare person who is a jack of all trades (and master of none?!) must spend time concentrating more on one subject than another until he is satisfied with his level of proficiency and moves on to other areas. Consequently, while simultaneous development of two O.C.C.s *is not possible*, a character *is* allowed to *change his O.C.C.* from time to time.

When a character reaches the next level in his current O.C.C. he can opt to freeze his skills and experience in that occupation to begin a new O.C.C. The new O.C.C. is begun with zero experience and all skills at level one. Although the character retains his previous O.C.C. skills/knowledge, those abilities and experience are permanently frozen at the point when he abandoned the pursuits of that O.C.C. Only if the character resumes his old O.C.C. (by forsaking his new one) can he again gain experience for that O.C.C.

For example, a third level thief, upon reaching third level of experience/ skills, decides to change his O.C.C., abandoning thieving to pursue the study of magic. He begins his new O.C.C. of wizard at *first level* with *zero experience. All experience points now go to the O.C.C. of wizard.* However, he still retains the knowledge and skill proficiency of a third level thief. Permanently frozen at third level he can never develop the thief skills while he is of the wizard O.C.C. However, he will always possess the skills he acquired as a thief. This effectively creates a multi-class character of thief and wizard.

This method of adopting one O.C.C. and abandoning it for another can be done repeatedly, feasibly creating a multi-class character with the background of several O.C.C.s. The trap with this, if abused, is a character who has minor skills in several O.C.C. areas but no real mastery of any. Thus a high level character with one or two O.C.C. skills/backgrounds could rip him to shreds.

RULES FOR CHANGING O.C.C.S

There are certain *rules* and *requirements* for changing a character's O.C.C.

1)**Changing an O.C.C. can only be done at a transitional point** of a character's current O.C.C. Thus a player can only switch to a new O.C.C. when ever *a new level of experience is attained.* A player can not decide that his thief, mid way between level two and level three of the thief O.C.C., will abandon thieving to become a wizard. He must wait until his character reaches third level of experience as a thief. Experience points seldom fall upon exact level figures, so as soon as a character achieves the plateau of the next level he can opt to change his O.C.C.

2)**The character must fulfill the minimum attribute requirement(s) of the new O.C.C. desired.** If they do not then the player can not take that O.C.C. and must make a different selection.

3)**The new O.C.C. skills begin at level one and with zero experience.**

4)**All experience points now apply to the new O.C.C. only.** No experience points go towards the abandoned O.C.C.

5)**The old O.C.C. skill levels and experience are permanently frozen at the level when it was abandoned.** The character *does* retain the skills acquired from that O.C.C. but frozen at that level. If the character should *resume* his previously abandoned O.C.C. (forsaking the new one) he can resume the development at the skill level when frozen. Experience points now apply to the old O.C.C. again. However, the new O.C.C. skill level and experience are permanently frozen at the level when it was abandoned.

6)**There is no limit to the number of times a person can change his O.C.C.**, as long as he fulfills all the other requirements in adopting a new O.C.C.

7)**Hit points are still gained for each new level of experience attained in each O.C.C.**

8)**If a skill(s) is repeated** in a new O.C.C. consider it to be continually practiced, but taking a back seat to the other *new* skills. Thus, while you may add any possible O.C.C. bonus to the skill, it remains frozen until the character reaches an equivalent level in both O.C.C.'s. *Example:* A third level thief switches to the Wizard O.C.C. Again choosing the prowl skill he automatically adds the 4% Wizard prowl bonus to his already formidable prowl abilities. However, the skill doesn't develop any farther until he reaches third level as a Wizard. At this point the skill is unfrozen; increasing as the character reaches fourth level, and so on.

9)**The time of study between O.C.C.'s:** There is a period of time in which the character must practice his new O.C.C. before he even attains first level abilities. During this period the character has **none** of the new O.C.C.'s skills or abilities, but does maintain his previous O.C.C. skills (though frozen). The length of time should be measured as equivalents in experience levels. **Men of Arms:** equal to second level of that O.C.C., **Men of Magic and Clergy:** equal to third level of that O.C.C. Once the equivalent of second or third level has been attained, delete all those experience points and NOW begin at first level in the new O.C.C. (start at zero experience points).

THE INITIAL EQUIPMENT FOR DIFFERENT O.C.C.'S

Men at Arms

All have a set of clothes, boots, belt, one large sack, one small sack and one low quality weapon (of any type). Amount of gold (to buy more equipment under G.M. supervision) 120 gold

NOTE: Soldiers start off with the same, but are provided with more equipment when they enlist. See Soldier.

Men of Magic

All have a set of clothes, boots, belt, large sack, unused notebook (blank pages), ink, pen and quills, chalk, candle, one knife. Amount of gold 110 gold.

Clergy

All have a set of clothes, boots, belt, back pack or sack, one vial of holy water, one scented candle, bandages, ½ dozen sticks of incense, one knife and 105 gold.

Optional O.C.C.s

All have a basic set of clothes, boots, sack, one low quality weapon and 50 gold (Noble has same as Men at Arms and 200 gold).

SKILLS

ELECTIVE SKILLS

Disguise
Dowsing
Forgery
Hand to Hand Combat
Horsemanship
Identify plants/fruit
Identify tracks
Locate secret compartments/doors
Medical
Pick locks
Pick pockets
Prowl
Read/write (Native Language)
Scale Walls
Track
Trap/skin small animals
Trap/skin large animals
Use poison
Weapon Proficiency (W.P.):

W.P. Throwing axe	
W.P. Battle Axe	W.P. Large sword
W.P. Ball and Chain	W.P. Staves
W.P. Blunt	W.P. Small shield
W.P. Knives	W.P. Large shield
W.P. Lance	W.P. Sling
W.P. Pole arms	W.P. Short bow
W.P. Spears/Forks	W.P. Long bow
W.P. Short swords	W.P. Cross bow

SECONDARY SKILLS

Carpentry
Cook
Dance
Demon and Devil Lore
Faerie Lore
Imitate voices
Mathematics
Paint
Play string instruments
Play wind instruments
Plant/Farm Lore
Preserve food
Racial Histories
Read/write additional Language
Recognize Poison
Recognize Precious metals/stones
Recognize Weapon quality
Religious Doctrine
Sailing
Sense of direction
Sing
Speak additional Language
Swim
Tailor
Ventriloquism

O.C.C & SKILL

SKILLS

Each Occupational Character Class (O.C.C) is oriented to a particular area of study and expertise. This knowledge is divided into three skill categories: *O.C.C. skills, elective skills and secondary skills.*

O.C.C. SKILLS

O.C.C. skills are abilities/knowledge that are essential to that O.C.C. and are mandatory skills automatically taught to everyone in that occupation.

ELECTIVE SKILLS

Elective skills are skills that, generally, apply directly to one'schosen O.C.C., benefiting someone in that occupation one way or another. The skills that are most closely associated with the O.C.C. will have an O.C.C. skill bonus indicated next to it. Elective skills are provided to give each character a variety of knowledge and abilities that the player can enjoy. In this way, the player can create a truly individual character molded by his personal tastes and judgement.

Each O.C.C. has a list of elective skills that are available to characters of that profession, as well as how many elective skills can be chosen and at what levels selections can be made.

SECONDARY SKILLS

Secondary skills develop individual character knowledge and expertise in areas that do not necessarily apply directly to any given O.C.C.. These skills may have been acquired any where and include knowledge such as carpentry, cooking, faerie lore, or speaking an additional language. The skills that can be attributed to a specific O.C.C. *are listed* with an *O.C.C. skill bonus indicated.* **However, the entire range of secondary skills are available to EVERY O.C.C.; only the number of skills available to each O.C.C. changes.**

O.C.C. SKILL BONUS

You will notice that while many of the same skills are available to the different O.C.C.'s, some have a number indicated next to it and even these numbers change from one O.C.C. to another. These numbers are *O.C.C. skill bonuses* that reflect the results of training and/or aptitude in that particular skill area.

O.C.C. skill bonuses are indicated as a percentile number with a plus sign in parentheses. Example: Forgery (+6%). The O.C.C. skill bonus is a *one time bonus* that is added to that skill's base percentage ratio. Thus a character with a bonus of +6% in forgery adds that bonus 6% to the base forgery skill percentage of 12% making his forgery skill 18%. This *is not* an accumulative bonus so at second level the forgery skill would still only have a +6% increase above the norm.

Example:	*Unmodified Forgery skill*	*Forgery with O.C.C. skill bonus (+6%)*
Level 1	12% | 3%	18% | 9%
Level 2	20% | 6%	26% | 12%
Level 3	28% | 9%	34% | 15%
Level 4	36% | 12%	42% | 18%

..... and so on .....

O.C.C. skill bonuses have been assigned to *O.C.C. skills, elective skills, and secondary skills.*

INCREASING SKILL ABILITIES

As a player's character grows and matures so do his skill knowledge and expertise. This is indicated by the accumulation of *experience points*. When the experience points reach a certain **level**, that character reaches a new level of expertise in skill knowledge *increasing* the percentage or adding a new ability/aptitude to that skill. For this reason you will notice that *ALL* skill tables have level one through fifteen indicated with steadily increasing percentages. Individual O.C.C. experience levels are listed under each O.C.C. As every new level is attained, the skill percentage increases accordingly. (*For more details about experience and experience levels see the explanation in the previous pages under* **How to Play**)

ACCUMULATING SKILLS

You will find that each O.C.C. will state how many elective and secondary skills can be chosen and at what levels such selections can be made. *Example:* **Mercenary Fighter**; **Elective skills**: choose 6 at level one, 3 at level three, 3 at level eight, and 3 at level twelve. **Secondary skills**: choose 8 at level one, 4 at level four, and 4 at level twelve.

As a character grows with experience he also increases his capacity to learn new things. This is reflected by enabling characters to choose **new** *elective and secondary skills* when certain experience levels are attained. As seen in the example above a mercenary fighter can choose 3 new electives at level three. Thus the player can choose three new skills listed under the mercenary O.C.C. However, even though these skills are selected at third level, *the skill level begins at level one.* When the character reaches fourth level the skills selected at level three become second level; at fifth level they become third level; and so on. Likewise at eighth level the mercenary can again select 3 new skills. Again these *begin at first level proficiency* even though the character is an eighth level fighter.

Some people may feel that because of the greater amounts of experience points needed to attain higher levels, that is is unfair, taking much longer to develop these new skills than it does those selected at first level. *This is not true!* In arranging this playing system I have taken into account all aspects of the character' development. Skills chosen at higher levels mature slower because the character is adding new areas of learning while continuing to develop his original skills at the same pace. Don't forget these characters spend a lot of time adventuring and other extracurricular activities, too.

MAGIC AND CLERGY O.C.C. SKILLS

The O.C.C. skills for magic and clergy occupations are more elaborate than those of men of arms. These O.C.C. skills are explained in detail under the specific O.C.C. sections.

UNDERSTANDING THE SKILL TABLES

All skills indicate a specific area of study, knowledge and proficiency. The development of this knowledge and proficiencies increase as the character accumulates experience. Each **skill table** indicates the percentage ratio of successfully performing that particular skill/ability. This is determined by the *roll of percentile dice.* **To successfully perform a skill, the player must** *roll under* **his success ratio.** *Example*: A first level Longbowman has a forgery skill of 12% (+6% O.C.C. skill bonus) giving him an 18% chance to produce a successful forgery. This means he must roll a **1-18** to create a *successful forgery*. A roll of **19-100** is an *unsuccessful* attempt creating an obvious fraud. In most cases (but not all) a character can attempt to achieve a successful roll several times, provided time, materials, skill limitations, and circumstances allow it.

Some skills, like forgery, will have *two sets of percentages listed.* The *first* usually indicates the success ratio to perform that skill as explained in the previous paragraph. The *second* usually applies to some *additional area of knowledge* as it pertains to that skill. In forgery, for example, the second percentage number indicates the abilities to recognize forgeries. Another example is **medical skills**; the *first percentage* indicating the success ratio of correctly diagnosing the problem, while *the second* is the execution of proper treatment.

Not all skills list two percentage numbers (pick pockets, prowl, scale walls for example only have one) and some, like hand to hand combat, and horsemanship, list specific abilities and bonuses to strike, parry, damage and so on. However, each individual **skill description** *will explain* what the numbers (or abilities) mean.

SKILL DESCRIPTIONS

O.C.C. AND ELECTIVE SKILLS

Disguise: the person is skilled in the use of costume, make-up, wax, putty, powders, dies, padding, and other accessories, equipment and tools for creating disguises. The first percentage number indicates the success ratio of creating a convincing disguise (preventing recognition), the second is recognize others in disguise.

Dowsing: is the ability to locate fresh water whether it be with a divining rod or by more scientific and logical means. For some (like Druids), it is a mystical ability while for others (like Rangers), it is done through deductive logic and knowledge of nature. The percentage number indicates the success ratio of locating fresh water. A person can roll once every melee to sense out the water, but must roll *two consecutive* successful rolls to locate the water.

Forgery: individuals skilled in forgery are able to imitate signatures, royal, noble, clerical, shipping (merchant) symbols and royal or authoritative seals (wax impressions). This can allow them to create false documents of all kinds, but they *MUST have an example* of the signature, symbol, or seal that is to be imitated/forged. Because the forger is copying the symbol he does not need to be able to read or write, but it is a little more difficult, inducing a **penalty** of -2%. If the forger can not read or write he can not write out an entire edict or document or proclamation (someone else must), but can create the authorizing signature and/or symbol/seal.
Time required: simple signature: 20 minutes
complex/difficult signature: 40 minutes
simple symbol: 15 minutes
complex symbol: 35 minutes
a waxen seal (simple): 6 to 24 hours
a waxen seal (complex): 1 to 6 days
If a document has several of the above, the time requirements are accumulative.
Passing forged documents: When a character uses a fake/forged item, there is always a chance of the item being recognized as a fake. The character (player or non-player) receiving a forged item must roll *higher* than the forger's skill on percentile dice. (Example: if a forger has a forgery skill of 44%, the recipient of the fake document must roll 45% or higher to recognize it as a forgery).
Forgery Perception Bonus: Characters skilled in forgery get a bonus to recognize other forgeries. This bonus is a part of the character's perception roll (Example: if someone with a forgery skill of 44% tries to pass a fake document to someone else skilled in forgery with a perception bonus of 9%, the latter character adds the 9% to his ability to recognize a forgery, needing a roll of 36% +9% = 45% to recognize it as being fake). *The first percentage number* is the skill of successfully creating a convincing forgery. *The second percentage number* is the forgery perception bonus.

Horsemanship: There are 3 ranges of horsemanship skills: General, Knight, and Palladin. Each indicates a certain degree of training and expertise. The individual O.C.C. will indicate which of the 3 applies of that O.C.C. (usually general knowledge). The following is an explanation of the terms found under this skill ability:
Riding/care/feeding: a fundamental knowledge in the care and grooming of horses.
Recognize quality/breed: the percentile number indicates the success ratio of recognizing the quality (age, speed, health, etc.) and breed (race horse, work, riding, etc.) of horses in general.
Jump: the percentile number indicates the success ratio of NOT being thrown from the horse when jumping (or backing). Character must roll under percentage to remain in saddle and control.
(+) Plus to parry and dodge: applies to the rider, not horse. The rider gains a combat advantage from the height and speed of being mounted. This is particularly evident in the *charge attack* and Knight and Palladin horsemanship skills.
Charge attack: applies to the rider and is the damage bonus gained from the advantage of a mounted running/charge attack. **Note**: *bonuses* to damage, parry, dodge are in addition to any combat skills, weapon proficiencies, or attribute bonuses the character may possess.
Horse attack: this indicates that the rider is skilled enough to remain saddled while he attacks and has his horse rearing or kicking in attack simultaneously. See the description of horses for the number of attacks and damage the particular type of horse can perform.
(+) Plus to damage: applies to the rider, and is the damage bonus gained from the advantages of height and speed of being mounted. This bonus is not added to a charge attack.
Raise/breeding horses: This is fundamental knowledge in the raising, training and breeding/mating horses.

Hand to Hand Combat: Each of the eight men of arms O.C.C. has a specific combat training and orientation affecting their speed, number of attacks, damage, and so forth. In addition to the eight combat tables, there is a ninth for the *Non-men of arms O.C.C.s*. This is applicable to men of magic and most clergy, however some clergy may be trained in combat skills (usually as mercenary fighter, soldier, thief, or assassin). The Hand to Hand combat tables list each of the nine combat skills. The following is a brief explanation of the terms found under these skill abilities. See *Combat* under Men of arms O.C.C. for combat rules.
(+) Plus to damage: this is the damage bonus gained in combat training.
(+) Plus to parry/dodge: is the bonus gained from the skill of weapon use and self defense.
(+) Plus to dodge only: is the bonus to dodge out of harm's way; it does not include a parry skill.
(+) Plus to parry only: bonus to parry only.
Attacks per Melee: this indicates the development of speed and dexterity in combat, listing how many attacks/strikes may be attempted each melee (minute) when engaged in hand to hand combat.
Critical strike: All strikes, dodges, and parries are rolled on a 20-sided die. The numbers listed indicate when a character rolls to strike, when he inflicts a critical blow doing *double damage* to his opponent. Critical strikes are applicable *only* on *natural rolls* (a roll *not* subsidized by bonuses to strike).
Kick attack: this is the training of an offensive assault using the foot and leg strength much like a karate kick. It is *not* an additional attack, but an optional attack ability.
Stun: Again, this applies to a natural (unmodified) roll to strike. The assault is so well placed and devastating that it temporarily stuns/incapacitates one's opponent for 1-6 melees.
Critical Strike from behind: is a sneak attack doing double damage to one's opponent.
Critical Strike from behind (×3): a sneak attack doing triple damage from behind.
Critical Strike from behind (×4): a sneak attack doing quadruple damage from behind.
Death blow: the assassin can become so skilled that he is capable of striking down and killing an opponent with a single blow. An instant kill is scored when a natural 20 (unmodified by bonuses to strike) is rolled.

Identify plants/fruit: is the skill to recognize the many different types of plants and fruits. This is a particularly handy skill when gathering herbs, edible mushrooms, and edible fruit and berries. The first percentile number is the success ratio of identifying plants. The second number indicates the success ratio of identifying fruit.

Identify tracks: this skill enables the person to become fluent in the

study and identification of both animal and humanoid tracks. The first percentile number is the ability to successfully recognize the tracks (and the animal that made them). The second number indicates the ability to successfully recognize false tracks/trails.

Locate secret compartments/doors: Many of the castles, dungeons, and dwellings of this world have secret passages, compartments, and doors. Thus, a freebooter is wise to develop the skill of locating and recognizing these secret compartments. The percentile number indicates the chance of successfully locating a secret compartment/door, but the person must be actively searching for such hidden passages to find them. It takes about 15 minutes to properly search a 10 ft. area.

Medical: this is a general knowledge of medical arts and sciences as they apply to the preservation of life. They include the cleaning and bandaging of wounds, soaking wounds, cauterizing, setting broken bones, minor surgery, leaching (and other forms of blood letting), the treating of burns, fever, and rashes. The first percentile number is the ratio of correctly diagnosing an illness or problem (poisoning, fever, infection, etc.). The second is the success ratio of preserving/saving life and executing proper treatment.

Pick locks: this skill enables the person to pick and open locks. The person must roll under his/her success ratio to open a lock. A person can try to open a lock as often as desired until successful or gives up. **Time required** is as follows: **Simple lock and key types** (doors, chests, pad locks): one melee (one minute)
Special/complex lock and key types: 2 melees
Simple tumbler types: 4 melees
Complex tumbler types: 6 melees
Pressure sensitive/tumbler/secret types: 8 melees
Trigger/trap: 12 melees
The percentile number indicates the success ratio of accurately picking a lock.

Pick pockets: individuals with this skill are able to remove items from a person's body without the victim being aware of it. If an attempt is unsuccessful, the pick pocket has *not* removed the desired item, and there is a 67% chance of the victim's recognizing the intent of the action.

Prowl: this is the ability to move stealthily without sound (or as little as possible) and without being seen (hiding in shadows, behind objects, etc.). An unsuccessful prowl means that the person has been spotted or heard. A prowl cannot be attempted if that person's presence is already known, but if there is a distraction, the person can attempt a prowl and slip silently away.

Read/write (native language): In the age of the Palladium world, the luxury of literacy is not a necessity. Many men of arms and most common folk are totally illiterate. Even those who can read and write are not necessarily well practiced in the skill. The percentile number indicates the approximate degree of literacy. This applies only to the person's native language (area or race in which he was raised) and not any other racial or regional language.

Scale walls: is a must among thieves and many men of arms. This is the ability to climb or storm the walls of castles, fortifications; and just the ability to climb any structure in general. Players should roll once for every 15 ft. climbed. If a player misses his roll (rolling over his success ratio), his character loses his grip and plummets to the ground. Inflict 1 point of damage for each 6 ft. fallen.

Track: individuals with this skill are able to follow tracks (footprints), trails of passage (broken branches, flattened grass, spore, etc.) of both animals and humanoids. They are also able to discern how recent the tracks/trail is and the approximate number of creatures. The first percentile indicates the success ratio of tracking outdoors, while the second number indicates the success ratio of tracking indoors.

Trap/skin small animals: people with this skill are knowledgeable about snares and traps for small animals (like rabbit, beaver, squirrel, weasel, fox, etc.) and skilled in skinning and tanning hides. The first percentile number indicates the success ratio of trapping and the second number the ability to skin and treat pelts and leather without damaging the hide.

Trap/skin large animals: This skill is identical to the one preceding it except that it pertains to large animals (such as deer, moose, wolf, bear, etc.).

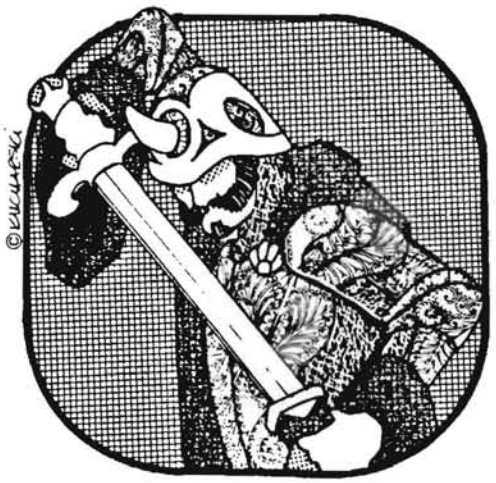
Use poison: people with this skill are trained in the use of poisons and toxins of all types. The use of poison can be dangerous. The percentile number indicates the success ratio of inflicting poison properly. If the person fails to make his success ratio, there is a 30% chance of having inflicted himself.

Weapon Proficiencies (W.P.): a person trained in a particular weapons skill (type) gains a certain degree of expertise with that weapon type. That expertise is indicated by the gaining of bonuses to strike, parry, and throw the weapon. The skill tables indicate the specific bonuses per level of experience, per weapon type. *Missile weapons* (sling and bows) indicate the bonus to strike and the rate of fire. There are *17 different types*, or areas, of weapon proficiency, including the lance and long bow. **Bonuses** to strike and parry apply ONLY when that particular type of weapon is being used.

ELECTIVE SKILLS

Disguise
Dowsing
Forgery
Hand to Hand Combat
Horsemanship
Identify plants/fruit
Identify tracks
Locate secret compartments/doors
Medical
Pick locks
Pick pockets
Prowl
Read/write (Native Language)
Scale Walls
Track
Trap/skin small animals
Trap/skin large animals
Use poison
Weapon Proficiency (W.P.):
W.P. Throwing axe
W.P. Battle Axe
W.P. Ball and Chain
W.P. Blunt
W.P. Knives
W.P. Lance
W.P. Pole arms
W.P. Spears/Forks
W.P. Short swords
W.P. Large sword
W.P. Staves
W.P. Small shield
W.P. Large shield
W.P. Sling
W.P. Short bow
W.P. Long bow
W.P. Cross bow

ELECTIVE SKILLS TABLES



	Disguise		Forgery		Dowsing
Level 1	20%	2%	12%	3%	20%
2	25%	4%	20%	6%	30%
3	30%	6%	28%	9%	40%
4	35%	8%	36%	12%	50%
5	40%	10%	44%	15%	60%
6	45%	14%	52%	20%	70%
7	50%	18%	60%	25%	80%
8	55%	22%	68%	30%	84%
9	60%	26%	76%	35%	88%
10	65%	30%	84%	40%	90%
11	70%	34%	88%	45%	92%
12	75%	38%	90%	50%	94%
13	80%	42%	92%	55%	96%
14	82%	46%	93%	60%	97%
15	84%	50%	94%	65%	98%

Hand to Hand Soldier

Level 1	+1 to damage
2	*2 attacks per melee*
3	+3 to parry/dodge
4	+2 to damage
5	*3 attacks per melee*
6	+3 to damage
7	Critical strike 18-20
8	+4 to damage
9	*4 attacks per melee*
10	+5 to damage
11	Stun on 18-20
12	+4 to parry/dodge
13	+6 to damage
14	*5 attacks per melee*
15	+5 to parry/dodge

Hand to Hand Mercenary

Level 1	+1 to damage
2	+2 to parry/dodge
3	*2 attacks per melee*
4	+2 to damage
5	+3 to parry/dodge
6	*3 attacks per melee*
7	Critical strike 19-20
8	+3 to damage
9	Kick attack: 1-6 damage
10	Stun on 18-20
11	+4 to damage
12	*4 attacks per melee*
13	+5 to damage
14	+4 to parry/dodge
15	*5 attacks per melee*

Hand to Hand Non-Men of arms O.C.C.

Level 1	+2 to dodge *only*
2	+1 to parry *only*
3	+2 to damage
4	*2 attacks per melee*
5	Kick attack: 1-6 damage
6	Critical strike on from behind
7	+2 parry
8	+3 to parry/dodge
9	*3 attacks per melee*
10	+3 to damage
11	Critical strike on 19 or 20
12	+4 to parry/dodge
13	+4 to damage
14	*4 attacks per melee*
15	+5 to parry/dodge

Hand to Hand Knight

Level 1	+2 to damage
2	*2 attacks per melee*
3	+3 to damage
4	+3 to parry/dodge
5	*3 attacks per melee*
6	Kick attack: 1-6 damage
7	Critical strike 18-20
8	+4 to damage
9	*4 attacks per melee*
10	Stuns on 18-20
11	+4 to parry/dodge
12	+5 to damage
13	+2 to strike
14	*5 attacks per melee*
15	+5 to parry/dodge

Hand to Hand Palladin

Level 1	+2 to damage
2	*2 attacks per melee*
3	+2 to parry/dodge
4	+4 to damage
5	*3 attacks per melee*
6	Critical strike on 17-20
7	Kick attack: 1-6 damage
8	Stuns on 18-20
9	*4 attacks per melee*
10	+5 to damage
11	+3 to parry/dodge
12	+2 to strike
13	*5 attacks per melee*
14	+6 to damage
15	+4 to parry/dodge

Hand to Hand Long Bowman

Level 1	+2 to dodge *only*
2	+1 to damage
3	*2 attacks per melee*
4	+2 to parry
5	Kick attack: 1-6 damage
6	Critical strike with bow/arrow *only* on 18-20
7	*3 attacks per melee*
8	+3 to damage
9	+3 to parry/dodge
10	+4 to damage
11	*4 attacks per melee*
12	+4 to parry/dodge
13	+4 to damage
14	+2 to strike
15	*5 attacks per melee*

Hand to Hand
Assassin

Level 1 +2 to damage
2 *2 attacks per melee*
3 Kick attack: 1-6 damage
4 Critical strike from behind
5 *3 attacks per melee*
6 Critical strike on 17-20
7 Critical strike from behind (×3)
8 Stuns on 18-20
9 Death blow on natural 20
10 *4 attacks per melee*
11 +3 to parry/dodge
12 +2 to strike
13 Critical strike from behind (×4)
14 *5 attacks per melee*
15 +4 to damage

Hand to Hand
Ranger

Level 1 +1 to parry/dodge
2 +1 to strike
3 *2 attacks per melee*
4 Kick attack: 1-6 damage
5 +2 to damage
6 *3 attacks per melee*
7 +2 to parry/dodge
8 +3 to damage
9 *4 attacks per melee*
10 Stuns on 18-20
11 Critical strike on 18-20
12 +4 to damage
13 +3 to parry/dodge
14 *5 attacks per melee*
15 +4 to parry/dodge

Hand to Hand
Thief

Level 1 +2 to parry/dodge
2 *2 attacks per melee*
3 Kick attack: 1-6 damage
4 Critical strike from behind
5 +2 to damage
6 *3 attacks per melee*
7 Critical strike from behind (×3)
8 Critical strike on 19 or 20
9 +4 to dodge *only*
10 Stuns on 18-20
11 +3 to damage
12 *4 attacks per melee*
13 +6 to dodge *only*
14 Critical strike from behind (×4)
15 *5 attacks per melee*

COMBAT REFERENCE KEY

Attacks per melees: this indicates the number of strikes or attacks a character has per melee (minute) in combat.

Critical strike: the numbers indicate what a character rolls to hit in order to inflict a critical strike doing double the usual damage. This must be a natural roll **only** and not subsidized by bonuses to hit.

Kick attack: This is an offensive assault using only the foot and leg strength much like a karate kick. It is not an additional melee attack, but an optional attack ability.

Stun: Again this applies to unmodified (natural) rolls to strike. The assault renders the opponent temporarily stunned/incapacitated for 1-6 melee rounds.

Critical from behind: inflicts double damage from behind.

Critical from behind (×3): inflicts triple damage from this sneak attack.

Critical from behind (×4): inflict quadruple damage.

Death blow: the assassin, skilled in death dealing, scores an instant death with the roll of a natural 20 to strike. A natural 20 is a strike roll *that is not modified* by bonuses to strike.

See combat section for detailed explanations.

Horsemanship (*General*)

Knowledge and skills as the apply to O.C.C. of *Mercenary, Fighter, Soldier, Long bowman, Ranger, Thief and Assassin*

Level 1 Riding/care/feeding
2 Recognize quality/breed 40%
3 Jump 56%
4 +1 to parry/dodge (applies to Rider on horseback)
5 Charge attack +3 damage (in addition to any other damage bonuses)
6 Recognize quality/breed 70%
7 Horse attack (**Kick**: see *horses* and type for specific damage)
8 +2 damage (Rider on horseback)
9 +2 parry/dodge (Rider on horseback)
10 Jump 79%
11 Recognize quality/breed 90%
12 +3 parry/dodge (Rider on horseback)
13 Jump 89%
14 Charge attack +5 damage
15 Raise/breeding horses 60%

Horsemanship (*Knight*)

Level 1 Riding/care/feeding
2 Recognize quality/breed 60%
3 +2 to damage (Rider on horseback, in addition to any other damage bonuses)
4 Charge attack +6 damage (Rider on horseback)
5 Jump 74%
6 +2 to parry/dodge (Rider on horseback)
7 Horse attack (kick: see horses for specific type and damage)
8 Recognize quality/breed 82%
9 Jump 89%
10 Charge attack +8 damage
11 +4 to damage (Rider on horseback)
12 Recognize quality/breed 96%
13 +4 to parry/dodge (Rider on horseback)
14 Charge attack +10 damage
15 Raise/breeding horses 80%

	Horsemanship (*Palladin*)
Level 1	Riding/care/feeding
2	Recognize quality/breed 68%
3	+2 to damage (Rider on horseback, in addition to any other damage bonuses)
4	Charge attack +7 damage (Rider on horseback)
5	Jump 76%
6	+2 to parry/dodge (Rider on horseback)
7	Horse attack (kick: see horses for specific type and damage)
8	Jump 91%
9	Charge attack +9 to damage
10	+4 to damage (Rider on horseback)
11	Recognize quality/breed 90%
12	+4 to parry/dodge (Rider on horseback)
13	Charge attack +12 to damage
14	Recognize quality/breed 97%
15	Raise/breeding horses 70%



	Identify plants/fruits	Identify tracks	Locate secret compartments/doors	Medical
Level 1	8% | 9%	20% | 5%	6%	28% | 32%
2	16% | 18%	25% | 10%	12%	36% | 40%
3	24% | 26%	30% | 15%	18%	44% | 48%
4	32% | 34%	36% | 20%	24%	52% | 56%
5	40% | 42%	42% | 25%	30%	60% | 64%
6	48% | 50%	48% | 30%	36%	68% | 72%
7	56% | 58%	54% | 35%	42%	76% | 80%
8	64% | 66%	60% | 40%	48%	84% | 88%
9	72% | 74%	66% | 45%	54%	88% | 90%
10	76% | 78%	72% | 50%	60%	90% | 92%
11	80% | 82%	78% | 55%	66%	92% | 94%
12	84% | 86%	84% | 60%	72%	94% | 95%
13	88% | 90%	90% | 65%	78%	95% | 96%
14	90% | 92%	92% | 70%	84%	96% | 97%
15	94% | 96%	94% | 75%	90%	97% | 98%

	Pick locks	Pick pockets	Prowl	*Read/write (native language)
Level 1	12%	10%	18%	20%
2	20%	15%	24%	26%
3	25%	20%	30%	32%
4	30%	25%	36%	38%
5	40%	30%	42%	44%
6	50%	35%	48%	50%
7	55%	42%	54%	56%
8	60%	50%	60%	62%
9	65%	55%	66%	68%
10	70%	60%	72%	74%
11	75%	65%	78%	80%
12	80%	70%	84%	86%
13	83%	75%	90%	88%
14	86%	80%	92%	90%
15	89%	85%	94%	92% *Add 10% if I.Q. is 12 or higher

	Scale walls	Track	Trap/skin small animals	Trap/skin large animals	Use poison
Level 1	26%	20% | 2%	20% | 24%	20%	8%
2	32%	30% | 3%	28% | 32%	30%	16%
3	38%	36% | 5%	36% | 40%	40%	24%
4	44%	42% | 7%	44% | 48%	50%	32%
5	50%	48% | 9%	52% | 56%	60%	40%
6	56%	54% | 11%	60% | 64%	68%	48%
7	62%	60% | 14%	68% | 72%	72%	56%
8	68%	66% | 17%	76% | 80%	78%	64%
9	74%	72% | 20%	84% | 84%	84%	72%
10	80%	78% | 23%	90% | 88%	90%	80%
11	86%	84% | 26%	92% | 92%	92%	84%
12	90%	88% | 29%	93% | 94%	94%	88%
13	92%	90% | 32%	94% | 96%	96%	92%
14	94%	91% | 35%	95% | 97%	97%	94%
15	96%	92% | 40%	96% | 98%	98%	96%

WEAPON PROFICIENCIES (W.P.)

Applies to all classes

CODE KEY: S = Strike; the bonus to hit. **P = Parry**; the bonus to parry. **Thr. = Thrown**; the bonus to hit when thrown.

DEFENSIVE: SHIELD

	Small			Large		
Lvl.	S.	P.	Thr.	S.	P.	Thr.
1	0	+1	0	0	+2	0
2	0	+2	0	0	0	0
3	+1	+3	+1	+1	+3	0
4	0	0	0	0	+4	+1
5	+2	+4	+2	+2	+5	0
6	0	0	0	0	0	0
7	+3	+5	+3	+3	+6	+3
8	0	0	0	0	0	0
9	+4	+6	+4	+4	+7	0
10	0	0	0	0	0	+3
11	+5	+7	+5	+5	+8	0
12	0	0	0	0	0	0
13	+6	+8	+6	+6	0	+4
14	0	0	0	0	+9	0
15	+7	+9	+7	+7	0	0

NOTES About Shields

A shield's size, weight, type of material and costs *all* vary greatly and should be taken into consideration by the game master. The following generally applies to most basic types of shields.

A good rule of thumb is that a shield is so battered that it must be replaced after each month of regular combat for wood or leather shields and every two or three months for iron or steel shields.

OFFENSIVE: WEAPONS

	SHORT SWORD			LARGE SWORD			KNIVES			THROWING AXE			BATTLE AXE			LANCE		
Lvl.	S.	P.	Thr.	S.	P.	Thr.	S.	P.	Thr.	S.	P.	Thr.	S.	P.	Thr.	S.	P.	Thr.
1	+1	+1	0	+1	0	0	0	0	+1	0	0	+1	+1	0	0	+1	0	0
2	0	0	+1	0	+1	0	+1	0	0	+1	0	0	0	0	+1	+2	0	0
3	+2	0	0	+2	+2	0	0	+1	+2	0	0	+2	+2	+1	0	0	+1	0
4	0	+2	0	0	0	0	+2	0	0	+2	+1	0	0	0	+2	+3	0	+1
5	0	0	0	0	+3	+1	0	0	+3	0	0	+3	+3	0	0	0	0	0
6	+3	0	+2	+3	0	0	0	+2	0	0	+2	0	0	+2	0	+4	+2	0
7	0	+3	0	0	+4	0	+3	0	+4	+3	0	+4	0	0	+3	0	0	+2
8	0	0	0	0	0	0	0	0	0	0	0	0	+4	0	0	+5	0	0
9	+4	0	0	+4	+5	0	0	+3	+5	0	+3	0	0	+3	0	0	+3	0
10	0	0	+3	0	0	+2	+4	0	0	+4	0	+5	0	0	+4	+6	0	+3
11	0	+4	0	0	+6	0	0	0	+6	0	0	0	+5	0	0	0	0	0
12	+5	0	0	+5	0	0	0	+4	0	0	+4	0	0	+4	0	+7	+4	0
13	0	0	+4	0	0	+3	+5	0	+7	+5	0	+6	0	0	+5	0	0	+4
14	0	+5	0	0	+7	0	0	0	0	0	0	0	+6	0	0	+8	0	0
15	+6	0	0	+6	0	0	0	+5	+8	0	+5	0	0	+5	0	0	+5	0

SHIELDS

SHIELD	WEIGHT	DAMAGE THROWN	COST
Small Wood	2.1 kg / 4.5 lb	1-4	35 gp.
Small Leather	1.4 kg / lb	1-4	30 gp.
Sm. Wood P Leather	2.5 kg / 5 lb	1-4	45 gp.
Small Iron	2.9 kg / 6.5 lb	1-4	55 gp.
Large Wood	2.9 kg / 6.5 lb	1-4	65 gp.
Large Leather	2.9 kg / 6.5 lb	1-4	65 gp.
Large Wood P Leather	3.6 kg / 8 lb	1-6	75 gp.
Large Iron	6.4 kg / 14 lb	1-6	100 gp.

Code Key: S. = Strike: bonus to hit **R. = Rate of fire** (*per melee*)

OFFENSIVE: WEAPONS

	SPEARS/FORKS			POLE ARMS			BALL & CHAIN			BLUNT			STAVES		
Lvl.	S.	P.	Thr.	S.	P.	Thr.	S.	P.	Thr.	S.	P.	Thr.	S.	P.	Thr.
1	+1	+1	0	+1	0	0	+1	0	0	+1	0	0	+1	0	0
2	0	0	+1	0	+1	0	0	0	0	0	+1	0	0	+1	0
3	+2	+2	0	+2	0	+1	+2	0	0	+2	0	0	+2	0	0
4	0	0	+2	0	+2	0	0	+1	0	0	0	+1	0	+2	0
5	0	+3	0	0	0	0	+3	0	0	+3	0	0	0	0	+1
6	+3	0	+3	+3	0	+2	0	0	+1	0	+2	0	+3	0	0
7	0	+4	0	0	+3	0	0	+2	0	0	0	+2	0	+3	0
8	0	0	+4	0	0	0	+4	0	0	+4	0	0	0	0	+2
9	+4	+5	0	+4	0	+3	0	0	0	0	+3	0	+4	0	0
10	0	0	+5	0	+4	0	0	+3	0	0	0	+3	+4	0	0
11	0	+6	0	0	0	+4	+5	0	0	+5	0	0	0	0	+3
12	+5	0	+6	+5	0	0	0	0	+2	0	+4	0	+5	0	0
13	0	0	0	0	+5	0	0	+4	0	0	0	+4	0	+5	0
14	0	0	+7	0	0	+5	+6	0	0	+6	0	0	0	0	+4
15	+6	0	0	+6	0	0	0	0	0	0	+5	0	+6	0	0

MISSILE WEAPONS

	SLING		SHORT BOW		CROSS BOW		LONG BOW	
Lvl.	S.	R.	S.	R.	S.	R.	S.	R.
1	0	2	0	1	0	1	0	2
2	+1	0	+1	2	+1	2	+1	3
3	0	3	0	0	0	0	+2	0
4	+2	4	+2	3	+2	3	+3	4
5	0	0	0	4	0	0	0	5
6	+3	5	+3	0	+3	4	+4	0
7	0	6	0	5	0	0	0	6
8	+4	0	+4	0	+4	0	+5	0
9	0	7	0	6	0	5	0	7
10	+5	0	+5	0	0	0	0	0
11	0	8	0	7	+5	0	+6	8
12	+6	0	0	0	0	6	0	0
13	0	9	+6	8	0	0	0	0
14	+7	0	0	0	+6	0	+7	9
15	0	10	+7	9	0	7	0	0

Ranges (maximum)
Sling ~ ~ 300 ft
Short bow ~ 480 ft
Long bow ~ 800 ft
Cross bow ~ 700 ft

NOTE: The **Longbow** is reserved for the *Long Bowman* and *Ranger* O.C.C.

The **Lance** is reserved for *Knights* and *Palladins*.

A character may use *any type of weapon* at any time, however, if he/she does **not** have a W.P. in that weapon, they simply strike with *NO bonuses* to strike or parry. Those *NOT* trained in the use of **bow weapons** fire at a rate of **one** per melee.

SECONDARY SKILLS DESCRIPTIONS

Carpentry: the skill of building or repairing wood items and/or parts of buildings. The percentile number indicates the success ratio of proper construction, quality and repair.

Cook: this culinary skill is the ability to cook, bake, brew, etc. tasty dishes of food. The percentile number indicates the relative skill and quality of the food. If a cook rolls above the success ratio, the preparations are particularly disappointing (bland, too spicy, looks icky, etc.).

Dance: this is simply the ability to dance. The percentage numbers indicate the relative skill and quality of the dancer. The first percentile number applies to common folk dancing, while the second percentile relates to ball and fancy/formal dance.

Demon and Devil lore: persons of this skill are knowledgeable about the ways, desires, practices, abilities, and hierarchy of devils and demons. The percentage number indicates the approximate degree of study and knowledge in these areas. The person with this knowledge is likely to recognize activities, symbols, and temples of those creatures of darkness (roll percentile). If the roll is under the success ratio, they recognize the handiwork (influence) of demons or devils. If the roll is over the success ratio, he has no recognition of them as they pertain to the present situation.

Faerie lore: functions identically as Demon and Devil lore, but applies toward the habits, activities, magic and identification of the faerie folk.

Imitate voices: this is the skill of impersonating voices, accents, and character. The imitator must have heard the voice he is attempting to mimic at least once, for no less than 60 minutes (or a series of encounters totalling at least 60 minutes). He must also have been studying that person's voice for tone quality, inflection, accent, mannerism, etc. during the encounter (if not, he cannot imitate the voice). The imitator can also mimic the voices of people he knows intimately. Note: roll once for every 6 melees (minutes) of imitation to see if the character can maintain the convincing qualities. If he fails to roll under the success ratio, he temporarily loses the vocal elements in that imitation (can try again with minor preparations and concentration in 6 melees).

Mathematics: the knowledge, use, and understanding of numbers dealing with quantities, magnitudes and forms (addition, subtraction, multiplication) i.e. arithmetic, geometry, etc. The percentile number indicates the relative knowledge and success ratio of solving mathematical problems.

Paint: the fine art of painting; the use and making of pigments, brush and creating/rendering depictions of images (portraits, symbols, designs, impressions, etc.). The type of paints used would be primarily Tempera (a paint mixing pigment with egg yolk,or sizing,used thined with water), and some watercolor and ink/dyes. The percentile indicates the quality of technique and rendition.

Play string instruments: this is simply the skill to play common string type instruments (violin, mandolin, guitar, etc.) The percentile number indicates the quality of technique and performance.

Play wind instruments: Identical to the preceding skill as it pertains to wind instruments (flutes, harmonica, whistles, etc.).

Plant/farm lore: this skill is not to be confused with the identify plant and fruit skill although a related ability.Lore deals with the knowledge and legends about plants and their healing or special properties as well as the basic knowledge for their growth and care (that is where the farm element comes in, the growing and harvesting of plants).

Preserve food: this is the skill of food preservation including canning (in jars) fruit and vegetables, pickling, drying and salting meats, and so on. The percentile number indicates the success ratio. If the character fails to successfully preserve the food, it will spoil and/or become infected with harmful bacteria.

Racial histories: this is the study of the many different races, their backgrounds, legends, tendencies, affiliations, leaders, habits, etc. A person with this knowledge is likely to recognize the activities and trademarks of these races when encountered. Because there are so many races and corresponding data, the player can only choose 6 specific races to study. (Of course, the elective can be chosen twice to include all races). The percentile indicates the approximate degree of information the character has learned or can remember. *Note*: this knowledge pertains only to racial histories and characteristics and does *not* include an understanding of language written or spoken.

Read/write additional language: This skill involves the study of other written languages (alphabets/symbols), meaning that the character develops a certain degree of literacy in a language which is not his native tongue. Clergy, men of magic and scholars are the most adept in this area. A player may choose only one additional language, but may select this elective repeatedly to include as many languages as desired (within the limited number of electives available to him). The percentile indicates the approximate degree of literacy.

Recognize poison: people with this skill knowledge are able to recognize poisons by their aroma, taste, color/appearance, and effects (on a victim). This includes a fundamental knowledge of the poison's lethalness, effects/symptoms and origins. It does not include the skill in safely using poison. The percentile represents the success ratio of recognizing poison, but only if the person was actively looking to identify/locate poison.

Recognize precious metals/stones: the person with this skill is able to identify precious metals (gold, silver, bronze, etc.) and precious/semi-precious stones (topaz, ruby, jade, diamond, etc.) and appraise their approximate value on the open market. This ability also enables the person to discern fakes from the real. The percentile number is the likelihood of correctly identifying metals and gems. A character gets only one chance (roll) to appraise such items or will otherwise respond according to their obvious appearance.

Recognize weapon quality: is the ability to determine the level of a weapon's quality, including craftsmenship, weight, balance, edge, metal strength, and so on. This skill also enables the person to recognize if the weapon is crafted by dwarf, kobold or others and if it *may* have bonuses to strike, or parry or *may* have some unnatural (magic) properties. Although the person may be able to tell that a weapon is superbly crafted with bonuses, it is impossible to determine exactly what these bonuses are until used in a combat type situation.

Religious doctrine: this is a knowledge and background concerning the various religions, their history, rituals, practices, general philosophy, laws, religious hierarchy, and gods. A player may choose 8 specific religions (churches, sects and/or cults) in which he has this knowledge. Of course, a player may select this skill knowledge more than once, adding 8 new choices each time. The percentile number indicates the degree of knowledge one has about a particular religion.

Sailing: persons with this skill have a rudimentary knowledge about boats and the principles of sailing.

Sense of Direction: is a developed skill, especially when travelling in wildernesses or underground. This skill includes basic knowledge of determining direction by the placement of the sun, moon, stars, and other tricks used in establishing (recognizing) one's location. The percentile number indicates the success ratio of doing so properly. If unsuccessful, the character is not likely to realize that he is lost or misdirected.

Sing: this is simply the ability to carry a tune in a pleasant and recognizable way. The percentile number indicates the relative level of quality and skill.

Speak additional languages: This skill involves the study of other spoken languages. While many people cannot read or write, most can understand and speak one or more languages (other than their own native tongue). A player may choose only one additional language for each speak additional language elective taken (player may select this skill more than once learning one new language with each selection). The percentile number indicates the degree of understanding and ability to successfully communicate in that tongue.

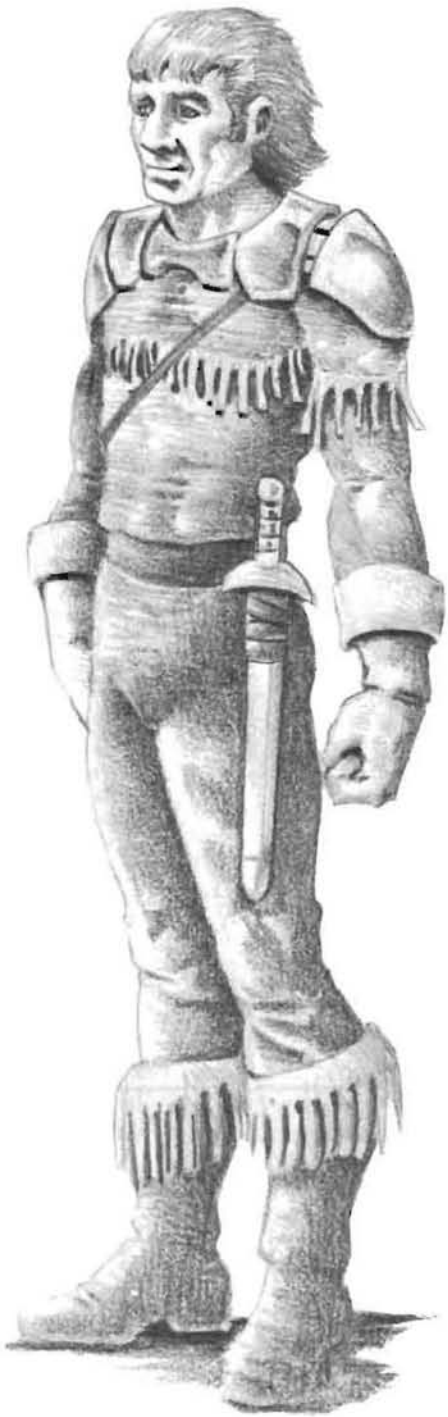
Swim: is the skill of being able to stay afloat and move about (swim) in water. The percentile number indicates the degree of expertise in this area.

Tailor: is the skill of working with fabric (cloth, fur, soft leather, etc.) to make and mend clothes. The percentile number indicates success ratio in the proper construction, quality and repair of clothing.

Ventriloquism: is the practiced ability to throw one's voice. That is to say, create the illusion of not speaking while making the voice/sound appear to be coming from someone or something (an inanimate object such as a tree, box, chair, etc.) else. This can be done up to a maximum of 5 ft. distance from the ventriloquist. The percentile number indicates the success ratio of successfully throwing one's voice.

SECONDARY SKILLS (*COMPLETE LIST*)

Carpentry
Cook
Dance
Demon and Devil Lore
Faerie Lore
Imitate voices
Mathematics
Paint
Play string instruments
Play wind instruments
Plant/Farm Lore
Preserve food
Racial Histories
Read/write additional Language
Recognize Poison
Recognize Precious metals/stones
Recognize Weapon quality
Religious Doctrine
Sailing
Sense of direction
Sing
Speak additional Language
Swim
Tailor
Ventriloquism



SECONDARY SKILLS TABLES

	Carpentry	Cook	Dance	Demon and Devil lore
Level 1	16%	10%	18% | 12%	25%
2	24%	25%	30% | 24%	35%
3	32%	40%	50% | 38%	45%
4	40%	55%	70% | 58%	55%
5	48%	65%	80% | 68%	65%
6	56%	80%	90% | 78%	70%
7	64%	90%	91% | 88%	75%
8	72%	96%	92% | 89%	80%
9	80%	97%	93% | 90%	85%
10	85%	98%	94% | 91%	88%
11	87%	99%	95% | 92%	90%
12	89%	100%	96% | 93%	92%
13	91%	100%	97% | 94%	94%
14	93%	100%	98% | 95%	96%
15	95%	100%	99% | 96%	98%

	Faerie lore	imitate voices	Mathematics	Paint
Level 1	20%	18%	25%	12%
2	30%	26%	30%	32%
3	40%	32%	40%	52%
4	50%	40%	48%	72%
5	60%	48%	58%	80%
6	70%	56%	68%	84%
7	80%	64%	78%	86%
8	85%	72%	88%	88%
9	88%	80%	90%	90%
10	90%	84%	92%	91%
11	92%	88%	94%	92%
12	94%	90%	95%	93%
13	96%	92%	96%	94%
14	98%	94%	97%	95%
15	99%	96%	98%	96%

	Preserve food	Play string instruments	Play wind instruments	Plant/farm lore
Level 1	24%	26%	24%	12%
2	32%	34%	32%	20%
3	42%	42%	40%	28%
4	52%	50%	48%	36%
5	62%	58%	56%	44%
6	72%	66%	64%	52%
7	82%	74%	72%	60%
8	88%	82%	80%	68%
9	90%	84%	84%	76%
10	94%	86%	86%	84%
11	95%	88%	88%	88%
12	96%	90%	90%	92%
13	97%	92%	92%	94%
14	98%	94%	94%	95%
15	99%	96%	96%	96%

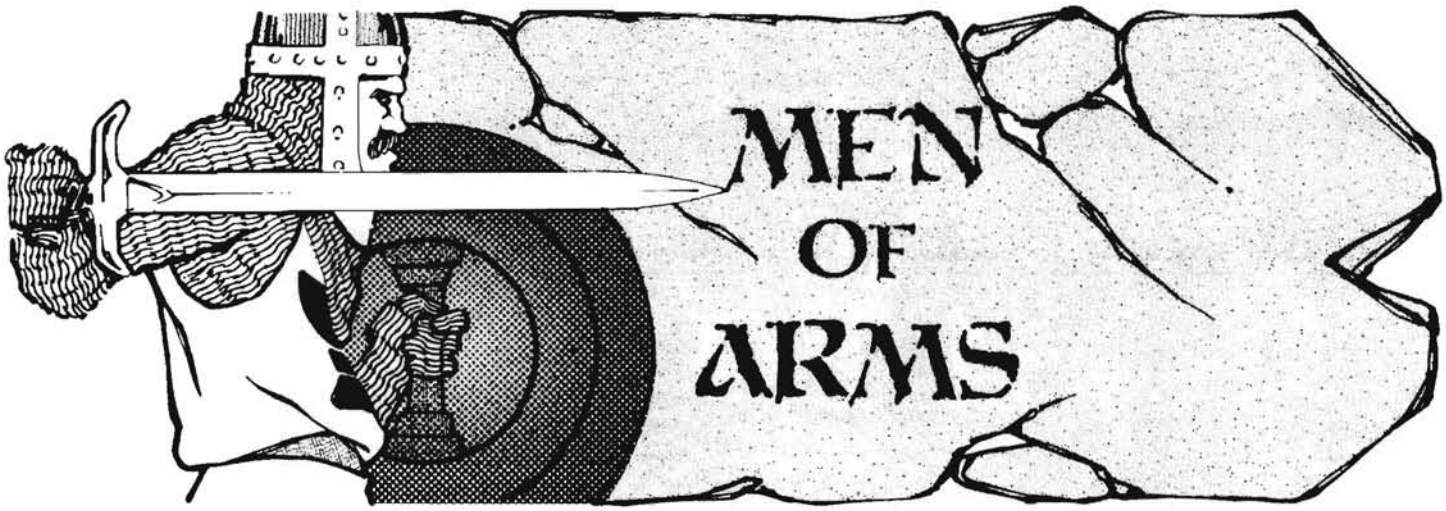
	Racial Histories	*Read/write additional language	Recognize poison	Recognize precious metals and stones
Level 1	18%	20%	10%	8%
2	24%	26%	15%	12%
3	30%	32%	20%	18%
4	36%	38%	30%	26%
5	42%	44%	40%	32%
6	48%	50%	50%	40%
7	54%	56%	60%	48%
8	60%	62%	66%	56%
9	66%	68%	72%	62%
10	72%	74%	78%	72%
11	78%	80%	84%	80%
12	84%	86%	90%	86%
13	90%	88%	92%	90%
14	93%	90%	94%	94%
15	96%	92%	95%	98%

*Add 10% for I.Q. 12 or higher

	Recognize weapon quality	Religious doctrine	Sailing	Sense of direction
Level 1	10%	18%	21%	35%
2	20%	26%	28%	45%
3	30%	34%	35%	55%
4	38%	42%	42%	65%
5	48%	50%	49%	75%
6	55%	58%	56%	80%
7	60%	66%	63%	85%
8	65%	74%	70%	87%
9	70%	82%	77%	89%
10	75%	90%	85%	90%
11	80%	92%	91%	91%
12	85%	94%	93%	92%
13	90%	96%	95%	93%
14	93%	98%	97%	94%
15	96%	99%	99%	95%

	*Speak additional language	Sing	Swim	Tailor	Ventriloquism
Level 1	30%	30%	25%	20%	8%
2	40%	40%	35%	28%	16%
3	50%	50%	45%	36%	24%
4	60%	60%	55%	44%	32%
5	70%	70%	65%	52%	40%
6	80%	80%	75%	60%	48%
7	90%	84%	85%	68%	56%
8	92%	88%	90%	76%	64%
9	93%	90%	91%	84%	72%
10	94%	91%	92%	90%	78%
11	95%	92%	93%	92%	84%
12	96%	93%	94%	94%	90%
13	97%	94%	95%	96%	92%
14	98%	95%	96%	97%	94%
15	99%	96%	97%	98%	96%

*Add 10% for I.Q. 12 or higher



MERCENARY FIGHTER

These are rough and tumble men of adventure who sell their sword and muscle for gold and glory. Their skills are usually directly oriented to combat and self-preservation. The jacks of all trades (when dealing with the fundamentals of combat and adventuring) they are often skilled in such areas as tracking, trapping, picking pockets and prowling. However, as with most men of arms they seldom deal in subtleties. If a door is locked, kick it in, if a man won't reveal a secret, slap him around a little, reading and writing are unimportant skills on the field of combat. They tend to fight hard, work hard, and play hard. A mercenary's entire orientation is physical. One of the great advantages of being a mercenary is the freedom to come and go and do as one pleases without being responsible to a commander or king as are soldiers. Merc's are generally free agents.

Mercenaries and armour

Most mercenaries prefer the heavy armour types which provide maximum physical protection when in combat, but they can use any type of armour. See Soldiers and armour.

Alignments: any

O.C.C. SKILLS AND REQUIREMENTS

MERCENARY FIGHTER

Attribute requirements: P.S. 7

O.C.C. skills: Hand to Hand (mercenary), W.P. small shield, scale walls (+10%)

Elective skills: Choose 6 at level one, 3 at level three, 3 at level eight and 3 at level twelve.

Secondary skills: Choose 8 at level one, 4 at level four and 4 at level twelve.

Elective skills

Disguise (+2%)
Forgery
Horsemanship (general)
Identify tracks (+5%)
Locate secret compartments/doors
Medical
Pick locks
Pick pockets (+5%)
Prowl (+5%)
Read/write
Track
Trap/skin small animals (+4%)
W.P. Throwing axe
W.P. Battle axe
W.P. Blunt
W.P. Ball and chain
W.P. Knives
W.P. Pole arms
W.P. Spears/Forks
W.P. Short swords
W.P. Large swords
W.P. Staves
W.P. Large shield
W.P. Sling
W.P. Short Bow
W.P. Cross Bow

Secondary Skills (*Choice of any, but the following have O.C.C. bonuses*).

Sense of direction (+5%)
Speak additional language (+10%)
Swim (+5%)
Recognize precious metal/stones (+5%)
Recognize weapon quality (+6%)
Recognize poison (+5%)

Levels of experience
Mercenary Fighter

Level 1	0 - 1900
2	1901 - 3800
3	3801 - 7600
4	7601 - 12,000
5	12,001 - 20,000
6	20,001 - 30,000
7	30,001 - 45,000
8	45,001 - 65,000
9	65,001 - 90,000
10	90,001 - 130,000
11	130,001 - 170,000
12	170,001 - 220,000
13	220,001 - 270,000
14	270,001 - 320,000
15	320,001 - 370,000

SOLDIER

Soldiers are men of combat trained in the formal arts of combat. Their primary orientation is combat and the inflicting of damage (killing) of one's opponent as quickly and accurately as possible, where it will do the most harm. Being the instruments of war (defensive or offensive) the majority of skills and training are directed toward developing weapon proficiencies, scaling walls and similar combat areas. Generally soldiers are not freebooters with the freedom to come and go as they please like the mercenary fighter. They are usually directly responsible to a specific commander or leader (knight, king, ruler) and required to obey laws and orders. A soldier usually cannot pick an assignment or area to work, but is generally told what to do, how to do it, and where to go. They must answer to all their military authorities and laws or be punished, and/or discharged from service. Military life can be particularly restrictive and petty in those garrisons near large civilized kingdoms and those about to engage in battle. The assignments which afford the most freedom are patrols, law enforcement, and border towns. Being stationed at a border town/outpost offers the most freedom from regime, laws and restrictions because these towns or territories are usually under marshal law, so the soldiers are the law. Needless to say, some of these garrisons can become pretty powerful and/or corrupt. Of course, border assignments tend to be in hostile or unexplored territories, or so far from civilization that aid in the case of an assault is weeks if not months away.

Other advantages to becoming a soldier is the benefit of formal arms training (Mercenaries are self-taught, learning from watching, practice, tips from others and real combat experience), a monthly salary and the benefit of free room and board and basic equipment.

Enlistment and salaries: Soldiers usually sign up for a minimum 2 year period of enlistment. *Re-enlistment* is usually for a 1 to 4 year period. *Conditions for discharge* include poor behavior, lack of obedience, and injury (sorry, no V.A. benefits; if you can't fight in the near future, you're discharged).

Salaries: (average)
Typical soldier: 60 to 80 gold a month
Border soldier: 80 to 100 gold a month
Combat situation: 100 to 150 gold a month
Special assignment: 120 to 200 gold a month
Officers of lower rank: 200 to 350 gold a month
Officers of high ranking:500 to 800 gold a month

Mercenary fighters may also be hired to bolster the number of men in a garrison, or in a battle situation. They are obligated to abide by all military rules, laws, and authority. Room and board is provided under the terms of Mercenary enlistment.

Period of enlistment is usually 6 months to a year with re-enlistment of the same terms available. Merc's must provide their own equipment.

Salaries for Mercenary fighters in the Military:
Typical soldier: 30 to 60 gold a month
Border soldier: 40 to 80 gold a month
Combat situation:60 to 100 gold a month
Special assignment: 80 to 120 gold a month
Officers: 100 to 200 gold a month
Seldom have high ranking mercenary officers.

Equipment provided to Soldiers (not Merc's) upon enlistment.
Soft leather armour
Short sword and dagger
Small wood shield
Back pack
2 sets of clothing
Grooming utensils/supplies
Other equipment may be purchases or assigned.

Soldiers and buying equipment
Almost all towns and cities (even border towns) will have special shops, weapon smithes, and armourers who are sub-contracted by the military to provide arms and armour to their soldiers at a *25% discount*. The discount may or may not (usually not) apply to mercenaries under military employ.

Alignments: any

Soldiers and armour
Although any type of armour can be used (light and heavy) both the soldier and mercenary fighter lean strongly toward the **heavy armours**. This is because their professions call for little (if any) prowling/silence and maximum physical protection, as both are usually in the forefront of battle situations. Silence of movement is of little consequence when actively engaged in hand to hand combat; protection (high armour rating and S.D.C.) is of the utmost importance. Thus, the average soldier or mercenary, of any quality, will be decked out in a full suit of heavy armour. Which specific armour type depends on personal preference and prosperity. both soldier and mercenary are trained in the use of heavy armour and as such, do not suffer any physical restrictions or penalties.

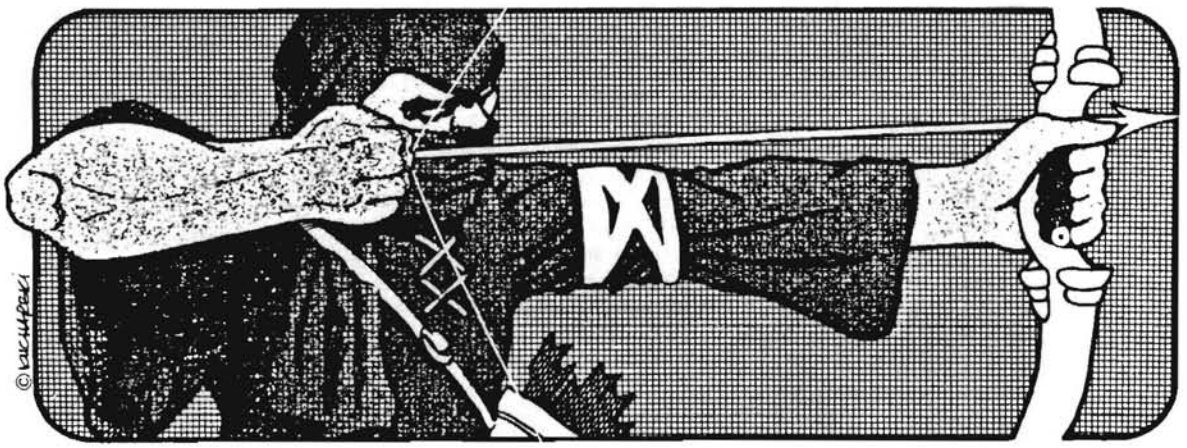
SOLDIER

Attribute requirements: P.S. 10, P.E. 8
O.C.C. skills: Hand to Hand (Soldier), scale walls (+12%), W.P. small shield
Elective skills: Choose 7 at level one, 3 at level three, 3 at level eight and 3 at level twelve.
Secondary skills: Choose 7 at level one, 4 at level four and 4 at level twelve.

Elective skills	**Levels of experience**	
Forgery		**Soldier**
Horsemanship (general)	Level 1	0 - 2000
Identify tracks (+2%)	2	2001 - 4000
Medical (+4%)	3	4001 - 8000
Pick pockets	4	8001 - 14,000
Prowl	5	14,001 - 22,000
Read/write	6	22,001 - 32,000
Track (+2%)	7	32,001 - 47,000
Trap/skin small animals	8	47,001 - 67,000
Use poison	9	67,001 - 92,000
W.P. Throwing axe	10	92,001 - 132,000
W.P. Battle axe	11	132,001 - 174,000
W.P. Blunt	12	174,001 - 224,000
W.P. Ball and chain	13	224,001 - 274,000
W.P. Knives	14	274,001 - 324,000
W.P. Pole arms	15	324,001 - 374,000
W.P. Spears/Forks		
W.P. Short swords		
W.P. Large Swords		
W.P. Staves		
W.P. Small shield		
W.P. Large shield		
W.P. Sling		
W.P. Short Bow		
W.P. Cross Bow		

Secondary Skills (*Choice of any, but the following have O.C.C. bonuses*).
Racial histories (+6%)
Recognize weapon quality (+8%)
Religious doctrine (+4%)
Speak additional language (+8%)
Swim (+10%)

LONG BOWMAN



An adventurer man of arms O.C.C., the highly skilled long bowman, they are skilled in hand to hand combat and other skills helpful in their sojourns. They are generally very quick and dexterous. Although good fighters, their main skill is the use of the long bow. The Long bow is not a common weapon and requires specific training to develop expertise. Those who master the long bow can become one of the deadliest (long distance) fighters in the land. Mastery of the long bow is the main thrust of their combat training.

Tne long bow is a very effective weapon, having nearly double the maximum range of a short, and does twice as much damage. Those skilled with a long bow are extremely accurate and usually develop a staggering rate of fire. Long bowmen are much sought men of arms, commanding two to three times the normal mercenary salaries when hired by the military, and can generally get paid even twice that if high level (seventh or higher) and can often dictate the terms of enlistment. Otherwise, long bowmen are adventurers or mercenaries for hire.

Armour:
Long bowmen can wear any type of armour, light or heavy, but seem to prefer studded leather, chain and double mail, and plate and chain.

Alignments: Any

LONG BOWMAN

Attribute requirements: P.S. 10 and P.P 12

O.C.C. Skills: Hand to Hand (Long Bowman), W.P. Long Bow

Elective skills: Choose 8 at level one, 3 at level three, 3 at level eight and 3 at level twelve.

Secondary skills: Choose 7 at level one, 4 at level four and 4 at level ten.

Electives
Disguise
Forgery (+6%)
Horsemanship (general)
Identify tracks
Medical
Pick locks
Pick pockets (+7%)
Prowl (+4%)
Read/write
Scale walls (+6%)
Track
Trap/skin small animals (+5%)
W.P. Throwing axe
W.P. Battle axe
W.P. Blunt
W.P. Ball and Chain
W.P. Knives
W.P. Pole arms
W.P. Spears/Forks
W.P. Short swords
W.P. Large swords
W.P. Staves
W.P. Small shield
W.P. Large shield
W.P. Sling
W.P. Short bow
W.P. Cross bow

Secondary skills (*Choice of any, but the following have O.C.C. bonuses*).
Carpentry (+4%)
Paint (+4%)
Recognize precious metals/stones (+5%)
Sailing (+5%)
Sense of direction (+10%)
Tailor (+10%)
Swim (+10%)
Speak additional language (+5%)

Levels of experience
Long Bowman

Level 1	0 - 2100
2	2101 - 4200
3	4201 - 8400
4	8401 - 15,400
5	15,401 - 23,400
6	23,401 - 33,400
7	33,401 - 48,400
8	48,401 - 68,400
9	68,401 - 93,400
10	93,401 - 133,400
11	133,401 - 173,400
12	173,401 - 223,400
13	223,401 - 273,400
14	273,401 - 323,400
15	323,401 - 373,400



KNIGHT

KNIGHTS

Knights, like soldiers, are trained in the art of hand to hand combat and are very direct and deadly in their assaults. They are, in fact, highly trained soldiers (or have been soldiers); versatile, educated, and lethal. Although a knight may be responsible to a sovereign lord, he is generally a free agent, wandering the territory enforcing laws, righting wrongs, and protecting the innocent or those under his charge.

Knights are often of noble birth or have been knighted for acts of courage, honor, or feats of spectacular combat. Although trained and schooled as a knight, a player's character can call himself a knight, but is not a true knight until knighted by a Sovereign Ruler or Clergy of an established (large) church. (Of course, the character must fit the other severe attributes required to become a knight.) All knights are expertly trained in horsemanship and combat on horseback (W.P. Lance). They are also usually privy to religious doctrine, the formalities of nobility (dance, song, musical instruments, etc.) and often able to read and write.

Knights and armour

A knight can wear any type of armour, but usually uses the heavy armour types; chain mail, double mail, scale mail, splint, and plate. Specifically trained in the use of these armours they experience no restrictions of movement whatsoever.

Alignments

A knight can be of **any** alignment; good, selfish, or evil. Knighthood is a social station indicating noble birth, position, and expertise in arms, armour, and horsemanship. It is not indicative of one's inner spirit or compassion. Thus, we have the good and noble knight and the treacherous, dishonorable black or evil knights. NOTE: Knight of the principled, scrupulous, and aberrant (evil) alignments are men of honor, and live by the letter of the code of chivalry. Unprincipled and Anarchist will follow the chivalric code most of the time (but bending or forgetting the rules occasionally), while those of diabolic and miscreant alignments will blatantly ignore them. The latter two alignments tend to be held by men of no or little honor or respect for life.

THE CODE OF CHIVALRY

1. **To live** *one's life so that it is worthy of respect and honor by all.*
2. **Fair Play**:
   - Never attack an unarmed foe.
   - Never charge an unhorsed opponent.
   - Never attack from behind.
   - Avoid cheating.
   - Avoid torture.
3. **Nobility**:
   - Exhibit self discipline.
   - Show respect to authority.
   - Obey the law.
   - Administer justice.
   - Administer mercy.
   - Protect the innocent.
   - Respect women.
4. **Valor**:
   - Exhibit courage in word and deed.
   - Avenge the wronged.
   - Defend the weak and innocent.
   - Fight with honor.
   - Never abandon a friend, ally, or noble cause.
5. **Honor**:
   - Always keep one's word of honor.
   - Always maintain one's principles.
   - Never betray a confidence or comrade.
   - Avoid deception.
   - Respect life.
6. **Courtesy**:
   - Exhibit manners.
   - Be polite and attentive.
   - Respectful of host, authority and women.
7. **Loyalty**: to god, sovereign, country, and the codes of chivalry.

KNIGHT

Attribute requirements: I.Q. 7, P.S. 10, P.E. 10, P.P. 12

O.C.C. skills: Hand to Hand (Knight), Horsemanship (Knight), W.P. Large shield, and W.P. Lance.

Elective skills: choose 7 at level one, 3 at level three, 3 at level eight, and 3 at level twelve.

Secondary skills: choose 8 at level one, 4 at level four, and 4 at level ten.

Elective skills

Disguise
Forgery
Identify tracks
Medical (+4%)
Pick pockets
Read/write (+20%)
Scale walls (+6%)
Trap/skin small animals (+4%)
Trap/skin large animals (+2%)
Use poison
W.P. Throwing axe
W.P. Battle axe
W.P. Blunt
W.P. Ball and Chain
W.P. Knives
W.P. Pole arms
W.P. Spears/Forks
W.P. Short swords
W.P. Large swords
W.P. Staves
W.P. Small shield
W.P. Sling
W.P. Short bow
W.P. Cross bow

Levels of experience
Knight

Level 1	0 - 2200
2	2201 - 4400
3	4401 - 8800
4	8801 - 15,500
5	15,501 - 23,500
6	23,501 - 33,500
7	33,501 - 48,500
8	48,501 - 68,500
9	68,501 - 93,500
10	93,501 - 133,500
11	133,501 - 175,500
12	175,501 - 225,500
13	225,501 - 275,000
14	275,001 - 325,000
15	325,001 - 375,000

Secondary skills (*choice of any, but the following have O.C.C. bonuses*)

Dance (+10%)
Demon/Devil lore (+10%)
Play string instrument (+4%)
Play wind instrument (+6%)
Racial histories (+10%)
Recognize precious metals/stones (+5%)
Recognize weapon quality (+12%)
Religious doctrine (+20%)
Read/write additional language (+10%)
Speak additional language (+20%)
Sing (+5%)

PALLADIN

THE PALLADIN

Palladins are the embodiment of knighthood. They are *supposed* to represent the highest values in honor, nobility and chivalric behavior. They *are* the greatest fighting men alive, trained to be the very quickest and deadliest of all warriors. Palladins are fighting machines fluent in several weapon proficiencies, combat skills, and exquisite equestrian skills. They are generally knights errant, free to search the land, destroying evil and injustice wherever it is found. Like knights, they are often of noble birth and usually educated.

Palladin is the highest rank of men of arms and are themselves knights. As such, palladins live by the code of chivalry and are affected by all the conditions and limitations of knights. They prefer heavy armour types, powerful weapons of any kind and, like knights, are seldom without a mount.

Alignments and Palladins

A palladin can be of any alignment; good, selfish, or evil. Being a Palladin/knight is a social status and is not indicative of the man's character. Thus, we have the good, honorable, chivalric palladin and foul, wicked, evil palladin (*or anti-palladin*). The same conditions found with knights and alignments and the laws of chivalry apply exactly the same to palladins.

Palladins and armour

Same as knights. Prefer heavy types; chain through plate, usually needing maximum physical protection for combat situations.

PALLADIN

Attributes required: I.Q. 10, P.S. 12, P.P. 12, P.E. 10

O.C.C. skills: Hand to Hand (Palladin), Horsemanship (Palladin), Read/write (+40%), W.P. Large shield, W.P. Lance.
Elective skills: choose 7 at level one, 3 at level three, 3 at level eight, 3 at level twelve.
Secondary skills: choose 10 at level one, 3 at level four, and 3 at level ten.

Electives

Disguise
Identify tracks
Medical (+2%)
Pick locks
Prowl (+4%)
Scale walls (+10%)
Track
Trap/skin small animals (+4%)
Trap/skin large animals
W.P. Throwing axe
W.P. Battle axe
W.P. Blunt
W.P. Ball and Chain
W.P. Knives
W.P. Pole arms
W.P. Spears/Forks
W.P. Short swords
W.P. Large swords
W.P. Staves
W.P. Small shield
W.P. Sling
W.P. Short bow
W.P. Cross bow

Levels of experience
Palladin

Level 1	0 - 2400
2	2401 - 4800
3	4801 - 9600
4	9601 - 17,000
5	17,001 - 25,000
6	25,001 - 35,000
7	35,001 - 50,000
8	50,001 - 70,000
9	70,001 - 95,000
10	95,001 - 135,000
11	135,001 - 177,000
12	177,001 - 227,000
13	227,001 - 277,000
14	277,001 - 327,000
15	327,001 - 377,000

Secondary skills (*choice of any, but the following have O.C.C. bonuses*)

Dance (+20%)
Demon/Devil lore (+15%)
Faerie lore (+10%)
Play string instrument (+4%)
Play wind instrument (+6%)
Recognize precious metals/stones (+5%)
Recognize weapon quality (+12%)
Religious doctrine (+15%)
Read/write additional language (+20%)
Sing (+5%)
Speak additional language (+20%)

RANGER

The ranger is a huntsman and a scout, able to hunt, track, and trap both animal and human (humanoid) prey. They are usually familiar with a number of different terrains and well versed in the survival skills needed in the wild. They can identify tracks, follow them, blaze trails, hunt, prowl and handle themselves well in combat. These are a clever, hardy stock of men who enjoy the challenge of survival and living off the land.

Just like anyone else, how a ranger lives depends on the individual inclinations of each ranger. Some prefer the wilderness, shunning civilization, others enjoy both. Some make a living as trappers, selling animal pelts and tall tales, others market their abilities as scouts and trackers to the military, nobility, or individuals. Some are adventurers seeking wealth, glory, and power through deeds, others just crave adventure, while still others explore the land and study its many splendors.

Ranger is the only other O.C.C. that is able to take the long bow as a weapon proficiency.

Armour:

Rangers tend to wear light armour or chain mail for maximum movement and stealth (Prowl), but can wear any type.

Alignment: Any

RANGER

Attribute requirements: I.Q. 9, P.S. 10, P.E. 13

O.C.C. skills: Hand to Hand (Ranger), Identify tracks (+22%), Track (+20%)

Elective skills: Choose 8 at level one, 3 at level three, 3 at level eight and 3 at level twelve.

Secondary skills: 10 at level one, 4 at level four and 4 at level ten.

Electives

Disguise
Dowsing (+10%)
Horsemanship (general)
Identify plants/fruits (+20%)
Medical (+2%)
Prowl (+4%)
Read/write
Scale walls
Trap/skin small animals (+20%)
Trap/skin large animals (+10%)
Use poison
W.P. Throwing axe
W.P. Battle axe
W.P. Blunt
W.P. Ball and Chain
W.P. Knives
W.P. Pole arms
W.P. Spears/Forks
W.P. Short swords
W.P. Large swords
W.P. Staves
W.P. Small shield
W.P. Large shield
W.P. Sling
W.P. Short bow
W.P. Long bow
W.P. Cross bow

Levels of experience
Ranger

Level 1	0 - 2060
2	2061 - 4120
3	4121 - 8240
4	8241 - 15,100
5	15,101 - 23,100
6	23,101 - 33,100
7	33,101 - 48,200
8	48,201 - 68,300
9	68,301 - 93,400
10	93,401 - 133,500
11	133,501 - 175,600
12	175,601 - 223,700
13	223,701 - 273,800
14	273,801 - 324,900
15	324,901 - 374,400

Secondary skills (*Choice of any, but the following have O.C.C. bonuses*).

Cook (+10%)
Carpentry (+10%)
Faerie lore (+15%)
Preserve food (+16%)
Plant/farm lore (+20%)
Racial histories (+10%)
Recognize poison (+10%)
Sense of direction (+15%)
Speak additional language (+15%)
Swim (+15%)

THIEF

Thieves are the rogues and cut-throats of the men of arms O.C.Cs. They, unlike most of the other O.C.C.s, are skilled in stealth, subterfuge, and trickery. In combat they are quick,dirty fighters striking fast and below the belt. They are particularly adept at moving silently (prowl) and striking victims/opponents from behind or by surprise. In addition to their bushwacking tactics and skulldugery, they are also often skilled in picking pockets, picking locks, forgery, disguise, and other helpful tricks of the trade.

Thieves and Armour

Thieves, as are all men of arms, are skilled in the use of all armour types; heavy and light. However, while heavy may not restrict a thief's movements, it does make plenty of noise. Consequently, thieves prefer the light armour types which afford some physical protection, yet maintains their need for silence in prowling and skulking about. Soft, hard, and studded leather armour are the most commonly used types of armour by thieves. Of course, some situations may call for heavier armour and highwaymen and bushwackers often wear chain, double, and even scale mail.

Thieves and alignments

Because of the nature of thieving (take what does not belong to you), a thief **cannot** be of a *good alignment* (principled, scrupulous). However, a thief can be of an unprincipled alignment (selfish), but will not steal from friends, and tends to victimize only evil and selfish aligned people. Thieves can be (*and usually are*) of anarchist (selfish) or evil alignments (miscreant, aberrant, and diabolic).

Thieves' Guilds

Many of the larger communities (towns and cities) or more seamy/corrupt communities have a Thieves's Guild. It is the Thieves' Guild that handles black market and/or exotic items, buys and sells stolen goods and dominates the local underworld. They are organized crime at its simplest stage.

Of course, some guilds grow into powerful political and/or economic powers, establishing heads of government, police, and affecting trade.

Thieves' Guilds, even smallish ones, are not to be trifled with unless one does not mind waking up one night with a knife between his ribs. It is wise to either avoid antagonizing a Thieves' Guild or to be ready for trouble if you do.

Thieves' Guilds are very territorial and do not appreciate non-guild members muscling in on that territory.

Non-members of a Thieves' Guild involved in thieving, smuggling, assassination, spying, fencing or other thief/guild activities in guild territory/town is likely to have one or all of the following happen to him:

1. Thieves demand a share of the profit from non-members activities; A very large share - 50% to 75%. If person refuses, he is likely to be threatened, beaten, and/or all of his valuables taken. *Thieves' Guilds do not tolerate interlopers.*
2. Suggest the non-member should leave the area.
3. Ask him/her to join the guild.
4. Continually rob, annoy, beat up that person until he joins the Guild. (Will throw him out of town or kill him if he blatantly defies the guild).

This all applies only to activities that undermine the guild's profits and take place within their territory/community. Non-members can of course buy any of the many services a guild may offer and can also fence (sell) stolen items (from neighboring towns or from an adventure) through them without repercussions. Remember, though, that these are predominantly evil, dishonest people who may cheat, lie, and steal from the unsuspecting if they think they can get away with it.

Membership in a Thieves' Guild is a fairly simple thing. Finding a member who will sponsor (invite one into the guild and speak on your behalf) is the hardest part, because the unscrupulous rogues will claim to represent you, ask you for some type of fee, claim you are a member, and go out drinking while you get yourself in trouble because



the creep wasn't even a member himself. Even real guild members may lie and trick a newcomer. Most guilds have a secret code, symbol, word combination, etc. that identifies its members. Usually it is a combination of words and symbols. The dragon crest guild, for example, has a small tatoo of a crimson dragon placed on the left shoulder of its members, others use brands, scarring, color codes, clothes, etc.

Once sponsored the new members must turn over 50% of his first big take (very often an assignment imposed by the guild to prove one's merit). After that, as a member, 20% of all future income is turned over to the guild master.

The advantages besides avoiding beatings is having access to the guild's knowledge and talent pools. A clever thief can always trick some ignorant or drunken fellow member to reveal information. Also, fellow friendly members may volunteer information, warnings and assistance as a favor or payment for a favor. Best of all, guild members can purchase guild services for 25% less than the current street price (sometimes an even better bargain can be struck, reducing the fee by as much as 50%).

THIEVES' GUILD SERVICES AND FEES

FENCING

(the buying and selling of stolen goods)

Purchase Rates

25% of current market value for: common items, including most weapons, light and chain armours, silver and bronze works, semi-precious stones, and miscellaneous tools and equipment.

35% of current market value for: uncommon items - quality liquor, spices, drugs, dwarven and kobold weapons, quality (+) plus weapons, scale and splint and chain armour, quality jewelry, gold works/items, precious stones.

50% of current market value for: rare items - magic weapons, magic armour, precious stones of unusual or exceptional quality (or size), exotic spices, jewelry.

Selling rates (of fenced goods)
Common: sold at current market price.
Uncommon: sold at 10% to 40% above current market value.
Rare: sold at 60% to 200% above current market value.

Purchase rates of magic
20% of lowest current market value for: All magic items of an undetermined nature. Including no-name/un-identified scrolls, potions, powders, books, medallions, charms, etc.

35% of current market value for: All identifiable common magic items; including healing potions, scrolls, potions, powders, and any other magic item.

50% of current market value for: All rare or very powerful (tenth level or higher) magic items: Including flaming swords, powerful holy weapons, very magically endowed armours, scrolls, potions, books, and so on, but all must be easily identifiable.

Selling rates of magic
Undetermined magic items are sold at current market value.
Identifiable common magic items are sold at current to 40% above the current market value.
Rare or powerful magic items are sold at 70% to 300% above the current market value.

AVERAGE THEFT RATES

Simple theft (minimal danger) 50 gold.
Theft from Merchant 80-150 gold.
Theft from Clergy 200-800 gold.
Theft Royalty/High Political officer 1000-10,000 gold.
Theft from Magic user 500-1000 gold.
Theft from High level magic user (level 9 or higher) 2000-10,000 gold
Dangerous add 20% to fee.
Extremely dangerous add 50% to fee.
Deadly add 80% to 100% to fee.

ASSAULTS AND ASSASSINATIONS

30-100 gold Assault (kidnap or beat up, break an arm only) of an ordinary person or very low level (first or second) men of arms or mage.
150-400 gold Assault of a men of arms (above second level), military or law enforcer.
500-1000 gold Assault of a political or important person.
1000-3000 gold Assault high level clergy (above fifth level).
1000-4000 gold Assault high level men of magic (above level 4).
2000-6000 gold Assault Noble/Royalty
4000-15,000 gold Assault King/Pontiff/Ruler

100-200 gold Murder an ordinary person.
500-1000 gold Murder men of arms under level 3.
600-3000 gold Murder men of arms above level 3.
600-4000 gold Murder clergy or magic user under level 4.
1000-6000 gold Murder clergy or magic user over level 4.
5000-10,000 gold Murder clergy or magic user over level 9.
4000-10,000 gold Murder Noble or Royalty.
10,000-80,000 gold Murder King, Pontiff, high political leader

Of course, all of these rates may vary greatly depending on the particular circumstances of the town, guild and game scenario.

Among the other services a guild may offer are spy networks, the selling of information, protection rackets as well as gambling and prostitution houses.

THIEF

Attribute requirements:P.P. 9
O.C.C. skills: Hand to Hand (thief), scale walls (+10%)
Elective skills: Choose 7 at level one, 3 at level three, 3 at level eight and 3 at level twelve.
Secondary skills: Choose 7 at level one, 4 at level four and 4 at level ten.
Electives
Disguise (+5%)
Forgery (+10%)
Horsemanship (general)
Locate secret compartments/doors (+6%)
Medical
Pick locks (+5%)
Pick pockets (+22%)
Prowl (+15%)
Read/write
Use poison
W.P. Throwing axe
W.P. Battle axe
W.P. Blunt
W.P. Ball and Chain
W.P. Knives
W.P. Pole arms
W.P. Spears/Forks
W.P. Short swords
W.P. Large swords
W.P. Staves
W.P. Small shield
W.P. Large shield
W.P. Sling
W.P. Short bow
W.P. Cross bow
Secondary skills (*Choice of any, but the following have O.C.C. bonuses*).
Imitate voices (+8%)
Recognize poison (+10%)
Recognize precious metals/stones (+10%)
Recognize weapon quality (+4%)
Speak additional language (+10%)
Ventriloquism (+10%)

	Levels of experience **Thief**
Level 1	0 - 1850
2	1851 - 3700
3	3701 - 7400
4	7401 - 13,000
5	13,001 - 21,000
6	21,001 - 31,000
7	31,001 - 46,000
8	46,001 - 66,000
9	66,201 - 91,400
10	91,401 - 131,500
11	131,501 - 171,600
12	171,600 - 221,700
13	221,701 - 271,800
14	271,801 - 321,900
15	321,901 - 372,000

ASSASSIN

THE ASSASSIN

The assassin, like the mercenary fighter, is a sword for hire; their specialty: death. These people are expertly trained in hand to hand combat and weapon expertise that rivals and even excels that of the Palladin. Players, when selecting electives for this O.C.C., will note that the assassin can select 4 electives on any kind, but *must* also select 4 weapon proficiencies (W.P.). In addition to their combat skills, they are also masters of stealth (prowl), deception, and tracking. An assassin tends to be very amoral, doing what he must to survive and/or get the job done.

Assassins and alignments

Assassins cannot be of any good (or even unprincipled) alignments, but are restricted to evil (miscreant, aberrant, diabolic) and anarchist alignments. Assassins tend to be cold, calculating hunters and slayers of men. They seldom have little regard for lives other than their own. Paid killers, most assassins rarely question the moral or social/political ramifications of their actions; a job is a job and they perform with the utmost efficiency. However, although evil, not all assassins are without honor, compassion or conscience. Aberrant alignments in particular have a code of ethics and twisted principles which makes even these paid killers seem worthy of some respect. Assassins of this alignment rarely jeopardize innocent bystanders, and may exhibit mercy, sincerity and kindness. Then again, there are those individuals who enjoy what they do and are cruel, wicked, uncaring, and dishonorable (especially diabolic and miscreant alignments).

Assassins and Armour

An assassin can wear any type of armour without any restriction in movement. Unfortunately, no matter how skilled one may be in arms and armour, the heavy metal armour types make noise. Although many of the men of arms will own a couple different types of armour to be worn for the appropriate combat situation, the assassin is the most likely to have several. When maximum silence is needed for prowling, the assassin will wear one of the light leather types. When greater protection, but light weight is needed, chain or a ½ suit of heavy armour may be used. In a straight combat situation where maximum protection is needed, rather than silence, a full suit of heavy armour may be used.

Assassins and their services.

Assassins will usually provide the same services as a thief (except for the fencing of stolen goods) both **smuggling** and **stealing** (many assassins are master lock picks) charging about 20% more for these services. **Kidnapping, assault** and especially **murder** are their specialties, charging about 25% to 50% more than a thief (and frequently guarantee their work). Many assassins are also active bounty hunters as well.

Assassin Guilds

Occasionally an assassins' guild or even society is established in some of the larger civilized kingdoms (the Western Empire has several and the Eastern territory also has a few). These guilds operate similarly to the thieves' guild and/or magic guilds, providing information, services, and standardized fees. Assassin guilds tend to be less territorial than a thieves' guild, and more secret. Its members are generally invited to join, but only if that person has proven to be a worthy. Like magic guilds, there is usually a headquarters, information (library) pool, and a place for members to stay and/or hide. They seldom care about freelance assassins working their territory, unless this activity incriminates or jeopardizes the guild. Some assassin guilds are actually worshippers of death cults.

ASSASSIN

Attribute requirements: I.Q. 9, P.P 14
O.C.C. skills: Hand to Hand (Assassin), Prowl (+20%)
Elective skills: Choose 4 skills plus 4 W.P. at level one, 3 at level three, 3 at level eight and 3 at level twelve.
Secondary skills: 7 at level one, 4 at level four and 4 at level ten.
Electives
Disguise (+8%)
Forgery
Horsemanship (general)
Identify tracks (+4%)
Medical (+4%)
Pick locks (+7%)
Pick pockets (+10%)
Read/write (+10%)
Scale walls (+15%)
Track (+5%)
Use poison (+15%)
W.P. Throwing axe
W.P. Battle axe
W.P. Blunt
W.P. Ball and Chain
W.P. Knives
W.P. Pole arms
W.P. Spears/Forks
W.P. Short swords
W.P. Large swords
W.P. Staves
W.P. Small shield
W.P. Large shield
W.P. Sling
W.P. Short bow
W.P. Cross bow
Secondary skills (*Choice of any, but the following have O.C.C. bonuses*).
Imitate voices (+10%)
Recognize poison (+15%)
Recognize precious metals/stones (+15%)
Recognize weapon quality (+12%)
Speak additional language (+15%)
Swim (+15%)
Ventriloquism (+6%)

Levels of experience
Assassin

Level 1	0 - 2180
2	2181 - 4360
3	4361 - 8720
4	8721 - 17,100
5	17,101 - 25,200
6	25,201 - 35,300
7	35,301 - 50,400
8	50,401 - 70,500
9	70,501 - 95,600
10	95,601 - 135,700
11	135,701 - 175,800
12	175,801 - 226,000
13	226,001 - 276,200
14	276,201 - 326,300
15	326,301 - 376,400

OPTIONAL

OPTIONAL O.C.C.S

Peasent/farm or stable hand
Squire
Scholar
Merchant
Noble

PEASANT/FARM OR STABLE HAND O.C.C.

Attribute requirements: P.P. 7
O.C.C. skills: Cook (+5%), trap/skin small animals (+10%), speak one additional language (+20%)
Elective skills: choose 5 at level one, 3 at level three, 2 at level eight, and 2 at level twelve.
Secondary skills: choose 6 at level one, 3 at level four, 3 at level ten.
Alignments: Any
Multiple O.C.C.s are possible as long as the character has the required attributes.
Levels of experience: are the same as Mercenary fighter.

Elective skills

Disguise
Hand to Hand (non-men of arms)
Horsemanship: General
Identify plants/fruits (+10%)
Identify tracks (+5%)
Medical
Pick pockets
Scale walls (+2%)
Track
W.P. Small shield
W.P. Throwing axe
W.P. Blunt
W.P. Knives
W.P. Staves
W.P. Short sword
W.P. Sling

Secondary skills (*choice of any, but the following have O.C.C. bonuses*).

Carpentry (+10%)
Faerie lore (+10%)
Plant/farm lore (+12%)
Preserve food (+10%)
Sense of direction (+5%)
Sing (+5%)
Swim (+8%)
Speak additional language (+20%)

SQUIRE O.C.C.

Attribute requirements: I.Q. 7, P.S. 6
O.C.C. skills: Hand to Hand: Mercenary fighter, W.P. Small shield
Elective skills: choose 5 at level one, 3 at level three, 2 at level eight, and 2 at level twelve.
Secondary skills: choose 6 at level one, 3 at level four, and 3 at level ten.
Alignments: Any
Multiple O.C.C.: possible as long as fits the requirements.
Levels of experience: are the same as Soldier.

Elective skills

Disguise
Forgery
Horsemanship (Knight)
Medical (+6%)
Pick locks
Pick pockets
Prowl
Read/write (+10%)
Scale walls (+4%)
Trap/skin small animals (+5%)
W.P. Throwing axe
W.P. Blunt
W.P. Knives
W.P. Spears/Forks
W.P. Staves
W.P. Short swords
W.P. Short bow
W.P. Cross bow

Secondary skills (*choice of any, but the following have O.C.C. bonuses*).

Cook (+10%)
Paint (+5%)
Carpentry (+5%)
Play string instrument (+4%)
Play wind instrument (+6%)
Recognize weapon quality (+4%)
Speak additional language (+8%)
Tailor (+10%)

SCHOLAR O.C.C.

Attribute requirment: I.Q. 14
O.C.C. skills: Read/write (+70%), Mathematics (+60%), Speak (two) additional languages (;35%)
Elective skills: choose 4 at level one, 4 at level three, 2 at level eight, and 2 at level twelve.
Secondary skills: choose 10 at level one, 4 at level four, and 4 at level ten.
Alignments: Any
Multiple O.C.C.: possible if fits requirements.
Levels of experience: same as Wizard

Elective skills

Disguise
Forgery
Horsemanship (General)
Identify plants/fruits (+15%)
Identify tracks (+10%)
Locate secret compartments/doors (+4%)
Medical (+4%)
Pick locks
Use poison (+10%)
W.P. Small shield
W.P. Blunt
W.P. Knives
W.P. Staves
W.P. Short sword
W.P. Cross bow

Secondary skills (*choice of any, but the following have O.C.C. bonuses*).

Carpentry (+4%)
Demon/Devil lore (+20%)
Faerie lore (+10%)
Paint (+10%)
Play string instruments (+10%)
Play wind instruments (+10%)
Plant/Farm lore (+10%)
Racial histories (+20%)
Read/write additional language (+30%)
Recognize poison (+5%)
Recognize precious metals/stones (+4%)
Religious doctrine (+10%)
Sense of direction (+10%)
Sing (+8%)
Swim (+10%)
Tailor (+5%)
Speak additional language (+35%)

MERCHANT O.C.C.

Attribute requirements: I.Q. 10
O.C.C. skills: Mathematics (+15%), Speak additional languages (knows 2) (+30%)
Elective skills: choose 5 at level one, 3 at level three, 2 at level eight, 2 at level twelve.
Secondary skills: choose 8 at level one, 3 at level four, 3 at level ten.
Alignments: Any
Multiple O.C.C.: is possible if fits the requirements.
Levels of experience: same as Mercenary fighter.

Electives:

Disguise
Forgery (+6%)
Hand to Hand: Mercenary fighter
Horsemanship (General)
Identify plants/fruits (+4%)
Pick locks
Pick pockets
Prowl
Read/write (+20%)
W.P. Blunt
W.P. Knives
W.P. Staves
W.P. Short sword
W.P. Large sword
W.P. Cross bow

Secondary skills (*choice of any, but the following have O.C.C. bonuses*).

Dance (+10%)
Demon/Devil lore (+8%)
Paint (+10%)
Carpentry (+10%)
Play string instrument (+6%)
Play wind instruments (+6%)
Racial histories (+10%)
Read/write additional languages (+10%)
Recognize precious metals/stones (+15%)
Recognize weapon quality (+5%)
Religious doctrine (+10%)
Tailor (+15%)
Speak additional language (+30%)

NOBLE O.C.C.

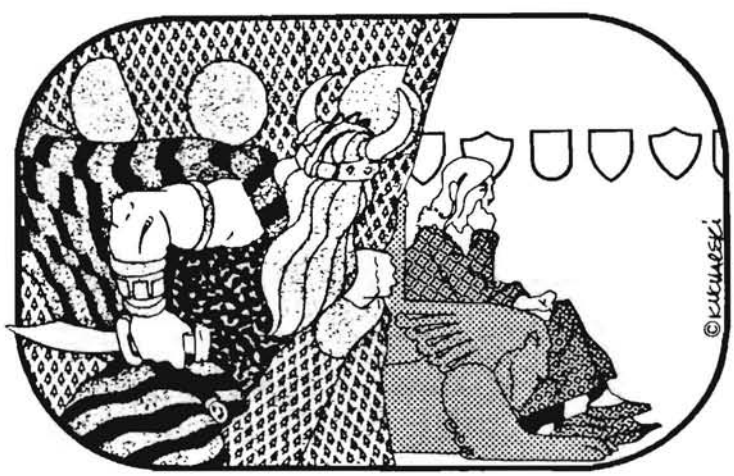
Attribute requirement: I.Q. 7
O.C.C. skills: Read/write (+50%), Horsemanship (Knight)
Elective skills: choose 6 at level one, 2 at level three, 2 at level eight, and 2 at level twelve.
Secondary skills: choose 8 at level one, 3 at level four, and 3 at level ten.
Alignments: Any
Multiple O.C.C.: possible if meets other requirements
Levels of experience: same as Soldier.

Elective skills

Disguise
Forgery
Hand to Hand: Soldier
Medical
Pick locks
Pick pockets
Prowl
Scale walls (+4%)
W.P. Small or large shield
W.P. Throwing axe
W.P. Battle axe
W.P. Ball and Chain
W.P. Blunt
W.P. Knives
W.P. Short swords
W.P. Large swords
W.P. Staves
W.P. Sling
W.P. Short bow
W.P. Cross bow

Secondary skills (*choice of any, but the following have O.C.C. bonuses*).

Dance (+20%)
Imitate voices (+5%)
Paint (+10%)
Play string instruments (+12%)
Play wind instruments (+12%)
Racial histories (+14%)
Read/write additional language (+10%)
Recognize poison (+5%)
Recognize precious metals/stones (+10%)
Recognize weapon quality (+15%)
Religious doctrine (+10%)
Sailing (+6%)
Speak additional language (+20%)
Sing (+15%)
Swim (+15%)



COMBAT



TERMS

Melee or melee round: is the time two combatants strike, counter, and return strike; approximately one minute.
Initiative: first strike
Attacks per melee: the number of attacks/strikes a character has within that one minute time segment.
Strike: attempt to hit an opponent
Critical strike: does double damage to one's opponent
Parry: an attempt to block a strike preventing damage
Kick attack: karate-style kick
Dodge: attempt to avoid a strike by moving out of harm's way.
Stun: dazes opponent rendering him temporarily incapacitated
Damage: the physical harm rendered on body and armour.
See hand to hand combat skill descriptions for specific data concerning combat skills and abilities.

HAND TO HAND COMBAT

ALL combat rolls are determined by rolling a twenty sided die!

DETERMINING COMBAT SKILLS

Each men of arms O.C.C. has a specific range and orientation for combat. The particular abilities are listed under each O.C.C.'s hand to hand combat table. (See O.C.C. and skill descriptions.)

INITIATIVE

When two opponents *square off* for combat, an initiative roll is made to determine which character strikes the first blow, or has the initiative. This is done simply and quickly by each player rolling a twenty sided die; the higher roll has the initiative. In case of a tie each player rolls again. Roll for each new melee round.

This will set the pace for the entire melee round. Even though both characters may have two or more attacks per melee, the character with the initiative will always have the first attack for the entire round; the opponent is on the defensive parrying or dodging and then striking back.

Sneak attacks: *No initiative roll for the first melee round.* When someone sneaks up (prowl or attack from behind) on his opponent he has the initiative. The opponent is unaware that he is about to be attacked and has no time to prepare. The sneak attacker has the first strike. His victim stands totally unaware and does not even get a parry for the first strike. If the opponent survives the first strike he can gather his wits and strike back and/or parry the next strike, but still lacks initiative for that melee.

DAMAGE

This is the damage sustained to the armour (S.D.C.) and/or physical body (hit points) of the combatants. The amount of damage points inflicted is determined by the type of weapon used, skill, and applicable bonuses to damage. **Example:** a short sword generally does 1-6 points of damage, a large sword 1-8 or 2-12; a character may also inflict additional damage through the acquisition of combat skills, attribute bonuses, or special weapons.

The damage points are subtracted from the armour (S.D.C.) and/or physical body (hit points). When a person's armour S.D.C. is reduced to zero it affords no more protection, having been whittled down to nothing. Zero hit points means that the character has sustained maximum damage and is on the verge of death, in a coma. See the section on Hit Points, page 7.

ATTACKS PER MELEE

Men of arms are skilled in the art of hand to hand combat and generally have two or more attacks per melee upon reaching third level. Attacks per melee are the number of strikes/attacks a character can attempt within one melee round.

Non-men of arms have only one attack per melee unless they have chosen a hand to hand combat skill elective. The reason non-men of arms characters only have one attack is because they are not trained in the ways of combat. A high level wizard may be devastating with magic but when caught in a one on one combat situation a middle level man of arms is going to mop the floor with him.

MAGIC ATTACKS AND HAND TO HAND COMBAT

Most men of magic get two magic attacks per level upon attaining a certain level of skill. This applies ONLY to the casting of magic and is not applicable to hand to hand combat.

A spell caster actively engaged in hand to hand combat, parrying, dodging, and taking damage, is too busy to concentrate on spell casting; they CANNOT cast spells while directly involved in hand to hand combat. (The mind mage is the only exception to this rule. He is able to strike both psionically and physically simultaneously.) A spell caster will break concentration 90% of the time if struck a painful blow, preventing the casting of a spell. **Note:** this applies to both men of magic and clergy.

MAGIC COMBAT

See wizard section: magic combat for details concerning the use of magic .

HAND TO HAND COMBAT RULES

STRIKE

A strike is the attempt to hit an opponent. After the initiative has been determined the character with the first strike strikes first. The defender may parry or dodge the strike and then strike back.

To determine a strike a twenty sided die is rolled by the attacker. Any roll above a four (5 to 20) hits doing damage to the opponent or his armour unless a successful parry or dodge is made.

PARRY

A parry is the blocking of an attack. As a result of their combat training **all men of arms get an automatic parry** (unless forfeited in favor of another action).

To parry a strike the defending combatant rolls a twenty sided die. If the parry roll equals or is higher than the attacker's roll to strike the attack is successfully parried preventing any kind of physical damage. **Note:** Defenders always win ties. **Example of a parry**: Warrior A rolls a 12 to strike. Warrior D (the defender) automatically gets to parry the strike (unless he forfeits or dodges). Warrior D rolls a 14 (bettering the roll to strike of 12) and is successful in parrying the blow from warrior A. No damage is done and warrior D readies for his counter strike.

DODGE

A man of arms may opt to dodge a strike by moving out of the way instead of parrying. However, the act of dodging negates his next attack.

To dodge, the player must announce that he is dodging and forfeits his next attack regardless of whether the dodge was successful or not. The reason the dodging person loses an attack is because he is moving out of the reach of the attacker, meaning that he is relocating his position. The movement involved uses the time he would normally be using to attack.

To dodge, a twenty sided die is rolled exactly like a parry. The defender must equal or better the attacker's roll to be successful.

SIMULTANEOUS ATTACKS

Combatants can parry or dodge each other's attacks or they can forfeit any type of defensive maneuvers (possibly taking damage from the opponent's strike) and strike back simultaneously. **The advantage of a simultaneous attack** is that, while opening oneself to damage, it deprives one's opponent from parrying or dodging the counter strike. The reason the attacker loses his opportunity to parry when the defender attacks simultaneously is that he cannot both attack and defend at the same time. Thus, both combatants can possibly take damage from each others blows.

MULTIPLE ATTACKERS

There will be times when a character is besieged by more than one opponent. Unfortunately, he can only attack one at a time and may elect to divide the number of his attacks per melee between the attackers or concentrate on one only, attempting only to parry the others. The lone defender *can parry all attacks that are within his line of vision.* If an opponent slips far to one side or behind him, the defender cannot parry the strike because he is concentrating on the assailants in front of him.

NON-MEN OF ARMS, PARRY AND DODGE

Characters with no combat training do not get an automatic parry. The player must announce whether the character is attempting to parry or dodge; no announcement means no parry or dodge. Any bonuses to parry are from what little weapon skills (W.P.) that the character may have with a practiced weapon. Lacking a skill at arms, any such maneuvers count as an attack. This means that if a wizard attempts to parry or dodge, he forfeits his next strike. To prevent the lost of an attack the non-fighter must hold his ground, taking any damage from the attack, and then striking back.

BONUSES IN COMBAT

Attribute bonus
Skill bonuses
Strike
Parry
Dodge
Damage
Saving throws

All bonuses add to the characters' ability to successfully accomplish some action. Bonuses are added to the die roll modifying the final outcome of the roll. Most bonuses are cumulative.

Attribute bonuses are bonuses gained through physical or mental strengths that give a character an extra added degree of agility, strength, endurance, etc. (See the eight attributes)

Skill bonuses are plusses gained through study, practice, and training. **Weapon Proficiency (W.P.)** bonuses directly pertain to combat skills denoting the level of expertise with a particular weapon. This provides bonuses to strike, parry, and strike by throwing that weapon. A person can use a weapon at which he has no W.P., but has no bonuses to strike or parry.

BONUSES TO STRIKE AND PARRY

Most characters (especially men of arms) will have one or more weapon proficiencies. The W.P. bonus to strike and parry is added to the number rolled on the twenty sided die, boosting the chance to successfully strike and parry. **Example:** if a character has a +1 to strike with his weapon and he rolls a 13, it would be modified to a 14 due to the W.P. bonus.

BONUSES TO DODGE

Dodge bonuses work exactly like the bonus to parry or strike, adding to the die roll increasing the chance to successfully dodge. **Example:** a 14 is rolled to dodge by a character with a +1 to dodge; the final result is therefore a 15.

BONUS TO DAMAGE

Damage bonuses indicate the amount of extra damage inflicted in an attack. A damage bonus may be gained by the combatant's level of combat skills, a special weapon, raw physical strength, or any combination of the three. **Example:** a warrior has a +1 to damage in hand to hand and a +2 to damage due to his strength. If he hits with his large sword (normal damage 2-12) he would actually do 2-12+3 damage.

MINUSES

Minuses to strike, parry, or damage are usually the result of magic, poison, drugs, illness, or fatigue. These penalties are subtracted from the die roll decreasing the chance of a successful maneuver.

SAVING THROWS

Save vs spell magic
Save vs wards
Save vs circles
Save vs poison/drugs/toxins
Save vs coma/death
Save vs insanity
Save vs psionics

Saving throws apply to attacks other than hand to hand combat including psionics, poison, coma, and insanity. A saving throw is a sort of spiritual or endurance parry. A magic spell or psionic manipulation cast upon someone constitutes an attack and the victim can attempt to resist that attack. **Saving throws are determined by the roll of a twenty sided die.** Like a parry, the higher the number rolled the better. Also like a parry, a successful saving throw means that that person has blocked the attack, and is not affected. There are some potent magic spells which still do half damage, rather than no damage, if a successful roll is made.

Each type of attack has a base attack/strike ratio that must be equalled or bettered by the defender in order to successfully save. Not all magic attacks can be saved against; all spells, wards, and circle descriptions indicate whether a saving throw is applicable.

High level men of magic can increase the potency of their magic, increasing the number needed to save vs magic. For example, if a wizard has a spell strength of two, players must roll a 14 or higher to save.

The following are the BASE saving throws needed in each category.

Spell magic: 12
Wards: 13
Circles: 13, (Protection 16-20)
Poison: 14
Coma/death: (see coma and hit points)
Insanity: 12
Psionics: 15 (non-psionic), 12 (major or minor psionic), 10 (master psionic)
Fumes: 14

ARMOUR AND COMBAT

All armour serves to protect the body from being damaged in combat. The two attributes of armour are the Armour Rating (A.R.) and the Structural Damage Capacity (S.D.C.).

ARMOUR RATING

The armour rating indicates exactly how much protection is afforded by the armour and how easily it is penetrated. The higher the A.R. the better the protection.

As you recall, any attack roll to strike above a four (5-20) hits doing damage unless parried or dodged. Armour provides additional protection in case of an unsuccessful parry or a sneak attack.

The attacker must roll higher than the defender's armour rating to penetrate the armour and inflict physical damage (hit points) to the defender. Die rolls under the A.R. strike the protective armour damaging ONLY the armour (not the character). A.R. always wins ties.

STRUCTURAL DAMAGE CAPACITY (S.D.C.)

Each type of armour has a specific Structural Damage Capacity (S.D.C.) which indicates how much damage the armour can withstand. S.D.C. points are identical to hit points except they refer to inanimate objects, not living creatures.

When armour is struck, the damage is subtracted from its S.D.C. When the armour's S.D.C. is reduced to zero it no longer provides protection and is beyond repair. The person's physical body is then open to attack. **Example:** If a warrior is wearing chain mail (A.R. 13, S.D.C. 44) and is struck by a weapon on a roll of 12, the armour is not penetrated and the character takes no damage. His armour, however, would be damaged because the roll was above four. If the roll was over thirteen, the character would take damage because the armour was penetrated.

ARMOUR

Armour is any protective body covering used in a combat situation. The armour S.D.C. takes into consideration how much of the body is covered and the strength of the protective material. **A full suit** covers as much of the entire body as possible and can be stuffy, heavy, and restrict movement. A half suit protects only key body areas such as head, chest, and joints.

ARMOUR RESTRICTIONS

Anyone can wear armour, but only the men of arms O.C.C.'s are specifically trained in the use of ALL armour, light and heavy. Consequently, they suffer few restrictions in movement or speed except when using heavy chain or metal type armour.

Men of arms restrictions: Warriors are not plagued by any restrictions when using light armour, but even those trained in the use of heavy armour find some insurmountable limitations. **Weight:** reduces the character's natural speed by two points.

Noise/prowl minus: no matter how stealthily one tries to move, chain and metal armours clank, squeak, and jingle making prowl virtually impossible. Reduce prowl by 40 points.

NON-MEN OF ARMS AND ARMOUR RESTRICTIONS

Those characters not trained in the use of armour will find the light armour types (cloth, padded, quilt, or leathers) fairly comfortable and unrestrictive, providing maximum mobility with minimal protection. There are no restrictions in the use of light armour.

Heavy armour, including half suits, is another story. Individuals not trained and practiced in the use of heavy armour will find it to be very heavy, awkward, hot, and restrictive to movement. If these characters should wear heavy armour they suffer the following restrictions (this includes all men of magic, clergy, nobility, scholars, merchants, and peasants). **Weight:** reduces the character's speed by half. **Movement impaired:** characters are -2 to parry and dodge. Characters in half suits are -1 to parry and dodge. **Prowl:** *Prowl is impossible* in heavy armour, including half suits.

DAMAGED ARMOUR

As a suit of armour is damaged the degree of protection it provides is lessened. The most obvious result of damage is the reduction of S.D.C., but the armour's A.R. is also affected. When armour is reduced to half its original S.D.C. the A.R. is reduced by two points. When the armour is reduced to one third its original S.D.C. the A.R. is reduced by two more points.

REPAIRING ARMOUR

Damaged armour can be repaired and S.D.C. restored. Patching armour is an expensive and time consuming process. The following tables indicate the cost and time involved.

SELF REPAIR

Armour Type	S.D.C. Restored	Cost in gold	Time
Cloth or quilt	5	10	4 hours
Soft leather	4	20	6 hours
Hard or studded leather	4	26	12 hours
Chain mail	8	30	12 hours
Double mail	8	35	16 hours
Scale	7	60	18 hours
Splint	7	70	18 hours
Plate	7	80	19 hours

Restores 1 A.R. if brought back to half S.D.C.
Restores 2 A.R. if brought back to full S.D.C.

PROFESSIONAL REPAIR

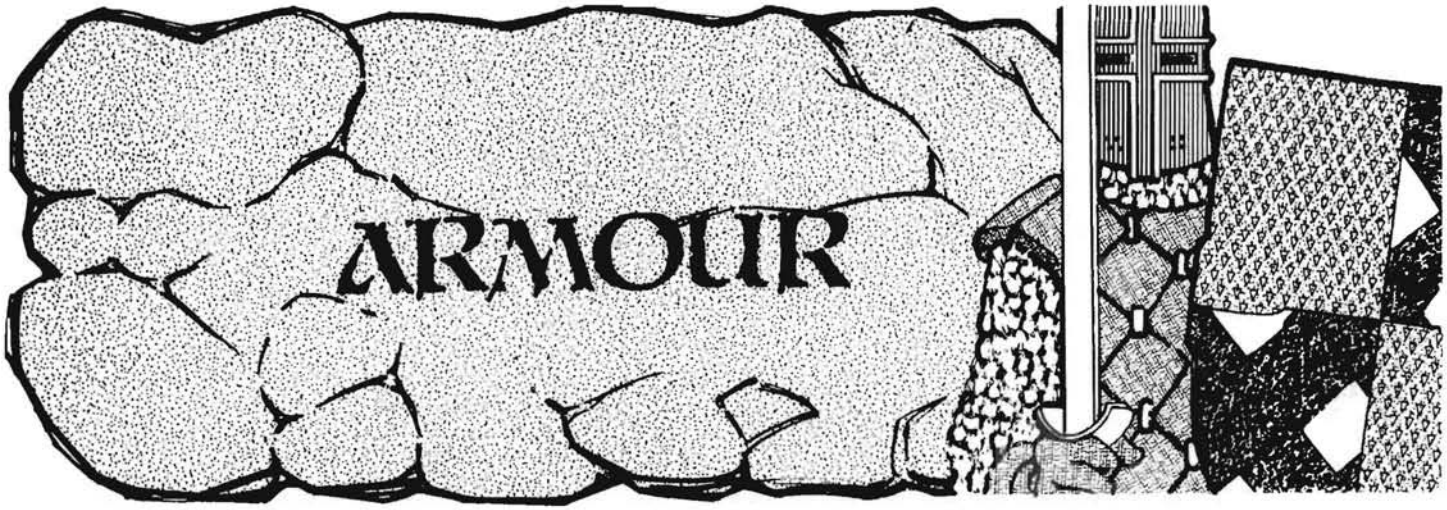
Cloth or quilt	5	20	1 day
Soft leather	5	35	1 day
Hard or studded leather	5	45	1 to 2 days
Chain mail	10	50	2 to 3 days
Double mail	10	60	3 to 4 days
Scale	10	70	5 days
Splint	10	80	5 to 6 days
Plate	10	100	6 to 7 days

Restores 2 A.R. if brought back to half S.D.C.
Restores full A.R. if brought back to full S.D.C.
Rush jobs cost 200% to 600% more.

NATURAL ARMOUR RATING

Characters will often encounter supernatural or magic creatures that have a natural armour rating (A.R.) This included demons, devils, demi-gods, godlings, gods, elemental, and creatures of magic.

Any blows struck below a natural A.R. does no damage, having failed to penetrate their natural defenses. Of course rolling above the A.R. penetrates and does full damage.

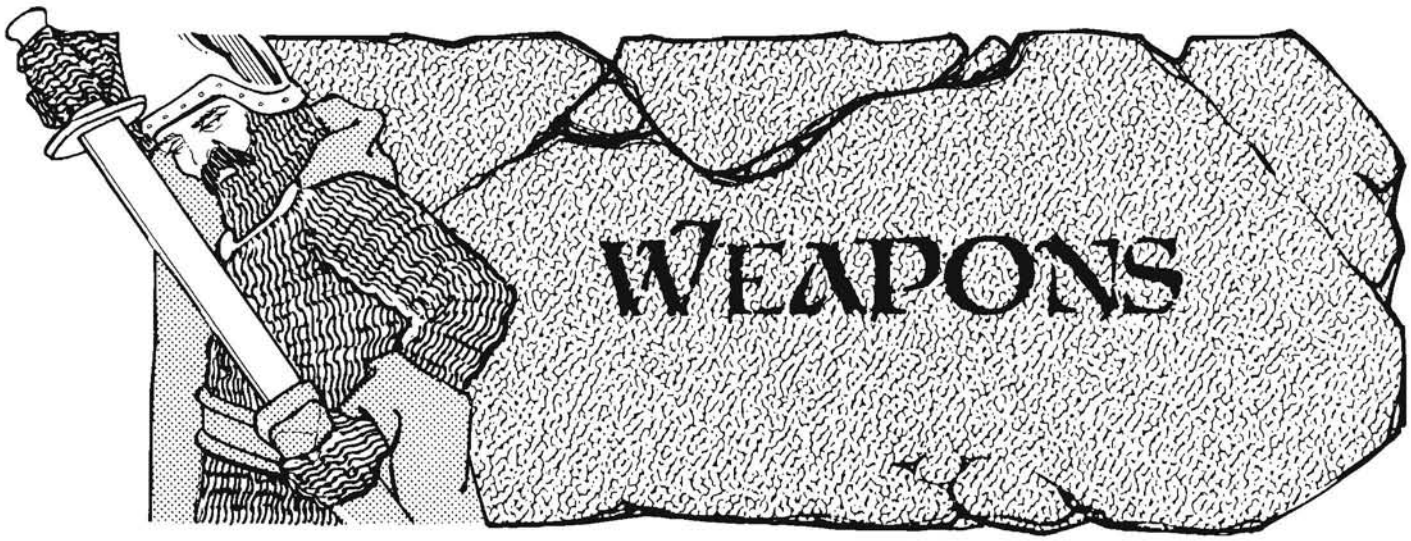


COST (gold)	LIGHT ARMOUR	ARMOUR RATING (A.R.)	S.D.C.	WEIGHT
20	**Cloth** (full suit)	5	6	2 lbs.
50	**Padding** or **Quilt** (full suit)	8	15	5 lbs.
75	**Soft Leather** (full suit)	9	20	8 lbs.
150	**Hard Leather** (full suit)	10	30	11 lbs.
200	**Studded Leather** (Bezainted) (full suit)	12	38	20 lbs.
	HEAVY ARMOUR			
280	**Chain mail** (full suit)	13	44	40 lbs.
170	**Chain mail** (half suit)	9	20	18 lbs.
340	**Double mail** (full suit)	14	55	50 lbs.
200	**Double mail** (half suit)	10	28	20 lbs.
650	**Scale mail** (Jazeraint) (full suit)	15	75	45 lbs.
300	**Scale mail** (half suit)	11	35	20 lbs.
700	**Splint armour** (Laminated metal) (full suit)	16	82	50 lbs.
400	**Splint armour** (half suit)	12	40	22 lbs.
800	**Plate and chain** (full suit only)	15	100	52 lbs.
1000	**Plate** (full suit only)	17	160	58 lbs.
450	**Plate** (half suit)	13	60	20 lbs.

FULL SUIT: Leggings (chausses) or leg plating; knee, shoulder, and elbow guards; helmet; coif (protects neck), hauberk (protects chest/thigh) or plating; arm bands or plating; gloves or gauntlets; surcoat.

HALF SUIT: Protects chest, neck, joints (knees, elbows, and wrists), and head (helmet).

COST (gold)	Barding (Armour for horses)	A.R.	S.D.C.	WEIGHT
400	**Leather (full suit)** average size	10	40	44 lbs.
500	**Leather (full suit)** war horse size	10	40	56 lbs.
750	**Studded leather and chain** (full suit)	14	60	55 lbs.
900	**Studded leather and chain** war horse	14	70	70 lbs.
1700	**Plate** (full suit) average	17	125	70 lbs.
2400	**Plate** (full suit) war horse	17	160	100 lbs.
1200	**Plate** (½ suit) average	13	70	50 lbs.
1600	**Plate** (½ suit) war horse	13	80	60 lbs.



TYPE	2-HANDED	AV. LENGTH	AV. WEIGHT	DAMAGE	AV. COST IN GOLD
AXES					
Axe, battle	no	.8m/2.75ft	2 kg/4.6lb	2-12	40 gp
Axe, throwing	no	.4m/1.25ft	1.4kg/3 lb	1 - 6	8 gp
Axe, stone	no	.6m/2 ft	1.8kg/4 lb	1- 8	18 gp
Axe, bipennis (2-head)	no	.8/2.75ft	2.8kg/6 lb	2-12	45 gp
Oncin Pick	yes	1.0m/3.75ft	1.8kg/4 lb	1- 8	20 gp
POLE ARMS					
Awl Pike	yes	3.2m/10 ft	2.7kg/6 lb	2-12	45 gp
Beaked Axe	yes	2.3m/7.5 ft	2.3kg/5 lb	2-12	40 gp
Berdiche	yes	2.1m/7 ft	3.2kg/7 lb	2-12	50 gp
Glaive	yes	2.3m/7.5 ft	2.7kg/6 lb	2-12	40 gp
Guisarme	yes	2.5m/7.25ft	2.7kg/6 lb	2-12	50 gp
Halberd	yes	2.2m/7.25ft	2.3kg/5 lb	3-18	60 gp
Sabre Halberd	yes	2.4m/8 ft	3.2kg/7 lb	3-18	60 gp
Hippe	yes	2.3m/7.5 ft	2.7kg/6 lb	3-18	55 gp
Lucerne Hammer	yes	2.9m/9.75ft	2.9kg/6.5lb	2-12	40gp
Military Fork	yes	2.1m/7 ft	2.3kg/5 lb	1- 8	30 gp
Pike	yes	5.0m/16 ft	3.6kg/8 lb	1- 8	45 gp
Runka	yes	2.3m/7.5 ft	2.7kg/6 lb	2-12	45 gp
Scythe	yes	2.4m/8 ft	2.3kg/5 lb	1- 8	45 gp
Voulge	yes	2.1m/7 ft	2.3kg/5 lb	3-18	60 gp
SPEARS					
Short Spear	no	1.2-1.8m/4-6 ft	1.8kg/4 lb	1- 6	30 gp
Long Spear	yes	2.1-3.0m/7-10ft	2.9kg/6.5lb	1- 8	40 gp
Javelin	no	2.1m/7 ft	1.8kg/4 lb	1 6	30 gp
Beaked Axe	no	1.4m/4.5 ft	2.3kg/5 lb	1- 8	30 gp
Trident	yes	1.5/5 ft	1.8kg/4 lb	1- 8	40 gp
Lance (Palladin & Knights **ONLY**)	no	4.0m/13 ft	3.6kg/8 lb	1- 8	60 gp
KNIVES					
Daggers and Knives	no	.2-.5m/10-20in	.5kg/1 lb	1- 6	10 gp

TYPE	2-HANDED	AV. LENGTH	AV. WEIGHT	DAMAGE	AV. COST IN GOLD
SHORT SWORDS					
Short Sword	no	.7m/2.5 ft	1.4kg/3 lb	1- 6	40 gp
Sabre	no	.6m/2 ft	1.4kg/3 lb	1- 6	30 gp
Scimitar	no	.7m/2.5 ft	1.5kg/3.5lb	1- 6	35 gp
Falchion	no	.8m/2.75ft	1.8kg/4 lb	1- 8	50 gp
Cutlass	no	.6m/2 ft	1.4kg/3 lb	1- 6	35 gp
LARGE SWORDS					
Bastard	yes	1.0m/3.75ft	2.1kg/4.5lb	1-8+2	50 gp
Broadsword	no	.9m/3 ft	1.6kg/3.5lb	1- 8	40 gp
Claymore	yes	1.2m/4 ft	2.9kg/6.5lb	2-12	60 gp
Flamberge	yes	1.3m/4.25ft	3.4kg/7.5lb	3-18	70 gp
Long Sword	no	.9m/3 ft	1.6kg/3.5lb	1-8+2	55 gp
2-handed Espandon	yes	.9m/3 ft	2.1kg/4.5lb	2-12	60 gp
BALL and CHAIN					
Ball and Chain	no	.9m/3 ft	2.1kg/4.5lb	1- 8	50 gp
Flail	yes	1.6m/5.25ft	2.5kg/5.5lb	2-12	55 gp
Goupillon Flail	yes	.5m/2 ft	2.1kg/4.5lb	3-18	60 gp
Mace and Chain	no	.9m/3 ft	2.1kg/4.5lb	2-12	50 gp
Nunchaku	yes	.8m/2.75ft	1.1kg/2.5lb	1- 8	30 gp
BLUNT WEAPONS					
Arab Mace	no	.6m/2 ft	1.4kg/3 lb	1- 8	40 gp
Mace	no	.7m/2.5 ft	2.0kg/4.5lb	1- 8	40 gp
Cudgel	no	.8m/2.75ft	1.0kg/2.5lb	1- 8	40 gp
Club / Stick / Pipe	no	.8m/2.75ft	1.4kg/3 lb	1- 6	10 gp
Hercules Club	yes	1.2m/4 ft	2.5kg/5.5lb	2-12	60 gp
Horseman Hammer	no	.8m/2.75ft	1.6kg/3.5lb	1- 8	45 gp
Maul	no	1.2m/4 ft	2.0kg/4 lb	1- 6	12 gp
Morning Star	no	.8m/2.75ft	1.0kg/2.5lb	1- 8	40 gp
War Club (wood)	no	.9m/3 ft	1.4kg/3 lb	1- 6	25 gp
War Hammer	no	.7m/2.5 ft	2.1kg/4.5lb	1- 8	40 gp
STAVES					
Short	no	1.2-1.8m/4-6 ft	1.4kg/3 lb	1- 6	20 gp
Long	yes	1.9-2.7m/7-9 ft	2.3kg/5 lb	1- 8	25 gp
Bo Staff	yes	2.8m/9.5 ft	1.4kg/3 lb	1- 8	40 gp
Quarterstaff	yes	1.8m/6 ft	1.5kg/3.5lb	1- 8	30 gp
Iron Staff	yes	1.8-2.1m/6-7 ft	3.2kg/7 lb	1-8+2	45 gp
MISSILES					
Short Bow	yes		1 lb	1- 6	30 gp
Arrows	no				10 gp per dozen
Long Bow	yes		2 lb	2-12	70 gp
Arrows	no				20 gp per dozen
Cross Bow	yes		7 lb	1- 8	60 gp
Bolts	no				15 gp per dozen
Sling	no		2 oz	1- 6	10 gp
MISCELLANEOUS (no W.P. bonuses)					
Black Jack	no	10 in	1.4kg/3 lb	1- 4	8 gp
Dart	no	6 in	6 oz	1- 4	1 gp
Bull Whip	no	2.4m/8 ft	1.4kg/3 lb	1- 8	20 gp
Cat-o-Nine Tails	no	.8m/3 ft	.5kg/1 lb	1- 6	15 gp
Meat Cleaver	no	.3m/1 ft	.5kg/1 lb	1- 6	2 gp
Frying Pan	no	.3m/1 ft	.5kg/1 lb	1- 6	2 gp
Hand Pick	no	7 in	8 oz	1- 4	1 gp
Large Pick/Mattock	yes	1.2m/4 ft	2.3kg/5 lb	1- 8	25 gp
Shovel	yes	1.2m/4 ft	2.0kg/5 lb	1- 6	10 gp
Hammer (tool)	no	10 in	1/4kg/3 lb	1- 4	7 gp

Giant Weapons do *one additional die of damage* because of size and weight. This includes Troll, Ogre and Wolfen weapons.

Gnome size weapons are all very small; knives, short swords, blunt, staves axes, sling and spears do 1-4 damage. Large swords, ball and chain and pole arms do 1-6 damage. Short bow does 1-4 and Cross bow does 1-6.

SUPERIOR WEAPONS

The following is a list of superiorly crafted weapons, the bonuses resulting from the quality, and the price.

The price increase of superior weapons is indicated as a percentile increase/addition to a standard weapon of that type. Example: a normal, good broad sword costs 40 gold pieces; a +1 to damage costs 150% more or 100 gold total; a +2 to damage costs 200% more or 120 gold; +3 to damage costs 400% more or 200 gold, and so on.

KOBOLD MANUFACTURED ITEMS (NON-MAGICAL)

Blade weapons (short sword, large sword, axes, knives, spears and forks)

+1 to damage	add 150% to the price of standard weapon.
+2 to damage	add 200%
+3 to damage	add 400%

These weapons have a superior blade edge (sharp/strong)

+1 to parry	add 200%
+1 to parry and strike	add 800%

These weapons have a superior balance (weight/construction/design).

Pole arms

+1 to damage	add 300%
+2 to damage	add 400
+3 to damage	add 700%
+4 to damage	add 800%

Superior blade edge

+2 to parry	add 300%
+3 to parry	add 500%
+4 to parry	add 800%

Superior balance

Blunt weapons (staves, maces, hammers, etc.)

+1 to damage	add 200%
+2 to damage	add 400%
+3 to damage	add 500%

Superior weighting/stud work

+2 to parry	add 400%
+3 to parry	add 800%
+1 to parry and strike	add 900%

Superior balance, weight, stud work

Ball and chain

+1 to damage	add 400%
+2 to damage	add 500%
+3 to damage	add 700%

Superior balance/weight

DWARVEN MANUFACTURED WEAPONS

These are the very best weapons on the market.

Blade weapons

+1 to damage	add 200% to price of standard weapon
+2 to damage	add 300%
+3 to damage	add 400%
+4 to damage	add 500%

Superior blade edge

+2 to parry	add 400%
+3 to parry	add 800%
+1 to parry and strike	add 1000%
+2 to parry and strike	add 2000%

Superior balance

Pole arms

+2 to damage	add 400%
+3 to damage	add 500%
+4 to damage	add 800%
+5 to damage	add 900%
+6 to damage	add 1000%

Superior blade edge, strength, and construction (reinforced)

+2 to parry	add 300%
+3 to parry	add 600%
+4 to parry	add 900%
+2 to parry and strike	add 2000%

Superior balance; reinforced

Blunt weapons

+1 to damage	add 200%
+2 to damage	add 400%
+3 to damage	add 600%
+4 to damage	add 800%
+2 to parry	add 400%
+3 to parry	add 800%
+1 to parry and strike	add 1000%

Ball and chain

+1 to damage	add 500%
+2 to damage	add 500%
+3 to damage	add 700%
+4 to damage	add 900%
+5 to damage	add 1200%

Note: *Dwarven* weapons are the very best in the world. Even standard (non-bonus) weapons cost 30% more if they are of Dwarven construction.

Kobold are also excellent weapon smithes, second only to dwarves, and even standard weapons cost 20% more than standard weapons. The same rates also apply to dwarven and kobold armour.

Also, a weapon can have both a damage and parry bonus, but the cost for each is a listed even when combined (so a dwarven mace that's +2 to strike and +2 to parry will cost 200% for the damage in addition to 300% for the parry bonus).

SUPERIOR ARMOUR

The listed armour ratings (A.R.) cannot really be increased (except magically) simply because of the nature of the armour, what body areas it covers, and the material it is constructed of. However, the structural damage capacity (S.D.C.) can be supplemented/increased to a limited degree.

Light armour (cloth through studded leather) can have the S.D.C. increased up to a maximum of 20 S.D.C. points at a cost of 90 gold and weighs an additional 8 lbs.

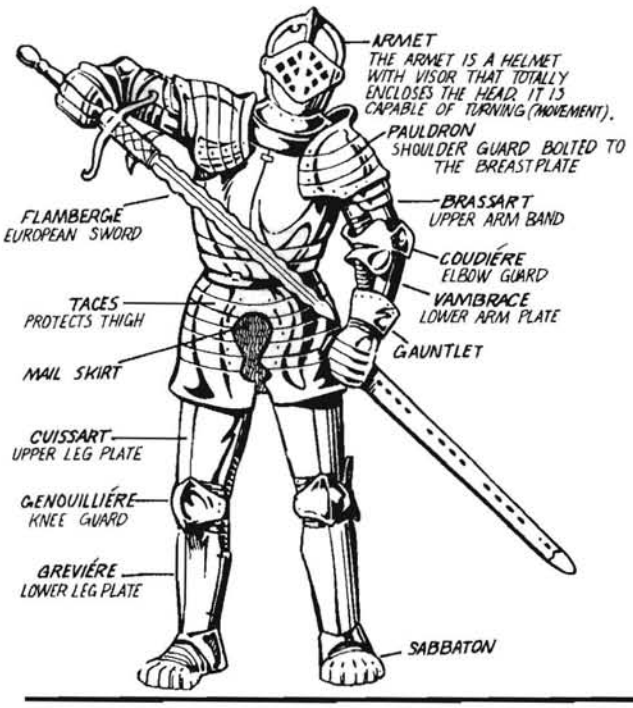
Heavy armour (chain mail through plate) can have the S.D.C. increased up to a maximum of 50 S.D.C. points. Cost is 100 gold per each 10 S.D.C. added (weight increase is 8 lbs. per each 10 S.D.C. extra).

MAGIC ARMOUR

See Alchemist

MAGIC WEAPONS

See Alchemist



ADDITIONAL EQUIPMENT

The following is a basic list of equipment and items at their average cost in gold. Prices may vary from town to town, game to game, G.M. to G.M.

CLOTHING

	Cost in gold
Socks	½ gold piece
Shirt (wool)	6 gp
Shirt (silk)	15 gp
Vest	15 gp
Jacket (light)	20
Jacket (heavy)	40
Jacket (Short, down filled)	55
Jacket (Long, down filled)	75
Jacket (Leather)	40
Jacket, Fur (Common, heavy)	70
Pants	12
Work pants	16
Skirt	10
Dress (Common)	30
Dress (Fancy)	60
Surcoat	40
Boots (Cloth)	8
Boots (Soft leather)	15
Boots (Leather)	20
Boots (Work/reinforced)	30
Boots, Knee high	50
Boots, Hip high	70
Shoes	20
Sandals	10
Scarf	5
Cap (Pull over)	5
Hat (Short brim)	15
Hat (Large brim)	20
Hat (Large brim, leather)	35
Belt	4
Sword belt	6
Sword sheath	18
Knife sheath	10
Cape (Short)	15
Cape (Long)	25
Cape (Long, hooded)	35
Robe (Light)	20
Robe (Heavy)	30
Robe (Hooded)	35
Night gown	10
Night robe	15

Add

50% to 100% to the cost of fancy or special clothing. 20% to cost of specially tailored cloth.

CONTAINERS

	Cost in gold
Saddle bag	20 gp
Small pocket purse	1 gp
Belt purse (Attaches to belt)	2 gp
Shoulder purse, small	5 gp
Shoulder purse, large	12
Small sack	4
Large sack	8
Knap sack	15
Back pack	20
Cloth handle bag	10
Leather handle bag	18
Tobacco pouch	5
Water skin, 2 pints	5
Water skin, ½ gallon	10
Water skin, 1 gallon	15
Cask (Wood, 4 gallons)	12
Cask (Wood, 10 gallons)	18
Cask (Wood, 25 gallons)	30
Vial (Glass, 2 ounce)	2
Jar (Glass) 1 pint	1
Jar, 2 pints	4
Jar, 4 pints	8
Jar, gallon	10
Jug ½ gallon	10
Jug, 1 gallon	15
Jug, 5 gallons	25
Bucket (Wood) 5 gallons	5
Bucket (Metal) 5 gallons	7
Snuff box	5
Small wood box (1 lb)	5
Medium wood box (5 lb)	10
Large wood box (15 lb)	15
Trunk (Small, wood, 25 lbs)	25
Trunk (Large, wood, 50 lbs)	40
Small metal box (5 lb)	15
Large metal box (15 lb)	30
Metal trunk (Small, 25 lbs)	50
Metal trunk (Large, 50 lbs)	80
Cup/mug (Earthware)	1
Glass	3
Goblet	5
Bowl (Earthware)	3
Pot (Earthware)	5
Pot (Metal)	8
Kettle	5
Bottle (Pint)	5

FIELD EQUIPMENT

(Hunting, trapping, camping)	Cost in gold
Snare cord (per 4 ft.)	2 gp
Rope (per 40 ft.)	10 gp
Rope ladder (per 20 ft.)	25 gp
Light chain (per 10 ft.)	10 gp
Heavy chain (per 10 ft.)	25 gp
Hand manacles	15
Leg manacles	25
Lock (Key type)	5
Lock (Tumbler type)	10 gp

Beaver trap (Metal teeth) does 1-6 damage	10
Wolf trap (Metal teeth) does 1-8 damage	20
Bear trap (Metal teeth) does 2-12 damage	50
Animal trap (No teeth/small) 1-4 damage	10
Animal trap (No teeth/large) 1-6 damage	20
Net, fishing	8
Net, animal (thrown)	15
Net, man-size	30
Fishing hook	2
Fishing line (per 20 ft)	3
Camping	
Sleeping bag	40
Blanket (Light)	6
Blanket (Heavy)	10
Tent (One man)	50
Tent (Two man)	75
Tent (4 man)	100
Tent canvas (per 4 square ft.)	15
Hammock (Cloth, man size)	20
Mosquito netting (per 4 square ft.)	10

LIGHTING

	Cost in gold
Flint/steel	3 gp
Tinder box	5 gp
Treated torch (Quick light, lasts 3 hours)	3 gp
Untreated torch	1 gp
Candle (Fast burning, 45 minutes)	1 gp
Candle (Long burning, 3 hours)	5
Glass candle lantern	6
Candle holder (Earthware, uncovered)	2
Oil lantern (6 hour/1 pint)	10
Oil lantern (12 hour/2 pint)	20
Oil lantern (6 hour, metal case)	30
Oil (per pint)	4
Oil lamp (6 hour/1 pint)	8
Oil lamp (12 hours/2 pint)	15
Charcoal (per pound)	4

WRITING EQUIPMENT

	Cost in gold
Paper (Dozen 9×12 inch sheets)	8 gp
Parchment (Dozen 9×12 inch sheets)	15 gp
Book (Paper, glued, 100 shts)	50 gp
Book (Parchment, glued, 100 shts)	100
Book (Parchment, stitched, 100 shts)	150
Slate board 18×24 inch	10
Chalk (Dozen sticks)	2
Charcoal (Dozen sticks)	2
Silver point (One 2 inch needle)	4
Ink black (6 ounces)	3
Ink color (6 ounces)	6
Powder pigments (Earth colors/2 ounces)	4
Powder pigments (Colors/1 ounces)	8
Gold leaf (1 ounce)	100
Silver leaf (2 ounces)	40
Bronze leaf (2 ounces)	50
Crow quill pen	1-4
Brushes (Low quality)	1-8
Brushes (Sable hair)	4-24
Etching needle	4
Etching plate	15
Wood cutting tools (Fine)	3 each
Print ink (Heavy, 6 ounces)	8

EDIBLES

	Cost in gold
Fowl (per whole bird)	
Pigeon	3 gp
Chicken	5
Duck	8
Goose	12
Quail	10
Pheasant	20
Turkey	15
Fish (per whole fish)	
Common	1-2 gp
Game fish	4-8
Shell fish (Clams, oysters, shrimp, lobster) per dozen	6-10
Fresh meat	
Rabbit/Squirrel, whole	8 gp
Venison, leg or roast	30 gp
Beef steak	4 gp
Beef leg or roast	25
Beef side	75
Beef, whole cow	190
Pork steak	4
Pork leg or roast	20
Pork side	50
Pork, whole pig	100
Lamp leg or roast	12
Lamb side	35
Lamb, whole	65
Prepared and preserved foods (per each 2 lbs)	
Smoked sausage (pork or beef)	4
Spiced sausage (pork or beef)	4
Smoked beef	8
Salted beef	8
Jerked beef (lasts months)	10
Smoked pork	6
Salted pork	6
Smoked fish	6
Salted fish	6
Canned vegetables	3
Canned fruit	4
Dried fruit	2
Dried vegetables	2

Note: Most fresh vegetables last fairly long before spoiling; particularly potatoes, carrots, onions, garlic, radishes, turnips (last 2 to 8 weeks depending on conditions).

Others	
Bread, 4 loaves	1 gold
Buns/rolls 2 dozen	1 gold
Pastries/donuts 1 dozen	1 gold
Cheese (various types cost more) 2 lbs.	4 gold
Curds and Whey 1 lb.	2 gold
Butter, salted 1 lb.	3 gold
Butter, unsalted 1 lb.	2 gold
Lard (per lb.)	1 gold
Cream (pint)	2 gold
Honey (per pint)	2 gold
Jam (per pint)	3 gold
Syrup (per pint)	2
Maple syrup candy (per lb.)	3
Sugar (per lb.)	4
Salt (fine) per lb.	5
Salt (Rock) per lb	3
Pepper (per 2 ounces)	2
Spices (per 2 ounces)	2-8
Flour (per lb.)	1
Oat meal (per lb.)	1
Cooking oil (per pint)	½
Eggs per dozen (chick or duck)	1 gold

Feed Grain (for live stock, per 25 lbs.)	Cost in gold
Wheat	20
Oats	15
Hay	10
Straw	7

NOTE: Add 25% to 100% for high quality foods, and special preparations and spices.

BEVERAGES

Cow or goat milk (per gallon)	2 gp
Fruit juices (per gallon)	2
Tea (per lb.)	4
Coffee (per lb.)	6
Alcohol (per pint)	
Tonics (foul tasting)	2-8 gp
Mead (Sweet)	4
Ale (Light)	5
Beer (Heavy)	6
Wine (poor)	2-8
Wine (good)	10
Champagne	12-20
Brandy	20
Rum	15
Moonshine	8-16

NOTE: add 50% to 100% for excellent quality. Add 100% to 200% for special or outstanding quality.

MISCELLANEOUS

Tobacco (Dried for smoking, per ounce)	1-8 gp
Tobacco (Chewing, per ounce)	2-12
Snuff (per ounce)	2-12
Perfume (per ounce)	2-12
Soap (per ounce)	1-2
Wax (Clear, per lb.)	12
Wax (Bees, per lb.)	10
Rabbit skin glue (per lb.)	10
Quick silver (Mercury) per ounce	20





Wizard

THE STUDY OF MAGIC

Spell magic, witchcraft, elemental magic, circles/symbols, demonology, illusion and the mind.

This is a world where magic and creatures of magic abound. Yet, the ways of magic are secret and well guarded from the uninitiated. There are seven distinct classes (O.C.C.) of magic, excluding clergy (discussed elsewhere) and alchemist (not an available O.C.C. to players). They are . . . *Wizard, Warlock, Witch, Diabolist, Summoner* and *Mind Mage*; the last not dealing with true magic.

THE WIZARD O.C.C.

Perhaps the most complicated of the seven magics is wizardry. This is an occupation dedicated to research and study. It also offers the greatest potential for raw power at a mere whisper.

Spell Magic

Wizardry is the science of spell magic; magic forces invoked by spoken incantations and directed by the wizard's words and/or thoughts. Spell magic relies on the speaking of arcane spells that are said to have their roots in the days when the Old Ones ruled the world. The properly spoken words can summon, direct, or unleash great forces in the blink of an eye. No components, no diagrams, no deity and little, if any, preparations are required; merely the spoken word.

It is a *repetition of words or series of words* spoken properly that invoke and ignite the spell into being. These words are carefully guarded and rarely shared, even with a fellow wizard. Thus, wizards usually disguise the words of the incantation amidst a string of meaningless phrases of gibberish, often mumbling the true key words. Another trick is to recite the spell by combining several different languages, since the spell can be invoked in any tongue. Consequently, the same spell will be spoken differently by every wizard using it. In fact, the same spell often sounds different every time the same wizard recites it. Note: spell abilities return at full strength within a 24 hour period.

Spell magic is spoken softly, often whispered so quietly it is barely audible. Only the meaningless parts are ever spoken clearly or shouted aloud and then only to create a particular affect/reaction, showmanship being as much a part of wizardry as anything else. After all, a snarling; bellowing person, seemingly molding forces out of sheer force of will, is more imposing than a soft spoken person, calm and ordinary.

SPELL CASTING

The wizard's abilities are derived from his knowledge, physical stamina, and ingenuity. They can learn and memorize dozens of spells regardless of O.C.C. level; that is to say that, a wizard may know 20 spells at level one or level nine depending on his luck and research. The wizard's knowledge is not limited by his O.C.C., but by circumstance.

Nor does the wizard forget a spell upon casting it. This is his life, spell magic and study, thus as with all O.C.C.s, we will assume that the wizard studies and practices secretly in his private moments. To forget a spell could mean his death and is a fairly ludicrous idea. This is his occupation, his livelihood, he is no longer an apprentice, but a fledgling mage working to establish himself in his chosen profession. To suggest that he would forget a spell is like saying a soldier might forget how to use his sword.

Wizards can also learn and cast spells far above their actual experience level. Consequently, a second level wizard could cast a fifth level spell if he is fortunate enough to know it. Of course, the spell will not be as powerful or last as long as when cast by a fifth level wizard, but the second level spell caster can still successfully weave the spell to the full extent of his abilities. (Note: for this reason you will find that most spells will read something like: *Duration*: 6 melees per level of the spell caster. This means a first level spell caster/wizard will invoke the spell lasting only 6 melee rounds, while a fifth level spell caster invoking the exact same spell will have his last for 30 melee rounds ; a simple matter of expertise and stamina gained through experience.).

Because the wizard's powers are gathered from words, knowledge, and memory he *can cast* any combination of spells or **the same spell as often as he likes** (within his personal limitations of spell knowledge and experience level).

Ah, but there are limitations other than spell knowledge. The wielding and channelling of magic energies is a physical as well as mental strain. *The frail human condition* (this includes ALL player

character races) *can only withstand so much,* **limiting the number of spells a character can weave per day** (24 hour period). One might think a high physical endurance (P.E.) would make a difference, but it does not. However, as a character uses more and more magic his body builds a tolerance toward the magic energies enabling him to cast more spells per day. In direct game context, this tolerance is gained as a character grows in experience levels. The **exact number of spells** is listed under the category of *spell casting* in each O.C.C. that includes spell magic. **NOTE:** It is important to again point out that even though a wizard may *know* 20 spells, if he is second level he *can only cast* three spells, because that is all he can physically do. No matter how hard he may try, no matter how grave a situation, no matter how desperate, he can only cast a maximum of three spells. At third level he can cast a maximum of five, at fourth level six spells,and so on. The **spell casting table** *indicates the total number of spells* a wizard can cast at that level of experience.

ELEMENTAL SPELLS

There is a *distinction between* **elemental spells** and **elemental magic.** *Elemental spells are spell magic* operating and functioning under the principles just discussed. *Elemental spells* are given a separate categorized listing because they all specifically relate to the 4 elemental forces: air, earth, fire and water. They are spell magic equivalents to the *Warlock's elemental magic.* Only the *spell level, range, duration, and saving throw* **may** be different that the *warlock's magic,* otherwise the spells' effects are *identical* to the *elemental magic.* Another difference is that only a limited combination of elemental spells are available to wizards, while the elemental magic of warlocks is much more extensive and more clerical in nature/origin.

COMMON KNOWLEDGE SPELLS

Decipher magic
Sense magic
Cloud of slumber
Globe of daylight
Tongues
The enchanted cauldron

In reality common knowledge spells are not common knowledge at all unless you happen to be a young wizard fresh out of apprenticeship. **All wizards begin** with these six spells; they are the rewards of two to five years as a wizard's apprentice. While under apprenticeship, the young wizards gain a rudimentary knowledge of magic, learn to read and write their native language and at the end of their tutelage and service as assistant, they are given the six common knowledge spells. It is said that with these six spells and determination, the secrets of greater magic are attainable. Five of the spells are low level spell magic; the sixth, *the enchanted cauldron* is one of the few component magics in wizardry and is *exclusive* to the wizard O.C.C.

The Enchanted Cauldron

The enchanted cauldron is among one of the more disgusting and dangerous methods of gaining knowledge of the mystic arts.

The ingredients: 1 small iron cauldron. 6 pints of human blood (fresh), 1 dead butterfly (symbol of the spirit/soul) 1 owl's feather (symbol of wisdom) stirred with an iron or steel sword approximately 2 hours before the moon's zenith. **Success Ratio:** 12% per level of the wizard.

The brew is slowly brought to a boil over a two hour period during which time the wizard, in a meditative state, recites the rites of invitation. The two hours of chanting and aroma of blood attracts and invites a spirit of magic to enter the cauldron and share with the summoning wizard the joys of life and death. At the end of the two hour period, the wizard must drink one full cup of the brew; it is then, and only then, that he will learn whether he was successful or not.

If unsuccessful the brew and preparations have been for naught and must be spilled out in a graveyard. The process may be repeated again on another night with all new ingredients.

If successful the spirit in the cauldron will enter the wizard through the cup of warm blood he has drunken. At this time, the wizard will lapse into an apparent coma in which the spirit and living wizard will share each other's memories. The coma trance state is temporary; when the wizard awakens he will possess the spell knowledge of that spirit. However, as one might expect, the experience is quite harrowing, often resulting in **insanity.**

Roll percentile dice and see insanity tables:
1-13 No insanity
14-20 Affective Disorder
21-40 Phobia (only one)
41-50 Phobia (two)
51-82 Neurosis/general table
83-100 Psychosis

Spell Knowledge gained

The *best way* to determine spell knowledge *impartially* is to have the player roll a six-sided die to see what level spells he/she has gained. If the player has 4 new spells he rolls the six-sided die 4 times to see what level spells they are (rolling the same level more than once is valid). Then the player can roll 3 six-sided dice to determine which spell from that level. Example: level two number 12 is rolled; that would indicate the spell of darkness (elemental spell magic). If the same spell is rolled twice, roll again, but if a spell is rolled up that the wizard knew before the cauldron, he *does not* reroll. The cauldron is a completely random procedure. Only spells levels one through six can be learned this way.

Number of spells gained *(roll percentile)*

1-25 three
26-59 four
60-79 five
80-89 six
90-100 seven

There is also a chance that the spirit will remain in the cauldron until the contents are spilled out. If this occurs, the cauldron will function exactly like a crystal ball, although the wizard must sip a tablespoon of the cold brew each time to activate it. If the brew is continually replenished, never dropping below half, the wizard can maintain the cauldron/crystal ball for years. (**NOTE**: the wizard can never gain new spells from this cauldron again; it is a one time experience. Likewise, drinking of it can never again create the coma/trance state. However, the wizard cannot make another enchanted cauldron until this active one is destroyed/emptied). *The chance of the spirit remaining in the cauldron is 32% (roll percentile dice).*

Of course an additional problem with the enchanted cauldron is possible alignment conflicts. After all, how many good characters are going to use a spell requiring fresh human blood; and how do they get the blood without murdering? Volunteers? Well, that's the problem.

PURCHASING MAGIC

A true spell caster will **NEVER sell** his precious spell knowledge, for it would jeopardize his socio- economic standing in society as well as threaten his occupation. To one spell caster another spell caster is competition, and a shrewd businessmen never helps the competition. Thus, a wizard will rarely sell or trade a spell unless the situation really demands (but a wizard would sooner die than reveal his secrets).

While wizards and their ilk will not sell magic spells, the clergy and alchemist have no such qualms.

Clergy

Only a *sixth level priest* (or higher) can sell magic spells for the good of the church. They can refuse anyone without reason and often consider the buyer's alignment and motives, both of which may spark rejection or a sharp price increase.

Standard procedure (minimum fees)

- Gratuity 500 gold
- Consultation 500 gold
- Spell cost 1500 gold per each level of the spell
- All fees are paid in advance
- Spell is not guaranteed
- No refunds
- Fees vary widely depending on religion and circumstance.

Gratuity

A small donation of 500 gold is required to set the proper wheels in motion and to attract the attention of the superiors involved. More than one such gratuity may be required (although faithful followers of that religion usually find one such donation sufficient).

Consultation

When a sixth level or higher cleric is available he will meet with the person (and only one person) and discuss motive and money. Five hundred gold is required at the beginning of the consultation. At this meeting, the priest will decide if he will try to provide the spell and how much it will cost. There is no refund of the consultation fee even if the priest refuses to sell the spell.

Spell cost

Only the spells available to that priest's deity are available for sale. Because a priest does not study magic, he does not know the spell, but is endowed with the ability to spell cast by his faith in his deity(s) by invoking the deity's name. The deity is the mystic focal point by which the magic energies are called upon and channelled (much like the witch O.C.C.) Obviously this is useless to the wizard who needs a spell incantation. To get the spell magic incantation the priest or priestess will pray, fast and meditate over a period of days and invoke the *prayer of intervention* (See *clergy* for details on the intervention prayer and chance of success.) The whole procedure usually takes a week to 10 days.

If the priest is successful he will receive *temporary knowledge* of the spell magic incantation. The cleric will then teach the spell to the **one** *wizard* by word of mouth in a secret place and free of prying eyes and ears. The priest or priestess will teach only one spell at a time (each spell requiring the repetition of the entire procedure) to only one person at a time. A note to the foolish: it is not wise to attempt to cheat, trick or steal from the clergy. To do so would require retribution by that religious organization. A retribution that is likely to cause much pain and sorrow, if not death. Remember, your character will be in the clergy's power while learning the spell incantation.

All of the proceeding are factors in the spell's cost. **Standard minimum fees** *for most clergy is 1500 gold (or gems) per each level of the spell requested.* Thus, a second level spell costs 3000 gold, third level 4500, forth level 6000, plus gratuities. Also, *most clergy* **will not** *offer spells beyond fourth level* (without charging three times as much or more) and **never above sixth level**. Prices may vary as much as 300% depending on the individual priests, priestesses, wizards, and situations.

All fees are paid in advance before a priest will even consider undertaking the task.

The spell is not guaranteed

Even though arrangements have been made and all monies paid in advance, the cleric might **fail** to attain a successful intervention (priests seldom try more than twice during the entire procedure) and **not** get the spell incantation.

Sorry, No refunds

"But thanks for the donation, the church really appreciates your sacrifice. Say, let's try again in a week or so. It will cost the exact same amount, ... heck, forget the gratuities next time. Again, sorry. May the gods go with you."

Fees vary widely

Again, the fees can vary widely from one priest to another, from one religious organization to another. Performing a special deed or service for a church may inspire a discount and other situations will also cause the fees to fluctuate. Recognized patrons of the particular religion often get the service for the standard minimum of 1500 gold per spell level.

The Alchemist

Alchemists are the magic merchants of the world and eagerly buy and sell all types of magic items and knowledge. Of course, an Alchemist can only sell spell incantations that he knows (or has recorded in his many books, which are always guarded jealously). Determining what spells the alchemist possesses is left up to the game master's discretion (although a modified enchanted cauldron method would be applicable. Figure the average alchemist will possess knowledge of about 25 to 40 spells between levels 1 through 5).

Standard procedure (minimum fee)

- Spell cost 3000 gold per each level of the spell
- All fees paid in advance
- Spell is guaranteed
- No refunds
- Fees vary widely
- Will sell spell magic only to a proven wizard.

Spell cost

An alchemist charges an extravagant fee of 3000 gold (or more) per each level of the spell. Thus a second level spell costs 6000 gold, third level 9000, fourth, 12,000 and fifth 15,000. Of course, these are completely functional, field tested spells **satisfaction guaranteed**.

The alchemist will teach the spell to only *one proven wizard* in his (the alchemist's) private sanctuary. There is no limit to the number of spells taught/purchased. Usually a full 24 hour period is required to teach one spell. The alchemist *rarely sells* a spell incantation **above level five** and **NEVER** *above level seven* (sixth and seventh level spells usually cost *10 times* the standard fee).

All fees paid in advance

All payments must be paid at least one day in advance. Rush jobs (teaching the spell immediately upon payment in a 16 hour period) cost an additional 15%.

Spell guaranteed

These spells are all completely functional spells delivery and quality guaranteed. If the spell cannot be taught, the full payment will be returned.

No refunds

If the person who has just purchased a spell incantation is not happy with the spell he cannot get a refund. All sales are final upon teaching of the spell. If the spell functions as promised, the Alchemist has fulfilled his end of the agreement.

Fees vary widely

As with clergy, the people involved, alignments, temperments and situations are all factors in the price. If the Alchemist likes a person they may get the spell knowledge at the standard minimum, if he dislikes the person he may charge double or more. Likewise, the Alchemist **can refuse** to sell to any person.

Spells are taught to proven wizards only!

The Alchemist can easily tell a true wizard from a charlatan by a simple private conversation discussing the principles and methods of study, the concepts of spell magic and the performance of a simple spell or two (usually common knowledge spells).

For more about Alchemists see scroll conversion and the alchemist description/explanation.

OTHER METHODS OF GAINING SPELL MAGIC

Trade
Boon/grant
Scroll conversion

Trade

Occasionally a wizard will trade spell knowledge with another wizard in exchange for another spell that he covets. Wizards will very rarely exchange a spell higher than fourth level.

It is also possible to work out an agreement with a high priest or



alchemist to gain spell knowledge for services rendered. However, this is very uncommon; clergy prefer to offer spiritual or tangible rewards like gold, equipment, or scrolls.

Boons/Grants

Like trade, if a wizard performs some great service to someone of great power and/or knowledge, he may be granted a spell as his reward. Dragons (and an occasional deity) are very prone to teaching a wizard a low level spell or two for some great service or in friendship. However, these spells are usually restricted to level one and two, for dragons guard their spell magic knowledge as jealously as wizards and alchemists. After all, it is often a wizard who is a dragon's greatest foe.

Scroll Conversion

A wizard can attempt to convert a scroll spell into a functioning magic spell incantation. This is a difficult task, as spells on scrolls are yet another type of magic quite different from spell magic. A scroll is instantly activated upon reading it, immediately disappearing upon that reading. A simple glance will activate or dispel a scroll. Consequently, the wizard has only a few minutes to convert the written scroll into a viable incantation. This is done mentally while reading the scroll. Once read, the scroll is activated, magic energies flow about the wizard as he attempts to mold and control them. This is extremely dangerous (something akin to juggling nitroglycerin) because the energy is extremely volatile and there is **ALWAYS** a reaction.

The wizard's chance to successfully convert a scroll into an incantation for spell magic is listed with the O.C.C. info/tables. It is a skill developed slowly and carefully, but only an Alchemist can match or better a wizard in this area. At first level a wizard has only a 8% success ratio, but by level six, it has developed to 42%.

An unsuccessful conversion results in one of the following reactions. Roll percentile dice. **No Saving Throw** for these effects.

1-16 Explosion does 1D6 of damage per level of the spell; 5 ft. radius
17-20 Shock; wizard paralyzed for 1-6 hours
21-30 Lightning bolt strikes wizard 6 to 36 damage
31-40 Temporarily blind 2-12 days
41-48 Metamorphosis into a goat, 1-6 months
49-55 Summon lesser demon (G.M. discretion as to which one)
56-60 Weight increased by 300 lbs.; 1-6 months
61-68 Skin turned pale blue; 2-12 years
69-72 Creates 200 gallons of water (on self)
73-80 Size/height reduced by ½; 2-12 months
81-91 Metamorphosis into a moose; 1-6 months
92-100 Summon greater demon (G.M. discretion)

All affects are accumulative, add one for each unsuccessful conversion.

A successful scroll conversion may *not* be exactly what you might expect. What it means is that the wizard has succeeded in created a working magic incantation, but not necessarily the spell desired. **The possibilities are** (roll percentile dice)

1-18 Desired spell but ½ strength and duration and damage
19-60 Total success, exactly as desired
61-100 Unstable spell

Unstable spell magic

An unstable spell is a spell that will produce any number of *random reactions* **each** time the spell is cast. Roll percentile dice.

Unstable spells' random reactions. Standard range & duration.

1-8 The original spell attempted during conversion, full strength/duration/damage
9-24 The original spell attempted during conversion, but ½ strength/duration/damage
25-27 Weightlessness (self)
28-35 Heavy rainfall 10 ft. radius
36-42 Turn self invisible
43-48 Multiple image
49-56 Fire ball 5-30 damage
57-65 Reduce self 6 inches
66-72 Call lightning 6-36 damage
73-80 Metamorphosis (others) into mice
81-86 Magic net
87-92 Wind rush
93-100 Create bread and milk

Important Notes:

After an attempted scroll conversion the scroll itself is *totally destroyed* giving the wizard only one chance at conversion. **Also,** the spell magic incantation hoped to be converted from the scroll *will be the spell on the scroll* That is to say, a scroll with a fireball spell can only be converted into a fire ball magic incantation; charm scroll into a charm spell; tongues scroll into a tongues spell.

Scroll conversion by an Alchemist

Alchemists can also convert scrolls into spell magic incantations. The standard minimum fee is 1000 gold per level of the spell. This fee covers the risks involved in spell conversion; of course, the Alchemist gets to add a new spell to his knowledge, too. If the conversion is unsuccessful ½ the money will be refunded. However, an alchemist may refuse to convert spells he already knows or may take the scroll and money, keep the scroll and claim unsuccessful conversion. They can be quite ruthless in their acquisition of magic.

Alchemists also sell unstable spells at a healthy discount (as low as 300 gold per level of the spell). **See Alchemist for more details.**

SCROLLS

Scrolls are enchanted items just like magic medallions, weapons, and armour. They are created by means of mystic enchantments. Scrolls are, basically, a spell magic incantation altered and transferred to a piece of parchment as a kind of instant one-time-only spell. The scroll can be read by anyone who is literate in the language in which it is written, thus a wizard, witch, priest or even a literate thief, soldier or knight (any O.C.C. with a Read/write above 55%) can successfully read and activate the average scroll.

A scroll is instantly activated the moment it is read, regardless if read aloud or silently to oneself. Only the descriptive title heading can be read without fear of activating the scroll. Even the reading of a few words begins the spell sequence, to stop prematurely will cause the rest of the spell to fade away into nothing. The scroll inscription always fades away as it is being read. When the scroll has been read in its entirety, the reader will have activated/cast the spell, in his hands he will find only a blank piece of paper.

The spell on the scroll is **not** affected by the reader's O.C.C. nor level of experience. Consequently, whether it is read by a tenth level wizard, or a second level diabolist, or a first level palladin, the spell strength, duration, effect, and/or damage potential is unchanged. If the scroll is a second level fire ball spell, who ever reads it can cast fireballs with a damage of 2 six-sided dice. If the scroll is an eighth level fire ball spell, then the person reading it will cast a fireball with a damage of 8 six-sided dice.

The title heading: clergy and mystic.

The descriptive title heading on a scroll is the only portion readable without activating the scroll. Unfortunately, while it states what the scroll is, such as fire ball or carpet of adhesion, it does not indicate what level the spell is (Never). So a found spell could be first level or tenth level; the reader won't know until the scroll is read (no, there isn't any way to determine the level of a scroll).

However, **scrolls created by clergy** and deities (gods, devils and demons) will state the deity's name and then the spell title. A typical inscription will read: "In the name of lord, god Pathos (or whoever); fireball (or whatever spell)". These scrolls are always written simply and in one language (made simple for common use). This is an important distinction between clerical scroll and mystic scrolls, because mystic scrolls are much more difficult to read unless versed in the ways of magic.

A **mystic scroll** is created by a dragon or high level magic-use (wizard, diabolist or alchemist; tenth level or higher). It will bear only the descriptive title (such as fireball) and nothing more. The incantation itself is likely to combine both the written word and mystic symbols (many mystic scrolls are written entirely in symbols known only to wizards and their ilk).

Exactly, what is a scroll?

A scroll is a variation of a ward. Wards are mystic symbols and/or inscriptions, both visible and invisible, that when disturbed or activated create a predetermined affect/reaction and then fade away. Sounds familiar, huh; kind-a like a scroll. Well, that is exactly what a scroll is, a ward-like inscription whose effect when disturbed (read) is to create a magic spell.

Acquiring Scrolls

Scrolls can be found, stolen, granted, given and bought. **The commonest scrolls** are spell magic levels one, two and three (higher level scrolls are rare and precious) with a maximum spell strength of level six.

Clergy *will provide scrolls* to trusted people sent on special assignments for services rendered. The clergy, with rare exception, *NEVER* sell scrolls; but use them as gifts, rewards, and examples of power and allegiance. A clerical scroll is created exactly like the acquisition of spell magic incantations (minus the bureaucratic red top and monies) except that the spell is transferred onto a piece of paper as a one-time scroll spell. Again, *the most common scrolls are magic spell level one, two, and three with a spell strength of level one through six*. However, the clergy can create a scroll of any level up to, and including, *level eleven* and with a *maximum spell strength of level 20*. Of course, this is subject to limitations of the individual deities' spell magic knowledge. **NOTE**: *True elementals* never create spells; thus warlocks cannot call upon their elemental deity to create a spell, but elemental magic scrolls do exist.

Wizards and alchemists can create scrolls via the tenth level spell "*scroll creation*". The exact spell strength can be manipulated, but can never exceed the spell caster's O.C.C. experience level. Of course, they cannot create a scroll with a spell they do not know. See spell description for details.

Diabolists can create scrolls, but *only* if they have spell magic *knowledge and experience* (meaning that at one time the diabolist studied spell magic as his O.C.C.). Again he is limited by his spell knowledge as to which scrolls he can create, but his knowledge of wards and and power words allows him to increase the spell strength up to a maximum of level six (or his O.C.C. level as wizard, whichever is higher).

Scroll Cost (average minimum)

Clergy never sell scrolls for money, but will *give, grant, trade* scrolls in exchange for services and/or deeds beneficial to the church.

Alchemists charge 200 gold per spell level plus 100 gold for each level of spell strength. Thus a scroll with a third level spell would cost 600 gold plus an additional 100 gold for each level of spell strength. *NOTE*: Spell strength indicates the power and duration of a particular spell. See Spell combat for exact description.

Scroll Spells above third level **double** in price: 400 gold per level plus 200 gold per level of spell strength. Thus, a scroll with a fourth level spell would cost 1600 gold plus 200 gold for each level of spell strength.

Wizards are not in the market of selling scrolls and usually prefer to trade them for other scrolls, magic items, spell magic incantations and in exchange for special services. Depending on the level and reputation of the wizard and the level and spell strength of the scroll, the price in gold *can fluctuate radically*. Wizards will try to get the highest price available and seldom sell a scroll for less than the current market price (current market price usually being the standards set by the local alchemist or magic guild).

Diabolist usually trade or sell directly with wizards, alchemists or clergy. When they sell directly to consumers their prices are usually close (a little more, a little less) to those of the Alchemist.

CIRCLES

Circle magic is mystic forces drawn upon and manipulated by means of the circle (and symbols there-in). The circle is the magic focal point. The three major types of circles are *protection, summoning and power*.

Wizards *may* study and use circle magic, but this is not their major area of study, so they are quite limited in the knowledge of circles. Through the rudimentary study of circles, the wizard will eventually be able to *recognize a real magic circle from a phoney*. However, the wizard still *does not* know enough to tell exactly what the circle is fully capable of doing nor how to use it. Most people versed in magic do know that entering a magic circle often results in death or worse.

Wizards *can* eventually learn and use certain *protection circles*. For details about circle magic, knowledge, powers, and acquisitions. *See Diabolist and Summoner*.

SYMBOLS

Symbols are among the component parts to circles, as well as potential magic themselves, such as wards and power words. *NOTE*: The study of circles is considerably hampered without symbol knowledge.

The study of symbols includes *all* written and spoken languages as well as mystic symbols, wards, runes, swords, arrows, animals, stones, colors, and power words.

Wizards *can* study symbols, but again, their knowledge is limited to the *12 basic mystic symbols, the 4 elemental symbols, and colors*. For details about symbols *see Diabolist*.

MAGIC GUILDS

Cities and towns with large communities of magic-users often establish magic guilds. The guilds include only the true user of real magic: *Wizard, diabolist, summoner, and alchemist*; the other magic O.C.C.s

are *excluded* (although they *may* be allowed use of the library and room and board for a small fee). Magic Guilds usually provide the following services:

1. **An established meeting place** or headquarters. This is usually an entire building or an entire floor or two of a building. Some larger guilds may use several buildings and some are so large and established that they are considered magic colleges.
2. **Inexpensive room and board** for guild members. This is usually a small simple room with bed, table, chair and lantern. 10 gold per week.
3. **Locations of other guild's headquarters** in other towns and cities.
4. Access to **guild library**. The library does not contain spell books nor diagrams of circles and symbols, rather it contains books on the philosophies of magic, histories and information about cities, kingdoms, rulers, gods, devils, demons, dragons, religious organizations, other magic organizations, the guild, the various races, regional legends, plants, herbs, animals, individual histories/adventures, some maps, trade routes, and other reference books. Other than privately held book collections and a few royal (private) libraries, the guild's library is the only facility available and few others are as extensive. The use of the library alone can make a magic guild valuable. Guild members are allowed to use/read the books only in the library. No book can be removed from premises. Members have free access to the library day and night, but donations toward the book fund are appreciated.

   Non-members may be allowed access to the library for a small fee (usually 25 to 50 gold per visit or 24 hour period). No books or maps leave the library.

   Warning: The guild HQ is highly protected by wards, circles, and other magic. The library is among the *most protected*. Even many of the books have wards or magic symbols to provide protection from theft. To steal, or attempt to steal, is begging for much trouble and possibly death.
5. **Vault of scrolls** for sale. Usually lower level type stuff.
6. **Vault of potions and items** for sale. Magic items and potions. Very random type stuff, usually donations.
7. **Standardized fees** for scrolls, scroll conversion, spell magic incantations, potions and all other magic items. The guild will establish a standard fee rating for that entire area (usually prohibiting non-guild sellers or scaring them off). This will establish a correct market value for all magic retailers in the area and other guild outposts elsewhere. Guild members of good standing can get a 20% discount when buying directly from the guild.
8. **Meeting of other mystics**.
9. **Sell information**. The higher guild members and particularly the guild council will gather and sell information whether it be a simple consultation or special assignment. Rates vary widely from guild to guild and a guild member is not obligated to sell any information or perform any service.

Standard minimum rates are:
Consultation/advice 50 gold
Specific info on secrets, royalty or dangerous subject 200 gold
Spying on assignment varies on dangers involved 1000-8000 gold
Half the fee goes to the guild and half to the mage providing the service.

THE GUILD COUNCIL

All magic guilds are operated by a council of guild members, ranging from 6 to 13 total. Council members must be of good standing within the guild and no less than sixth level (O.C.C.). They can consist of any combination of the true magic O.C.C.s (Wizard, diabolist, summoner, and alchemist). The council maintains the operation of the guild, handles all monies, judges its members, makes all final resolutions, rules, and laws. They are the governing administrative body of the magic guild.

Council members are elected for a 6 year tenure, and may run for office indefinitely. Requirements: true mystic, good standing in guild, level 6 or better, willing to stay (no adventuring) with the guild for duration of council term.

OTHER GUILD NOTES

Membership

Yearly fee of 200 gold per level of O.C.C. (meaning a second level diabolist pays 400 yearly, a fifth level wizard pays 1000 yearly, etc.). However, to be a member in good standing regular (and impressive) donations of gold and/or magic are required/expected.

Expulsion from the Guild

This occurs only as the result of theft or attempted theft from the guild or a guild member, repeated defiance of guild council and/or guild rules, slaying a fellow guild member or council member (the latter usually also leads to death). Other penalties may also be involved for these crimes. Once expulsion from a magic guild is official, that member can never be re-admitted as a guild member, nor allowed on any guild property, unless proven innocent in the eyes of the council.

COMBAT

WIZARDS AND WEAPONS

Wizards, and all the magic O.C.C.s, are restricted to a limited number of weapons and weapon proficiencies. They are not fighters/men of arms, they do not expend much time developing their physical skills or body. After all, this is not their area of study and expertise. Rather, wizards and most men of magic spend all their time in scholastic pursuits, generally pursuing all areas of knowledge; reading, writing, studying many languages, mathematics, histories, sciences and particularly their area of mystic studies. Wizards are dedicated to the attainment of spell magic and power through knowledge. Many are intellectual snobs, looking upon physical sport, careers (O.C.C.), and practices with disdain and revulsion. Not that such activities are not fine for someone else, the gods know the world needs fighting men, but such activities are not the ways of wizardry; no sir. The thought of becoming a warrior, or worse, a soldier, having to do intense daily exercises, wear that stifling, heavy armour, and kill things "up close" with your bare hands can make some wizards physically ill.

However, this doesn't mean that wizards are helpless without their spells. Many are quite expert with knives, short swords, staves and sling.

Wizard Weapon Proficiencies (W.P.) include: Throwing axe, Short sword, Blunt, Knives, Staves, Sling, Cross bow, and Small shield. Of course, they can use any other weapon, but *without* the skill/weapon proficiency *bonuses* of that weapon.

WIZARDS AND HAND TO HAND COMBAT

All non-fighting O.C.C.s have *only* **one attack** *per melee round*. This means a wizard with no training in hand to hand combat has only one attack per melee, in contrast to a man of arms O.C.C. which may have as many as 4 or 5 attacks per melee (depending on level of experience). Even a tenth level or twentieth level wizard with no combat training (hand to hand) has only one attack per melee.

HAND TO HAND COMBAT ELECTIVE

Of course, not all **wizards** are appalled by physical exercise , and even those that are can appreciate the need of some expertise in this area. Those who find themselves involved in adventuring and mercenary work may even find hand to hand combat skills a necessity. Thus, *Hand to Hand* **non-men of arms O.C.C.** elective skill is available. This instills a rudimentary skill knowledge in hand to hand combat. *See skill descriptions: Hand to Hand Combat* for more details.

WIZARDS AND ARMOUR

A wizard can wear any type of armour, but since he is not trained in its use, it can be very annoying and hamper movement. *Wearing heavy armour* (which includes all armour between double mail through plate) **reduces speed by ½ and prowl by ¾; strikes, dodges, and parries are -2.**

Consequently, wizards prefer to wear *light armour* (cloth, quilt, all leathers). This armour does not hamper movement at all. Wizards can also wear *light chain mail*, **but** prowl is reduced by ½ and speed by ¼ (no minuses to strike, dodge, or parry).

MAGIC COMBAT/WIZARDS

Wizards and all men of magic have a magic combat table with skills, abilities and bonuses. See individual Magic O.C.C.s for specific abilities.

SPELL CASTING: TERMS/DESCRIPTION/COMBAT

Level a term indicating degrees/magnitudes/experience.

Level of spell indicates how potentially powerful, uncommon and expensive a magic spell is. There are *eleven levels* of *spell magic*. The higher the level, the more powerful the spell is, the more uncommon (rare or difficult) and the more it costs to practice that spell knowledge.

Level of spell caster refers to the experience level of the wizard (or whatever O.C.C.) who is casting the spell. This is a very important distinction, particularly in a combat situation, because the higher the experience level of the wizard, the more powerful the spell. Many spells will indicate something like "*Duration: 5 melees per level of the spell caster*"; or "*one die damage per level of spell caster*", and so on. **This means** that a *third level wizard* with a spell duration of 5 melees per level of spell caster, upon casting a spell, can maintain the spell's effects (whether it be a cloud of smoke or invisibility or whatever) for a maximum duration of 15 melees (5 melees for each level of experience ×third level = 15 melees). **Likewise**; a third level wizard casting a fire ball spell, which does one die of damage per level of spell caster, creates a fire ball doing 3 dice of damage (3 six-sided dice, doing 3-18 damage).

Level of experience or *level of spell caster* indicates the experience level of the person and his spell casting abilities. *See experience points* for more details.

Range: indicates maximum distance the spell can be cast, with x number of feet, touch, or radius (area of spell effect).

Area affect spells are incantations that affect everyone and/or thing in a given area or radius. A spell with a 15 ft. radius affects *all* within the circle of its power/radius. Those just outside the area are not affected.

Line of vision means that the spell caster's target/victim must be within his sight (line of vision) to be affected. If the target is not seen, totally obscured by obstacles,darkness, invisibility or just not seen by the spell caster (hiding, behind him, beyond normal vision) the spell cannot be used. However, some line of vision spells can be directed in a specific area that the spell caster can see to affect someone invisible or hidden.
Touch means that the spell effects can only be transmitted through physical contact.

Duration: indicates how long the spell effects last, whether it be *instant* like a fireball or *long lasting* like a fly as an eagle spell. Long lasting spells will indicate exactly how many melees a spell lasts *per level of spell caster. See level of spell caster: Duration.*

Melee or **melee round** is a designation of time as it relates to a combat situation. A melee *is* basically *one minute* (60 seconds). During a melee round, all players get an attack (or attacks) or movement.

Attacks per melee:
Physical attacks/hand to hand combat: only one attack or move per melee, unless the wizard has a hand to hand skill. *See wizards and hand to hand combat.*

Spell magic: a wizard can cast only *one spell per melee* round, **but** as he grows in experience levels so does his abilities, enabling him to cast *two spells per melee* by level four. *See magic combat table for wizard O.C.C.*. Similar conditions apply to Witch and Warlock as well, see specific O.C.C. descriptions and tables.

Spell strength bonuses: As a spell caster grows in experience and expertise, the strength or power of his spells also increases. This increase is indicated as a spell strength bonus listed in the wizard magic combat table. This bonus is *added* to *the base magic attack/strike (saving throw) of 12*. Thus, a +2 spell strength makes a magic attack/strike of 14.

Base magic strength/attack for all magic, spell magic, elemental magic, wards, circles and symbols, **is 12**. Illusions and psionics are different, see psionics/mind mage.

Saving throws vs. magic: The spell strength attack/strike potential is constant and automatic (12). In hand to hand combat a 20-sided die is rolled to determine strength of the attack or strike of each opponent, a dodge or parry is then applicable. *In magic* that strength of the attack/strike *is automatically 12* (more powerful wizards/spell casters have spell strength bonuses that increase that base 12). A physical dodge or parry is usually impossible against a magic attack, but strength of will, mind and body (P.E.) create the factors for *saving throws*.

A saving throw is automatic, characters of **all** O.C.C.s and races get a saving throw vs. magic *each time* they are attacked by magic. Saving throws should be thought of as *a dodge or parry against magic.*

To save against a magic attack (spell, circle, or ward) the player rolls a 20-sided die and **must match or better the magic attack**. A successful saving throw means that character is *not* affected by the spell at all. **NOTE:** some powerful spells even affect those who successfully save vs. magaic, however, this is very uncommon and effects are minimal.

Spell strength bonuses for high level spell casters *increase the strength of* the spell and *the saving throw needed* to successfully save against the magic attack. Consequently, a spell cast by a fifth level wizard has a spell strength bonus of +2. This increases the magic attack/strike from 12 to 14. This means the spell is more powerful and that the player must now roll a 14 to match or higher to save against the spell's magic effects. **See page 43 about saving throws.**

Players *only get one saving throw per magic spell/attack*, not one every melee round. Once affected by a spell, that character will *remain* so affected until the spell duration's end. (If a successful saving throw is made, the spell usually has no effect on that person.)

Saving Throw: Standard; means that the usual conditions just discussed apply. **Saving throw: special**; means additional factors have changed the normal principles involved in the saving throw; these conditions are explained in the individual spell descriptions.

Saving Throws vs. magic: bonuses and types. Wizards, the other magic O.C.C.s receive bonuses to save vs. magic (special magic items can also afford protection against magic). However, while spell magic, circles and wards may share the same base attack/strike of 12, they are three distinctly different types of magic. This means that a bonus to save vs. spell magic does not apply to circles or wards. Nor does a bonus to save vs. circles apply to saving throws against spell magic, and so on.
magic, and so on.
Saves vs. spell magic applies **only** to *spell magic* and includes spells cast by wizards, witches, warlocks, and clergy (as well as deities, devils, demons, dragons and faerie folk).
Save vs. circles/wards applies only to *all circles* and *wards*, but is useless against spell magic.
Magic items that specify saves vs. circles saves against circles only. Likewise, with spell magic and wards.

Decipher circles: The ability to deduce an unfamiliar circle's function and to decipher the correct invocation to create or activate the circle. (Similar to a wizard's scroll conversion). See decipher circles tables and diabolist section for details.

Save vs. circles/wards apply only to *all circles* and *wards*, but is useless against spell magic.

Magic items that specific saves vs. circles only saves against circles only. Likewise, with spell magic and wards.

Save vs. psionics applies to the mind mage's mental assaults and not true magic. See mind mage and psionics.

Attribute bonuses: *save vs. magic* may apply to some character and is in addition to O.C.C. bonuses or magic items. See attribute bonuses P.E. and M.E. for details.

Elemental magic *as listed and described under the* **Warlock section** *is not spell magic* and *can not* be cast as spells by Wizards nor turned into scrolls except by Clergy (and then only if that priest or priestess is affiliated with a god who has those specific elemental powers). Elemental magic is not incantations.

Elemental spells *as listed under the* **Wizard section** *are spell magic* that mimic certain elemental magic. These spell magic incantations create effects nearly identical to elemental magic; only the spell level, range, and duration may differ.

Cancelling spells: any spell caster can cancel a spell he has cast at any time at will. A spell caster does not have to create a spell for its full duration. Note: a spell caster can discontinue a spell in mid incantation without side affect nor sapping his spell strength.

Negate magic is a fourth level spell which gives the spell caster the potential abilities to cancel/dispel/negate *another spell caster's magic spell*. Dispel magic barriers works on a similar principle. *See the negate magic spell description for details.*

Recognize enchantment is the percentage chance of the wizard recognizing the use and effects of magic. Just as a doctor can recognize flu symptoms or nervous disorders, so can the wizard recognize the use of magic, particularly charm and manipulative type magic. (Illusions do not count as enchantment.) *See magic combat table.*

Recognize magic item is similar in principle to recognize enchantment. The wizard has a certain percentage chance to recognize a magic item by shape, inscription, symbol or gut feeling. *See magic combat table.*

Sense evil: because Wizards are exposed to magic energies and sensations, they develop a certain sensitivity to other energies and auras (not that they can see them, but rather an impression, feeling). Good and evil often play a major role in magic, thus wizards develop a sensitivity to evil emanations. *See magic combat table.*

WIZARD O.C.C.

Attribute Requirement: I.Q. 10

O.C.C. skills: Spell casting, magic combat, scroll conversion, power words (4), common knowledge spells (6), speaks 2 additional languages (+40%), Read/write (+70%).

Power words: knows the four simple power words *Acba, Keron, Pein* and *Yin*. See Diabolist section about power words.

Common knowledge spells: Decipher magic, sense magic, cloud of slumber, sphere of light, tongues, the enchanted cauldron.

Speak 2 additional languages: the player can choose any 2 additional languages as an area of study and knowledge. See Secondary skill table; O.C.C. skill bonus (+40%).

Read/write his native language, wizards are extremely literate; O.C.C. skill bonus (+70%). See Elective skill table.

Magic Combat

Level 1	Recognize enchantment 50%
2	Recognize magic items 20%
3	+1 save vs. spell magic
4	**2 SPELL ATTACKS per melee**
5	+2 spell strength
6	+2 save vs. spell magic
7	+1 save vs. circles/wards
8	Recognize enchantment 80%
9	+3 spell strength
10	Recognize magic items 60%
11	+2 save vs. circles/wards
12	+3 save vs. spell magic
13	Sense evil 55%
14	+4 spell strength
15	+4 save vs. spell magic

	Spell Casting*	Scroll Conversion
Level 1	2	8%
2	3	12
3	5	20
4	6	28
5	8	36
6	9	42
7	11	50
8	12	58
9	14	66
10	15	72
11	17	80
12	18	84
13	20	88
14	21	90
15	23	92

***Spell casting** indicates the maximum number of spells that can be cast per day (per 24 hour period).

Elective skills: choose 6 at level one, 3 at level three, 3 at level eight, and 3 at level twelve.

Secondary skills: choose 8 at level one, 3 at level four, and 3 at level ten.

Elective skills
*(magic)
Recognize runes
Study circles
Study symbols
Study wards

Disguise (+5%)
Forgery (+5%)
Hand to Hand: Non-men of arms
Horsemanship (General)
Identify plants/fruits (+5%)
Medical (+18%)
Pick locks (+3%)
Pick pockets (+4%)
Prowl (+4%)
W.P. Throwing axe
W.P. Blunt
W.P. Knives
W.P. Short sword
W.P. Staves
W.P. Sling
W.P. Cross bow
W.P. Small shield

Secondary skills (*choice of any, but the following have O.C.C. bonuses*).
Demon and Devil lore (+15%)
Faerie lore (+15%)
Mathematics (+20%)
Racial Histories (+20%)
Read/write additional language (+30%)
Recognize poison (+5%)
Religious doctrine (+15%)
Speak additional language (+40%)

* Explanation of the four Magic electives:

Recognize runes: Runes are the written language of an ancient, long dead people. The symbols themselves (similar to wards) are magic. Rune symbols and power runes emit magic energies. Taking this elective teaches the wizard some idea of what runes look like, but he cannot read them. Recognizes rune symbols at 8% per level of experience.

Study circles: *is useless unless* the wizard also *studies symbols*. This skill will enable the wizard to recognize a real mystic circle when he sees one. However, the use and operation of circles remains a mystery. He can learn how to use the 5 simple protection circles: protection (simple), protection sealed, protection from good/evil, and protection from magic (simple). Recognizes mystic circles at 9% per level of experience.

Study symbols: wizard can study and learn (to a limited degree) the language of symbols. This knowledge is restricted to the 12 basic mystic symbols (the symbols in the grey zone), the four elements and colors. Chance to recognize other symbols as being mystic in nature is 11% per level.

Study wards: Like circles, a wizard can study the configurations of wards so that he can recognize a real ward from a phoney. However, the use, creation and function of wards remains a mystery. He can recognize wards at 11% per level of experience and is able to determine the exact nature of the ward (alarm, protection, area effect, etc.), at 5% per level. However, he still cannot use the ward.
See Diabolist for details about all of these magic electives.

Levels of Experience
Wizard

Level 1	0 - 1870
2	1871 - 3740
3	3741 - 8480
4	8481 - 16,900
5	16,901 - 24,900
6	24,901 - 34,900
7	34,901 - 49,900
8	49,901 - 69,900
9	69,901 - 94,900
10	94,901 - 134,800
11	134,801 - 174,700
12	174,701 - 224,600
13	224,601 - 274,500
14	274,501 - 324,400
15	324,401 - 374,300

SPELL DESCRIPTIONS

SPELL AND MAGIC APPLICATIONS OTHER THAN WIZARDRY

The list and description *of wizard spell magic has several applications in the Palladium game.* These exact same spells, functioning exactly the same, *also* apply to dragons, faerie folk, some creatures of magic, gods, witches, and clergy. It is important to point out that while the same spells, spell levels, and spell effects may be identical, the means by which the knowledge and/or ability is gained is radically different. A wizards spell magic is found, bought, studied, practiced through incantations. The number of spells a wizard may know is unrestricted even by experience level. Witches and clergy (as are warlocks) are given the ability to cast spells by their deity. Their spell knowledge is limited by experience level, religious rites, and their gods limitations in spell knowledge. Yet, while able to cast spells, witches and priests have no real knowledge of the principles of magic and do not understand the ways of magic.

Level One Pages 61-62

charm
charismatic aura
decipher magic
globe of silence
increase weight
paralysis bolt
reduce self (6 inches)
sense evil
sense magic
ventriloquism
weightlessness

Elemental Spells

pg. 91 blinding flash
pg. 81 cloud of slumber
pg. 91 cloud of smoke
pg. 86 dust storm
pg. 96 water to wine

Level Two Pages 62-64

carpet of adhesion
invisibility (self)
immobilize
levitate (self)
love charm
mesmerism
see the invisible
sense traps
swim as a fish
tongues
wisps of confusion

Elemental Spells

pg. 86 chameleon
pg. 82 darkness
pg. 86 dowsing
pg. 96 fog of fear
pg. 86 identify minerals
pg. 82 resist cold
pg. 86 rock to mud
pg. 91 sphere of day light
pg. 82 wind rush

Level Three Pages 64-65

commune with dead
fleet feet
fly as the eagle
levitate others
mask of deceit
multiple image
reduce object
sphere of invisibility
speed of the snail
the armour of Ithan
the fairies tongue
turn self into mist
words of truth

Elemental Spells

pg. 82 call lightning
pg. 93 circle of flame
pg. 96 breath underwater
pg. 93 fire ball
pg. 87 grow plants
pg. 82 miasma
pg. 92 resist fire
pg. 87 wall of clay

Level Four Pages 66-68

animate/control dead
commune with spirits
control the beasts
death trance
diminish others
familiar link
magic pigeon
magic net
mystic illusion
negate magic
size of the Behemoth
spirit of the wolf
turn objects invisible

Elemental Spells

pg. 89 clay to lead
pg. 93 extinguish fires
pg. 83 fifteen foot air bubble
pg. 97 hail
pg. 84 phantom
pg. 94 wall of ice
pg. 89 wall of thorns
pg. 87 wither plants

Level Five Pages 68-70

blind
create bread and milk
detect poison
eyes of the wolf
heal self
induce epilepsy
mute
metamorphosis (self)
shadow beast
shadow walk/meld
teleport (self)
the strength of Utgard Loki
turn the dead
x-ray vision

Elemental Spells

pg. 87 animate plants
pg. 84 circle of rain
pg. 93 heal burns
pg. 95 melt metal
pg. 97 part waters
pg. 87 wall of stone
pg. 96 water seal
pg. 85 whirlwind

Level Six Pages 70-72

age
animate object
dispel magic barriers
exorcism
mind wipe
mystic alarms
mystic portal
metamorphosis (other)
schizophrenia
telekinetics
the faeries dance
the sorcerers seal
witch bottle

Elemental Spells

pg. 83 calm storm
pg. 88 encase object in stone
pg. 85 snow storm
pg. 96 walk the waves

Level Seven Pages 72-73

astral projection
curse of boils
empathy
impenetrable wall of force
geas
remove curse
see wards

Elemental Spells

pg. 94 eternal flame
pg. 88 quicksand
pg. 91 suspended animation
pg. 94 ten foot wheel of fire

Level Eight Pages 73-74

create zombies
curse of fever
doppleganger
expel demons
expel devils
swords to snakes
restoration

Elemental Spells

pg. 89 close fissure
pg. 90 earthquake
pg. 89 river of lava
pg. 90 stone to flesh

Level Nine Page 74

teleport (superior)
summon greater familiar

Elemental Spells

pg. 86 rainbow
pg. 86 tornado

Level Ten Page 74

death
havoc
scroll creation

Elemental Spells

pg. 94 hurricane
pg. 85 magnetism

Level Eleven Page 75

dimensional teleport
resurrection

Elemental Spells

pg. 90 petrification

SPELL MAGIC DESCRIPTIONS

LEVEL ONE

Charm level one
Range: 15 feet
Duration: 5 melees per level of spell caster
Saving Throw: standard

This spell affects any *intelligent* creature that it is cast upon, but can only be thrown on one person at a time (this is **not** an area effect spell). The affected person will fall under the complete control of the magician who cast the spell and will do absolutely anything the spell caster commands. All questions will be answered truthfully and in as much detail as requested. Remember, the enchanted person will answer and respond *only* to the spell caster who charmed him and only as long as the spell lasts.

Suicide clause: if the spell caster commands the charmed person to kill himself or commands him to do something which is obviously certain death, that person will hesitate and is given an additional saving throw (+2) vs magic to break the charm. If this saving throw is unsuccessful the charmed person will do exactly as told.

Note: The charmed person **does remember** everything he has undergone, said and done while under the spell. Thus the victim will react accordingly (anger, vengeful, etc.)

The spell can be cancelled by the caster at any time.

Charismatic Aura level one
Range: 60 foot radius
Duration: 6 melees per level of spell caster
Saving throw: standard

A particularly handsome tool of deception, this spell can be cast upon the spell caster or another person. The spell instantly enhances that persons physical beauty by eight (8) increasing his charisma, charming all who behold him. Although the focal point of the spell is the person on whom it was cast, it effects everybody in a 60 foot radius (emanating from the person with the charismatic aura). Thus, *everybody* in that radius is allowed a saving throw vs magic. Those who successfully save will not be affected at all, those who fail to save are affected and will respond accordingly.

The person with a charismatic aura can invoke one of three responses: *friendship/trust, power/fear,* and *successful deception.*

Friendship/trust: The first few words spoken will set up the response. Thus, a statement of friendship, peace, trust will inspire those sentiments in everyone affected.

Power/fear: A statement of power, anger, strength, or vile intent will strike awe and fear into everyone effected. (Example: "Lay down your weapons and let us pass, lest you suffer my wrath!")

Successful deception: This enables the charismatic aura person to *convincingly lie* like a master con-man. There is an 80% chance that those affected will believe anything he tells them. This response is triggered by a phrase like, "trust me completely" or "I would never lie to you."

Decipher Magic level one
Range: self
Duration: 10 melees per level of spell caster
Saving throw: none

This spell enables the spell caster to read (decipher) *any magic* book, scroll, inscription, text, rune, or symbol. The ability lasts only for the duration of the spell and the spell caster will not be able to read those same inscriptions once the spell has elapsed. This spell does not interpret other languages and their alphabet, nor does it identify/decipher mystic circles or wards.

Globe of Silence level one
Range: 90 feet
Duration: 6 melees per level of caster
Saving throw: none

This spell immediately creates an invisible 10 foot radius globe which stops *all* sound. Voices, screams, footsteps, everything within that 10 foot radius is absorbed by the globe. This means that absolutely no sound can leave the globe or penetrate it. So while it can prevent those within the globe from making noise, it also prevents sound from outside to enter. Those within the globe cannot hear anything. A wizard, reliant on spoken incantations, is completely powerless inside a globe of silence because his words cannot be heard.

This spell affects those within its radius; stepping beyond the radius frees that person from its effect. The globe itself can be fixed in a stationary area or mentally moved and manipulated by the spell caster. However, the spell caster cannot cast another spell while manipulating the globe, and once fixed to one spot that is where it remains until the spell duration time elapses or it is cancelled. *The globe can be cast up to 90 feet away.*

Saving throw: There is no saving throw because it is actually the physical space around the person that is being altered. A negate magic spell could dispel/cancel the globe and its influence.

Increase Weight level one
Range: 60 feet
Duration: 8 melees per level of caster
Saving throw: standard

The spell caster is able to increase the weight of any one specific living creature or object by 30 pounds for each of the spell caster's levels of experience.

Saving throw: Those who roll a successful saving throw vs magic are not affected. However, objects have no saving throw and are affected automatically.

Paralysis Bolt level one
Range: 90 feet
Duration: instant
Saving throw: standard

This mystic energy bolt short circuits the victim's motor parts of the brain, rendering him totally paralyzed. The victim cannot move or speak, but can breath, hear, and think. Paralysis lasts for 6 melees per level of the spell caster. The bolt hits automatically, leaping from the spell caster's hand or eye in a flash. Only a dodge of 19 or 20 can evade the mystic bolt (parry does not apply).

Reduce Self (6 inches) level one
Range: self
Duration: 10 melees per level of caster
Saving throw: none

This spell instantly shrinks the spell caster to six inches tall. Only the physical body is affected; consequently the spell caster's garments, weapons, tools, and miscellaneous paraphernalia that he was wearing or carrying **do not** shrink with him. However, this is an excellent spell for spying or quick escapes.

Sense Evil level one
Range: self
Duration: 1 melee per level of spell caster
Saving throw: none

This spell will indicate to the spell caster whether any person, creature, object, or place within a 30 foot radius is evil. The impression is immediate but somewhat vague since it simply indicates the presence of evil and **not** actual alignments or location. Note: Most objects *will not* register as evil because they are merely objects or tools which can be used for any purpose, good or evil.

Sense Magic level one
Range: self
Duration: 2 melees per level of spell caster
Saving throw: none

Magic radiates a very distinct energy which this spell enables the spell caster to detect. The spell creates an invisible force in the direction of the casters line of vision that is 10 feet wide and 30 feet long. Any creature, object, or place of magic falling in this area will radiate an aura of magic that only the caster can see.

This spells force can also be focused on any *one* person or object if desired.

Ventriloquism level one
Range: self or others by touch
Duration: 8 melees per level of spell caster
Saving throw: none

This spell enables the spell caster (or person it has been cast upon) to throw his voice up to 15 feet away. The spell caster can only throw his voice, not change it or imitate another person unless he has that skill from his O.C.C. This means he can create a voice, mumble, grunt, or growl from behind a bush, from a shadow, or from thin air up to 15 feet away.

Weightlessness: level one
Range: 60 feet
Duration: 6 melees per level of spell caster
Saving throw: standard

Weightlessness is the exact opposite of the increase weight spell. The spell caster is able to *reduce* the weight of any one object or creature by 30 pounds per each level of experience.

Elemental Spells
These function exactly like Warlock/Elemental magic.

Blinding Flash level one
Range: 60 feet
Duration: instant
Saving throw: standard

Cloud of Slumber level one
Range: 90 feet
Duration: 2 melees per level of spell caster
Saving throw: standard

Cloud of Smoke level one
Range: 90 feet
Duration: 5 melees per level of spell caster
Saving throw: none

Dust Storm level one
Range: 100 feet
Duration: 3 melees per level of spell caster
Saving throw: none

Water to Wine level one
Range: touch
Duration: Permanent
Saving throw: none

LEVEL TWO

Carpet of Adhesion level two
Range: 90 feet
Duration: 10 melees per level of spell caster
Saving throw: special

The spell caster creates a sticky carpet, up to 10 feet wide by 20 feet long, that will adhere firmly to anyone who touches it. The victim will stay stuck until the carpet spell time elapses or until the spell caster cancels the spell. The carpet can be cast on a floor, table, wall, etc. or actually cast upon a person. The spell caster can create this super fly paper up to 90 feet away and can alter the size and shape (without exceeding the stated limit of 200 square feet).

Saving throw: If a successful saving throw vs magic is made that player rolls *2 six sided dice* to see how many melee rounds it will take him to pull free. Those failing to make the saving throw are stuck for the entire duration of the carpet spell. Of course if only the feet are stuck they can still use missile weapons in a combat situation. *Note:* A dispel magic barrier will instantly dissipate/dispel the carpet.

Immobilize level two
Range: 60 feet
Duration: 2 melees per level of the spell caster
Saving throw: special

This spell creates a transparent glittering cone with a 20 foot radius and 40 feet tall (the caster may make it smaller if desired). The cone halts *EVERYTHING* within its scope. Missile weapons, speech, movement, flight, everything is momentarily frozen in time. Anyone entering or touching the glittering cone of light is *also* immobilized. When the spell time elapses any missile weapons or creatures in flight will drop to the ground while speech and movement will continue.

Saving throw: If a successful save is made the player rolls *one six sided die* to determine how many melees his character is immobilized. After that time his character is able to move freely in or out of the cone.

Invisibility (self) level two
Range: self
Duration: 15 melees per level of the spell caster
Saving throw: none

The spell caster and anything he was wearing or carrying at the time of the spells invocation are turned completely invisible. However, any object picked up after becoming invisible remains visible. Neither normal nor nightvision can detect invisibility, only a being who can naturally or magically "see the invisible" is able to see somebody or something which is invisible.

Although the invisible person is imperceptible to the eye he still retains his physical mass. This means he cannot go through walls nor do weapons pass through him. He still makes noise and physical and/or magic attacks still effect him.

While invisible the spell caster can speak, walk, climb, run, open doors, carry objects, or any other physical activity, including combat, and remain invisible. The invisibility is terminated when the spell duration time elapses or the spell caster cancels the spell.

Note: if cut, the blood only is visible.

Levitate (self) level two
Range: self
Duration: 10 melees per level of the spell caster
Saving throw: none

The spell caster is able to rise into the air 20 feet per level of experience. Besides his own body weight he is able to levitate up to 300 pounds with him. *Note:* Levitation is simply the ability to rise *straight up* into the air, horizontal movement is not possible.

Love Charm level two
Range: 30 feet
Duration: 20 melees per level of the spell caster
Saving throw: standard

This spell affects any intelligent being causing that person to fall madly and devotedly in love with the spell caster. Victims of this spell will believe, trust, and defend anything the spell caster says or does. They will also obey any request by their lover, including murder or suicide. The charmed person will constantly stay at the caster's side and will often suggest amorous pleasures.

Side effects: This spell has two potential side effects: *insane jealousy* and *permanence*. Roll percentile dice:

01-50 no side effect
51-84 insane jealousy
85-00 permanence

Insane jealousy: this person becomes unreasonably jealous and possessive resulting in at least attempted:

Roll percentile dice
01-36 betrayal of spell caster
37-55 suicide
56-65 murder of spell caster
66-84 fight with potential rival lovers
85-00 kill spell casters friends

Permanence: If the spell becomes permanent the charmed person will forever remain a love slave until the spell caster dies. If the caster runs away the charmed person will seek him out until found. If the spell caster dies the spell is broken, but there is a 10% chance he will be broken hearted and commit suicide.

Note: This spell can be cast upon only one person at a time. If there are no side effects the charmed person will return to normal at spells end.

Mesmerism level two
Range: 6 feet
Duration: 5 melees per level of spell caster
Saving throw: standard

Mesmerism enables the spell caster to induce **simple** *hypnotic suggestions* upon any intelligent being such as "you like me", "you trust me", or "let us pass." The verbal suggestion should be weaved into a sentence or brief conversation. Remember, the enchanted person responds only to *simple suggestions* and cannot be forced to do bodily harm to himself or friends. The tactics used are similar to getting information by getting that person drunk. Subtlety is the key.

See the Invisible level two
Range: self or others
Duration: 10 melees per level of spell caster
Saving throw: none

This spell enables a person to see any invisible object or being (including gods, elementals, jinn, etc.) clearly and distinctly within his line of vision for up to 60 feet. This spell can be cast upon oneself or another person.

Sense Traps level two
Range: self
Duration: 8 melees per level of spell caster
Saving throw: none

This spell endows the spell caster with a sort of sixth sense which enables him to sense traps. This is done by simply looking over an object or area no further than *5 feet distant*. Unfortunately, while the spell *detects and locates* traps it does not identify or deactivate them.

Swim as a Fish level two
Range: self or others
Duration: 40 melees per level of spell caster
Saving throw: none

This spell can be cast on oneself or on one or two people at a time by speaking the incantation and touching the intended targets. The enchanted persons are then able to breath underwater and swim expertly (at a speed of 20).

Tongues level two
Range: self or others
Duration: 10 melees per level of spell caster
Saving throw: none

This spell enables the spell caster to understand and speak all languages. However, it is limited to the spoken word and does not include the written language. *Note:* The spell caster can bestow a tongue spell on someone else by casting the spell and touching the person.

Wisps of Confusion level two
Range: 90 feet
Duration: 5 melees per level of spell caster
Saving throw: standard

Wisps cause 1-8 people/creatures to become confused and disoriented. Those effected strike, dodge, and parry at minus five; attacks per melee are reduced by one-half.

Elemental Spells

Chameleon level two
Range: self or others
Duration: 15 melees per level of spell caster
Saving throw: none

Darkness level two
Range: 5 square feet per level of spell caster
Duration: 15 melees per level of spell caster
Saving throw: none

Dowsing level two
Range: 90 foot radius
Duration: 6 melees per level of spell caster
Saving throw: none

Fog of Fear level two
Range: 20 foot radius per level of spell caster
Duration: 6 melees per level of spell caster
Saving throw: standard

Identify Minerals level two
Range: self
Duration: 2 melees per level of spell caster
Saving throw: none

Resist Cold level two
Range: self or others
Duration: 10 melees per level of spell caster
Saving throw: none

Rock to Mud level two
Range: 20 feet
Duration: permanent
Saving throw: none

Globe of Daylight, level two
Range: 6 feet
Duration: 10 melees per level of spell caster
Saving throw: none

Wind Rush level two
Range: 60 feet
Duration: instant
Saving throw: special

LEVEL THREE

Commune with Dead level three
Range: touch
Duration: 8 melees per level of spell caster
Saving throw: none

This spell enables the spell caster to speak with a recently deceased person (12 hours maximum). The corpse will answer simple questions on any subject but does have a tendency to get easily confused. Although the corpse can answer questions, it still retains the memory and personality of the dead person with a will of its own. Consequently, it does not have to tell the truth and it can even refuse to answer questions.

To activate the body the spell caster recites the spell and touches the body. The spell can be cast upon only one body and must be an intelligent being. The being will speak in its own language.

Fleet Feet level three
Range: 60 feet or self
Duration:2 melees per level of spell caster
Saving throw: standard (if desired)

This spell *doubles* the physical prowess, speed, and mobility of the affected person. This means that the character's speed, attacks per melee, dodge, and parry are all doubles for the duration of the spell. Spell casting is not increased.

Fleet feet can be cast upon oneself or 1-6 persons up to 60 feet away but within the spell caster's line of vision.

Saving throw: If this spell is cast on someone who is not aware that the spell is being cast or on someone who does not want these temporary abilities, the standard saving throw vs magic applies. Willing subjects get no saving throw.

Fly as the Eagle level three
Range: self or 60 feet
Duration: 20 melees per level of the spell caster
Saving Throw: none

When invoked, this spell bestows the power of flight upon the person it is cast upon. It is particularly effective out of doors and in large open areas, enabling the enchanted person to fly like an eagle (speed 45). Also +1 to parry, +2 to dodge, +2 to damage on a diving attack.

Levitate Others level three
Range: 60 feet
Duration: 8 melees per level of spell caster
Saving throw: none

This spell operates very much like levitate self, however it enables the spell caster to raise others into the air. The spell weaver can raise an object or person or creature 20 feet per level of his experience. Weight limitation is 250 pounds per level of the spell caster. Remember this is a vertical movement only, horizontal movement is impossible.

Mask of Deceit level three
Range: self or other
Duration: 20 melees per level of the spell caster
Saving throw: special

A useful tool in deception, it magically creates an illusionary mask over the enchanted person's features. The mask is mentally molded by the spell caster into any facial features changing color, race, sex, etc. However, the spell only effects facial features and not any other part of the body. Remember, this spell is an illusion; the original, true physical features are hidden but unchanged.

The mask can also be placed on some one else but the spell caster must do the mental molding of the illusion and the intended recipient of the mask must be within a six foot radius.

Saving throw: It is possible for anyone to see through the illusion of the mask. Everyone encountering the enchanted person gets to save vs magic seeing the true features, however, such rolls are minus five.

Multiple Image level three
Range: self or 30 feet
Duration: 5 melees per level of the spell caster
saving throw: special

Another illusionary spell, it creates 1-6 identical images which mimic the spell casters every movement exactly. If the false image is touched, pierced, or struck that particular one will disappear.

This spell can also be cast upon another person within a 30 foot radius and in the spell caster's line of vision.

Saving throw: Viewers may be able to see through the illusions and identify the true person but such rolls vs magic are at minus six.

Reduce Objects level three
Range: 30 feet
Duration: 10 melees per level of the spell caster
Saving throw: none

This shape altering spell reduces both size and weight of any (non-living) object such as wood, stone, minerals, liquids, statues, furniture, etc. Size is reduced to one-third the original size and the weight is reduced by one-half. This spell only works on objects weighing less than 1000 pounds.

Sphere of Invisibility level three
Range: 15 foot radius
Duration: 15 melees per level of spell caster
Saving throw: none

The spell caster is able to create a sphere or bubble of invisibility in which everyone within the radius is invisible. The spell caster can alter the radius to his desire up to the maximum of fifteen feet. He can also mentally move the sphere (but cannot cast spells while doing so), or place it in a stationary area, or cast it around something up to 30 feet away. For additional information about invisibility see: *Invisibility (self)* a second level spell.

Speed of the Snail level three
Range: 60 feet
Duration: 2 melees per level of spell caster
Saving throw: standard

This spell reduces the physical prowess, speed, and mobility of its victims to one-third their normal ability. Speed, attacks per melee, dodge, and parry are all reduced to one-third. Spell casting is not reduced.

This spell can be cast upon 1-6 persons (roll die) up to 60 feet away, but within the spell caster's line of vision.

The Armour of Ithan level three
Range: self or other
Duration: 4 melees per level of the spell caster
Saving throw: none

This powerful spell creates an invisible, weightless, noiseless, full suit of mystic armour instantly upon the spell caster. Named after the magic armour of the dwarf king Ithan, this mystic armour has an armour rating (A.R.) of 18 and S.D.C. of 200; fire, lightning, and cold do one-half damage making the wearer nearly impervious to normal weapons.

The armour can be placed upon anyone as long as the spell caster invokes the spell while touching the intended recipient.

The Faeries Tongue level three
Range: self or others
Duration: 10 melees per level of the spell caster
Saving throw: none

This spell enables the spell caster to understand and speak all of the faerie languages.

Turn Self Into Mist level three
Range: self
Duration: 5 melees per level of the spell caster
Saving throw: none

Turning into mist is particularly useful for escaping prisons, traps, and all sorts of unpleasant situations. While in this form the spell caster cannot speak, cast spells, or carry anything but he can hear and think. Only the physical body is affected not any possessions, weapons, or cloths; these simply drop to the floor after the transformation.

No weapons can hit or cut a mist and pass harmlessly through. Fire does do half damage, however, and lightning and cold based spells slow the mist's movement by one-half. Normal movement of the mist as it floats through the air is a maximum speed of 12.

Words of Truth level three
Range: 5 feet
Duration: 5 melees per level of the spell caster
Saving throw: special

The being affected by this enchantment is compelled to answer all questions truthfully. The spell caster must be within 5 feet and can ask two questions per melee. It is wise to keep questions simple and clear to avoid confusion.

Saving throw: The person under this spell makes a saving throw for **each question** asked. Saving throw requirement: standard; he does not have to answer the question if he rolls successfully.

Elemental Spells

Breath Underwater level three
Range: self or other
Duration: 10 melees per level of spell caster
Saving throw: none

Call Lightning level three
Range: 90 feet
Duration: instant
Saving throw: none

Circle of Flame level three
Range: 10 foot radius
Duration: 5 melees per level of spell caster
Saving throw: none

Fire Ball level three
Range: 90 feet
Duration: instant
Saving throw: none

Grow Plants level three
Range: 10 foot radius
Duration: permanent
Saving throw: none

Miasma level three
Range: 60 feet
Duration: 2 melees per level of spell caster
Saving throw: standard

Resist Fire level three
Range: self or others
Duration: 10 melees per level of spell caster
Saving throw: none

Wall of Clay level three
Range: 60 feet
Duration: 10 melees per level of spell caster
Saving throw: none

LEVEL FOUR

Animate/Control Dead level four
Range: 60 feet
Duration: 10 melees per level of spell caster
Saving throw: none

This spell enables the spell caster to animate and manipulate (control) any dead person, monster, animal, or skeleton. These zombie-like automatons have no will of their own nor any intelligence. They will obey any simple command such as "protect me", "slay him", etc. to the letter without fear or heed of consequence. These are dead creatures turned into robots, (they continue to decay), until the spell has elapsed or they have been destroyed.

Animated dead can be stopped (slain?) by normal weapons, fire, or magic (charms, slumber, stench, mesmerism type magic has no effect). A turn dead spell or clerical ability will repel them.

Animated dead have the following abilities:
Hit points:: 4 per each level of the spell caster
Normal day vision only.
One attack per melee.
Damage: 1-6 if human sized, 1-4 if smaller, 2-12 if giant sized or by weapon.
Average strength: 10
Speed: 6
No bonuses of any kind.
No memory or IQ.
The spell caster can animate 1-6 dead per level of experience.

Commune with Spirits level four
Range: self
Duration: 10 melees per level of the spell caster
Saving throw: none

The spell caster opens himself to the spirits of the dead much like a medium during a seance. The spirit will temporarily possess the spell caster speaking through him. It will answer (or ask) questions but is in no way compelled to tell the truth. This spell contacts a person's spirit or essence which means it has all the memories, emotions, and intellect of the dead person.

Chance of successful commune with specific person:
(roll percentile dice)
1-75% recently dead (1 month)
1-50% over a year ago
1-30% decades ago
1-20% centuries ago
1-08% specific god, devil, or demon
If not successful roll again to determine if a wandering spirit has been accidentally contacted.
01-40 no contact
41-70 benevolent spirit (good)
71-00 hostile spirit (evil)

Control the Beasts level four
Range: 60 feet
Duration: 5 melees per level of spell caster
Saving throw: none

The spell caster is able to control any animal (mammals, birds, amphibians, reptiles, and fish but not insects) within his line of vision up to 60 feet. He is able to control 1-6 animals per each level of experience. All creatures affected will obey simple commands like; "stay, sit, go, attack," etc. This spell does not effect any intelligent creatures, humanoids, or were-creatures.

Death Trance level four
Range: self
Duration: 10 melees per level of spell caster
Saving throw: none

This mystic trance slows the spell caster's metabolism so low that it creates the appearance of death. While in the trance the spell caster is quite helpless, unable to speak, move, or invoke spells. He is only vaguely aware of what is happening around him. He would only recognize minor sensations like being touched, carried, or hearing voices but he would not know who did these things or remember specifics. This spell can be cancelled at will.

Diminish Others level four
Range: 90 feet
Duration: 10 melees per level of spell caster
Saving throw: standard

This spell will affect any living creature; it will not affect gods, devils, demons, dragons, elementals, golems, or skeletons (vampires and were-creatures are affected). This spell will reduce any one target/person to six inches in height so long as that person is within the spell caster's line of vision and within range.

Willing persons have no saving throw.

Familiar Link level four
Range: 10 feet
Duration: permanent
Saving throw: none

This spell enables the spell caster to mentally link with a small animal (mammal, bird, or lizard). This link is permanent producing a rather impressive symbiotic relationship. No matter how wild or mean the animal may have been, it will be instantly linked to the spell caster becoming docile and submissive to him and him alone. The two are now one. The spell caster is now its friend, master, and part of the animal. The animal familiar will understand and obey any command verbal or mental. The familiar is now a sensory extension enabling its master to see, hear, smell, taste, and feel, everything it experiences. Thus, familiars make great spies; listening to conversations and prowling into areas not easily accessible to its master. Although the familiar understands and obeys its master it cannot actually speak to him.

Just as the spell caster knows what the familiar is feeling so does the familiar know what its master is experiencing. If one is in danger the other will know it. Because of the magical nature of the union the spell caster and the familiar both get an additional six hit points. However, if the familiar is hurt or attacked, its master also takes the same damage even if miles apart. **If the familiar is slain** the spell caster permanently looses the six hit points gained from the union plus an additional four points. There is a 50% chance he will also suffer shock from the ordeal; if he does he will lapse into a coma for 1-6 hours. Another familiar link cannot be tried for a period no less than one year.

Other limitations:
1)Telepathic/empathic communications maximum range 600 feet.
2)Familiar possesses its normal animal abilities.
3)Size maximum 25 pounds.
4)Usual animal types used: cats, dogs, coyotes, foxes, weasels, rodents, birds, lizards, and snakes.

Magic Net level four
Range: 60 feet
Duration: 2 melees per level of the spell caster
Saving throw: special

This spell creates a net composed of magic fibres which will snare 1-6 human sized victims within a 10 foot area. Normal weapons cannot cut through the net, only weapons of superior quality, magic weapons, or magic can effect this net. Even then it requires a full two melee rounds to cut out (a dispel magic barriers will dispel it instantly). Anyone caught in the magic net is helpless and unable to attack or defend. The spell caster can cancel the net at any time.

Saving throw: Although there is no save vs magic, intended victims can try to dodge being snared by rolling a 16 or higher.

Magic Pigeon level four
Range: immediate area
Duration: 2 months per level of spell caster
Saving throw: none

Through the means of a special incantation the spell caster is able to create a mystic facsimile of a pigeon. The magic pigeon is able to deliver a spoken (30 words or less) or written message to anyone, anyplace in this world (in the same dimension). However, the spell caster must know at least the general location of the recipient of the message and a specific person (or two) to receive the message. Upon reaching its destination it will seek out that person and immediately deliver the message. If the recipient of the message is not at the prescribed destination it will wait until he returns or until the spell duration elapsed and it fades away.

The magic pigeon looks exactly like a real pigeon but needs no food or rest; thus it can fly 720 miles every 24 hours at a speed of 30 mph. Normal weapons cannot harm or capture the pigeon but magic spells of entrapment can capture it. Only a dispel magic spell can destroy it.

Mystic Illusion level four
Range: 90 feet
Duration: 2 melees (conditional) per level of spell caster
Saving throw: standard vs illusion

This incantation conjures forth an image or illusion of anything the spell caster would like. Anyone not making his saving throw will believe the image to be true and respond accordingly. Although the image can be of anything, and as large as 20 by 20 by 20 feet, it has no audio, only visual effects. The illusion is immediately dispelled when touched by metal.

Saving throw: To save against the effects of this spell, players roll to save vs illusion not magic needing a roll of 14 or better.

Negate Magic level four
Range: 60 feet
Duration: instant
Saving throw: special

The negation of another spell caster's magic is difficult and dangerous. *Note*: this spell negates only **spell** magic and is useless against circles, symbols, illusions (other than spells), psionics, magic weapons, powders, and potions.

Negating magic is very similar to the dodge and parry in hand to hand combat. The spell caster attempting to negate another spell caster's magic spell rolls to negate/dispel the magic by rolling a 20 sided die. This is a *mystic attack* against the spell and spell caster; thus, the defending spell caster rolls a *mystic parry* (saving roll). This is done by rolling a 20 sided die. If the defending character's roll matches or betters the attacker's roll then he has won and the spell is not negated. If the attacker's roll is higher then he successfully negates/dispels the magic. *Note:* even if the defending spell caster is thousands of miles away, in another dimension, or even dead his spell still gets a mystic parry. Spell strength bonuses still apply.

Spell strength bonuses apply as a mystic bonus to parry against the negating attack. Thus if the spell caster has a +2 spell strength he has a +2 to parry against the negation attempt. *Note:* **Special bonuses:** Devils, demons, elementals, and dragons have a bonus to save against spell magic negation of +5. Gods have a bonus of +8. *These are not spell strength bonuses* but special bonuses against negation due to the mystic properties of these creatures.

Spirit of the Wolf level four
Range: self or others
Duration: 10 melees per level of the spell caster
Saving throw: none

This high powered spell affects only one person per spell casting, heightening the five senses of that person. The following abilities are bestowed.
Sight: 10 foot nightvision; 50% chance of seeing the invisible
Hearing: aware of a wider spectrum of sound frequencies; detect noise within 20 foot radius 90% chance, within 40 feet 40% chance; virtually impossible to be caught off guard or from behind (only 10% chance)
Taste: identify foods, spices, plants 50%
Touch: sensitive to even minor temperature changes 60%
Smell: identify odor within 20 foot radius or downwind humanoid 80%, animal 60%
All five heightened senses enable:
Track:
fresh trail (up to 3 hours old) 80%
less than one day old trail 60%
more than one day old trail 20%
Sense of direction 90%
+2 to damage

Size of the Behemoth level four
Range: self or other
Duration: 5 melees per level of spell caster
Saving throw: none

This spell can be cast upon oneself or another person within the spell caster's line of vision and no further than 30 feet. The incantation increased the size and weight of the person to 15 feet tall and 800 pounds. The spell effects only the physical body and not the clothes, armour, weapons, or possessions the person was wearing or holding.
Strength is increased to 30
damage bonus: +15
Speed is reduced to 6

Turn Objects Invisible level four
Range: 60 feet
Duration: 8 melees per level of the spell caster
Saving throw: none

The spell caster is enabled to turn one object invisible or a small number of stationary objects invisible (within a 5 foot radius). However, the weight of the object(s) must not exceed 60 pounds. In the case of weapons the weapon will be invisible but will become visible when stained by blood. Magic items turned invisible will still radiate magic if a sense magic is done.

Elemental Spells

Clay to Lead level four
Range: 10 foot radius
Duration: permanent
Saving throw: none

Extinguish Fires level four
Range: 30 feet
Duration: permanent
Saving throw: none

Fifteen foot Air Bubble level four
Range: 15 feet
Duration: 5 melees per level of spell caster
Saving throw: none

Hail level four
Range: 5 foot radius
Duration: 2 melees per level of spell caster
Saving throw: none

Phantom level four
Range: immediate
Duration: 5 melees per level of spell caster
Saving throw: none

Wall of Ice level four
Range: 60 feet
Duration: 10 melees per level of spell caster
Saving throw: none

Wall of Thorns level four
Range: 60 feet
Duration: 10 melees per level of spell caster
Saving throw: none

Wither Plants level four
Range: 30 feet
Duration: permanent
Saving throw: none

LEVEL FIVE

Blind level five
Range: 90 feet
Duration: 5 melees per level of spell caster
Saving throw: standard

This vicious spell will temporarily blind anyone it is cast upon, but can be directed against only one person at a time. The blinded person attacks at -5 to strike and at -10 to dodge and parry. The chance of stumbling and falling is 50% every 10 feet.

If the blind spell is cast upon another spell caster he cannot use any spells which require his vision. If the blind spell caster uses any defensive/assault spells such as magic net, ball lightning, fire ball, carpet of adhesion, etc., there is a 65% chance that spell will be misdirected upon his own comrades.

Create Bread and Milk level five
Range: 30 feet
Duration: permanent
Saving throw: none

This incantation creates 2-12 loaves of bread and 1-6 gallons of milk held in jugs which disappear when emptied.

Detect Poison level five
Range: 15 feet
Duration: instant
Saving throw: none

The spell caster is able to direct his sight and concentration on a particular object and detect whether or not the object or liquid is laced with poison. This would also include mind, mood, and physically altering drugs.

Eyes of the Wolf level five
Range: self or other
Duration: 20 melees per level of spell caster
Saving throw: none

The sister spell to the Spirit of the Wolf, it bestows the following abilities:
Nightvision 60 feet
See the invisible 75%
Identify plants/fruits 70%
Identify tracks 85%
Track 50%
Detect poison 55%

Heal Self level five
Range: self
Duration: permanent
Saving throw: none

This spell is very similar to the psionic bioregeneration, magically healing cuts, bruises, internal injuries, restoring 2-12 hit points to the spell caster.

Induce Epilepsy level five
Range: 60 feet
Duration: 4-24 melees
Saving throw: standard

This spell wracks the victim's nervous system causing him to convulse and thrash about wildly as if having a severe epileptic seizure. The victim will drop anything he may be holding and collapse to the ground completely incapacitated by the seizures. The afflicted person cannot engage in battle, defend himself, speak, stand, or even crawl. In addition he will take from 1-6 points of damage from the attack.

This spell affects only one person per incantation and lasts 4-24 melee rounds.

Mute level five
Range: 30 feet
Duration: 20 melees per level of spell caster
Saving throw: standard

This spell temporarily affects the voice box and vocal cords preventing any voice or sounds to be uttered.

Metamorphosis (self) level five
Range: self
Duration: 50 melees per level of the spell caster
Saving throw: none

Metamorphosis self is a unique and mystifying spell which enables the spell caster to actually alter his physical shape and form. This means that a wizard could transform himself into the form of a sparrow as

easily as he can change into the form of a gargoyle. It is important to emphasize that while the spell caster can change his physical shape and form into any living creature, he does not gain the abilities of the creature he now resembles. Rather, the spell caster retains all of his normal eight attributes and hit points. This means that, while the spell caster may transform himself into a dragon, he does not gain the dragon's armour rating, special bonuses, ability to fly, or attacks.

Likewise, as a mouse, while the spell caster would gain the advantage of mouse size, he would not be able to communicate with other mice nor move as quickly as a real mouse. He would, however, be able to speak and cast spells as no normal mouse could. Consequently, in whatever guise the spell caster retains his own natural abilities and does not acquire those of the form he is assuming.

Shadow Beast level five
Range: immediate
Duration: special
Saving throw: none

This inter-dimensional spell summons a creature not of this world to do the bidding of the spell caster. Shadow beasts are large vicious predators of some other strange world. They stand 9 to 12 feet tall with sharp taloned claws and wicked fangs. Deadliest of all is their ability to completely merge into the smallest shadow, becoming completely invisible. While hidden in shadows they are undetectable even by a See the Invisible spell, since they are not truly invisible but one with the shadow.

Abilities in darkness or shadows
I.Q. 7 M.E. 7 M.A. 7
P.S. 26 P.P. 24 P.E. 30
Spd. 24 Hit points 90
Attacks per melee 3
Damage bonus +11
Dodge/parry bonus +5
Strike bonus +5
Invisible
Prowl 90%

Abilities in light
I.Q. 7 M.E. 7 M.A. 7
P.S. 18 P.P. 16 P.E. 15
Spd. 8 Hit points 45
Attacks per melee 2
Damage bonus +2
Dodge/parry bonus +1
Strike bonus +1
Visible
Prowl 45%

The spell caster can command the shadow beast in a combat situation for six melees per level of experience or in a non-combat situation send the beast on a simple mission ("bring me so and so's gem," or "slay so and so"). The shadow beast will remain in this dimension until the mission is completed or it is slain.

There is a 15% chance that the shadow beast will not return to its own dimension and will no longer obey the spell caster who summoned it. If this happens it will remain in our world wreaking havoc and killing innocent people for food and pleasure. Likewise it will kill any who try to send it back. Does 1-8 damage (plus bonus).

Shadow Walk/Meld level five
Range: self or others
Duration: 2 melees per level of the spell caster
Saving throw: none

This unique spell allows the spell caster to step in shadows becoming totally invisible even to a See the Invisible spell (a psionic presence sense will detect the presence of someone in the shadow). While in the shadow the spell caster cannot be seen or harmed by weapons or most magic (only charms and sleep are effective, but all psionic attacks are still applicable). The person in the shadow can talk and cast spells but cannot use a physical attack unless he steps out from the protective shadows.

Sudden or intense light will dispel the shadow revealing the spell caster who must flee into a new shadow for sanctuary. Feeble light (less than 10 torches or 5 lanterns) will only create more shadows.

While in shadow or darkness the spell caster prowls at 60%. *Note:* The mage can step into any size shadow large or small with the same results. This spell can be cast on others by reciting the spell and touching the intended recipient.

Teleport Self level five
Range: self
Duration: instant
Saving throw: none

Invoking this spell transports the spell caster from one location to another in the blink of an eye (maximum distance 5 miles). The spell caster can also teleport an additional 100 pounds per level of experience so long as he is maintaining some kind of physical contact with it. This spell could teleport another person if they fall under the weight limitation but there is a 26% chance of shock rendering both the spell caster and the passenger unconscious for 1-6 hours.

While teleportation can be very handy, it can also be extremely dangerous, especially if the area teleported to is unknown.

Chances for a successful teleport:
1) Teleporting to a familiar location (or one seen from your starting point): 99%
2) A place seen only a few times (2-6 times before): 76%
3) A place never seen but described in detail: 32%
4) A totally unknown place: 11%

Results of an unsuccessful teleport:
01-60 Totally wrong place. No idea of present location.
61-79 Teleport 300 feet above ground level, fall does 6-36 + 6 points of damage
80-00 Teleport into object; instant death.

The Strength of Utgard Loki level five
Range: self or others
Duration: 2 melees per level of the caster
Saving throw: none

Utgard Loki is a giant sorcerer of legend from some unknown dimension. When the spell is invoked it endows the spell caster with the giant's powers.
+5 on all saving throws
+6 to damage
+5 to dodge
Raises physical endurance to 24, strength to 21, speed to 24.
Adds one additional attack per melee in hand to hand combat.
These are bonuses in addition to possible O.C.C BONUSES. This spell may be cast upon oneself or another person as long as that person is within the spell casters line of vision and no more than 30 feet away.

Turn the Dead level five
Range: 60 feet
Duration: instant
Saving throw: standard

The utterance of this arcane spell will turn/repel 1-6 dead per level of the spell caster. This means that those affected will turn and immediately leave the area without harming the spell caster or anyone near him. The dead turned will not come back for 24 hours. *This spell affects* animated dead, skeletons, and mummies but does not affect the undead like vampires and zombies.

Saving throw: Each dead thing is allowed a saving throw vs magic, those that successfully save are not affected.

X-Ray Vision level five
Range: self
Duration: 2 melees per level of the caster
Saving throw: none

This spell empowers the spell caster to see through solid matter such as wood, stone, clay, dirt, and iron. However, it takes a few minutes of concentration to see through various substances. The following time is needed to see through these materials.
1 melee: 2 feet of wood or dirt, 1 foot of clay or stone, 1/2 foot of iron
2 melees: 4 foot of wood or dirt, 2 feet of clay or stone, 1 foot of iron
3 melees: 6 feet of wood or dirt, 4 feet of clay or stone, 1.5 feet of iron
4 melees: 8 feet of wood or dirt, 6 feet of clay or stone, 3 feet of iron

Elemental Spells

Animate Plants level five
Range: 10 foot radius
Duration: 2 melees per level of the caster
Saving throw: none

Circle of Rain level five
Range: 20 foot radius
Duration: 10 melees per level of the caster
Saving throw: none

Heal Burns level five
Range: touch
Duration: permanent
Saving throw: none

Melt Metal level five
Range: 60 feet
Duration: 2 melees per level of the caster
Saving throw: none

Part Waters level five
Range: 420 feet
Duration: 10 melees per level of the caster
Saving throw: none

Wall of Stone level five
Range: 60 feet
Duration: 10 melees per level of the caster
Saving throw: none

Water Seal level five
Range: 5 foot radius
Duration: permanent
Saving throw: none

Whirlwind level five
Range: 60 feet
Duration: 2 melees per level of the caster
Saving throw: none

LEVEL SIX

Age level six
Range: 90 feet
Duration: 3 melees per level of the caster
Saving throw: standard

This spell accelerates a person's or animal's aging process instantly transforming them to the *limit* of their natural age. Consequently, elves, dwarves, and other races which age much slower than humans are also affected. Only supernatural creatures such as gods, demons, devils, faeries, spirits, and dragons are not effected by this spell. The aged person will suffer the following:
-5 to strike
-4 to damage
-8 to dodge/parry
Attacks per melee reduced to half
Speed reduced to half

The age spell affects only one person per each spell cast up to 90 feet distant.

Animate Object level six
Range: 60 feet
Duration: 2 melees per level of the caster
Saving throw: none

This incantation allows the spell caster to animate and control any object or objects under a total of 50 pounds. The spell caster is able to mentally direct the object to do just about anything: a table to walk, a broom to sweep, etc. The spell caster can cause the object to hover up to six feet off the ground and move in any direction. *Note:* The spell caster must mentally direct the object(s), thus if he is knocked out or killed the spell is instantly cancelled. Likewise, if his vision is impaired/obscured he loses control of the object(s).

Dispel Magic Barriers level six
Range: 60 feet
Duration: instant
Saving throw: standard

The dispel magic barriers spell negates/dispels all magic barriers of any kind including the sorcerer's seal, carpet of adhesion, immobilize, wall spells, etc.

Saving throw: the magic spell being attacked automatically gets a standard saving throw as if it were a person. If a successful saving throw is made the negate magic barriers spell has no effect; the barrier remains.

Exorcism level six
Range: 60 foot radius
Duration: instant
Saving throw: none

This gives the spell caster a 60% chance of successfully exorcising/repelling such supernatural creatures as vampires, zombies, animated dead, and lesser devils and demons. Unlike the clerical equivalent, which requires much time and preparation, this magic spell is instant. The exorcised being(s) will not return to the place it was exorcised from for 1-6 days. This spell affects 2-12 beings per level of the spell caster.

Metamorphosis (Others) level six
Range: 15 feet
Duration: 30 melees per level of the caster
Saving throw: standard

Through this spell the spell caster is able to alter the physical shape and form of another person. The intended victim must be visible and no further than 15 feet away. Thus, a wizard could turn someone into a toad, snake, mouse, etc. The effects are temporary enabling the person to change back into his true form at the spell's end. All the principles and limitations described under Metamorphosis (Self) apply to this spell.

Mind Wipe level six
Range: touch
Duration: conditional
Saving throw: standard

The mind wipe blanks out any specific memory the spell caster may want to erase. This enables the spell caster to cause the victim to forget a particular event, name, spell, location,etc. Unfortunately this spell is unstable having various effects:
01-20 forgets for 1-6 days
21-40 forgets for 1-6 weeks
41-60 forgets for 1-6 months
61-90 forgets for 1-6 years
91-00 permanent

Mystic Alarm level six
Range: 12 feet (one object)
Duration: one week per level of the spell caster
Saving throw: none

The spell caster can protect his possessions and domicile by placing mystic alarms on them. This is a spell magic equivalent to the diabolists wards of alarm and operate in a very similar fashion. By invoking the mystic alarm spell, invisible ward-like symbols appear on any one object. If this object is touched/disturbed in any way an instant silent alarm will buzz in the spell caster's head alerting him to the intrusion. The alarm will alert him instantly even if he is thousands of miles away or in another dimension. Once disturbed the alarms disappear. Unlike wards, the mystic alarms have a limited spell life of one week per level of the caster.

Mystic Portal level six
Range: 6 feet wide by 15 feet tall portal opening
Duration: 4 melees per level of the spell caster
Saving throw: none

This spell creates a dimensional rift in the fabric of space allowing the spell caster to use it in the following ways:
Pass through solid walls. The caster has but to weave the spell targeting a particular blocked area. The area will shimmer bright and suddenly a portal or passage will appear as if cut out of the very stone. The portal can create a 12 foot deep passage per each level of the spell caster in any substance.
Teleportation. The portal can also teleport someone to another location instantly as well as flawlessly. Range: 300 miles. Limitations: as per Teleport. The portal can be placed on a vertical wall. Looking into it reveals what will appear to be just the other side of the wall even though the view may be completely incongruous to ones present location. Stepping through it will instantly place the person in that location.
Dimensional gate way. The portal can be used to get to another dimension or plane of existence. The greatest limitation is that the spell caster must be familiar with the other dimension having actually been there at least once.
One way passage. A limitation of this spell is that the portal provides only one way passage to or through all the afore mentioned places. Once a person steps through a mystic portal the portal behind him is gone (although people on the other side can see both the portal and the person). To return a new portal must be made on the other side by invoking the same spell again.

Schizophrenia level six
Range: 30 feet
Duration: 6 melees per level of the spell caster
Saving throw: standard

This spell causes its victim to become either *passive* or *disorganized*. Roll percentile to determine which effect occurs.
Passive/apathetic: the victim does not really care about what is happening , becomes skittish, and easily frightened. There is a 66% chance the enchanted person will surrender or run from a battle or frightful situation without thought or concern about the consequences (roll every 2 melees). He also has a -1 to strike, parry, or dodge. Prisoners will not try to escape (or even think about it).
Disorganized: the victims thoughts become very confused and muddled; all attacks (even magical) are reduced by one-half and are -2 to strike, parry, or dodge. The victim also has no sense of direction.
Telekinetics level six
Range: 40 feet
Duration: 6 melees per level of the spell caster
Saving throw: none

This spell empowers the spell caster to move or raise mass through mental force very much like the true psionic ability. Thus the spell caster can mentally open a door, move a latch, snatch an object, or hurl a small weapon up to 40 feet away. The spell caster can move 50 pounds per level of experience. *Small objects* weighing under 3 pounds can be hurled through the air as weapons doing 1-6 points of damage each and are +3 to hit due to the mental manipulation.

The Faeries' Dance level six
Range: 60 feet distance, 20 foot radius
Duration: 10 melees per level of the spell caster
Saving throw: standard

This is the spell magic used by faeries which forces its victims to dance in a mad frenzy until they drop from exhaustion. When the spell is invoked an eerie music permeates the air; all those hearing the music within a 20 foot radius will suddenly feel compelled to dance (unless they save vs magic). Victims dance against their will at a maddening pace around and around in a circle; they can be saved only by being forcibly pulled from the circle or rendered unconscious. Note: anyone entering the area must roll vs magic or be affected too. Dancing victims are -8 to strike, parry, or dodge.

At the end of the dance or every 20 minutes of dancing the dancers must roll under their P.E. or fall unconscious for 3-18 melees.

The Sorcerer's Seal level six
Range: 10 feet
Duration: conditional
Saving throw: special

The sorcerer's seal can permanently seal/lock a door, chamber, box, compartment, etc. Once the seal is cast no amount of brute strength, beating, or assault by weapons will break the seal nor will fire, lightning, cold, energy weapons, or magic effect it. Not even a god can open such a mystic seal, only a Dispel Magic Barrier spell has any chance of penetrating/dispelling it.

Before the seal can be cast the object (door, portal, etc.) **must** be completely sealed in wax. Only after all openings, cracks, and crevasses are sealed/filled with melted wax can the spell be placed upon it. Once sealed in wax and the spell invoked nothing can open it including the mage who cast the spell. Only a Dispel Magic Barrier may open it. Saving throw: none to place the spell but the seal is +2 to save against the spell magic Dispel Magic Barriers.

Witch Bottle level six
Range: person wearing it
Duration: one year per level of the spell caster
Saving throw: none

A witch bottle is a magic charm that will protect the wearer from attack or harm from a witch. This is another rare spell magic formula that requires very specific components and is created for a particular

individual. A witch bottle can be used **only** by the person it was created for. Anyone else using it is not protected in any way.

The witch bottle is a spell that must be cast in secret and seclusion. Spell casters are likely to sell a witch bottle to anyone who can afford it (price can range from 2000 to 20000 gold).

The protection of a witch bottle

+3 to save against spell magic from witches

+2 to save vs psionic, circle, wards, or poison attacks from witches

This also includes magic attack from the witch's familiar or demon/devil servant. The bottle protects the person from attacks from witches only and are ineffective against all other magic.

The ingredients

A sturdy pint bottle, a cork to cap the bottle, lead to seal the bottle, one-half pint of ram's blood, 3 small iron nails, 7 thorns, a pinch of salt, and some hair and nail clippings from the person who seeks protection. All these ingredients are placed into the bottle, corked, sealed, and boiled on a fire at midnight while the incantation is invoked.

Elemental Spells

Calm Storm level six
Range: 50 foot radius per level of the spell caster
Duration: 20 melees per level of the spell caster
Saving throw: special

Encase Object in Stone level six
Range: 8 feet
Duration: instant/permanent
Saving throw: none

Snow Storm level six
Range: 10 foot radius per level of the spell caster
Duration 5 melees per level of the spell caster
Saving throw: none

Walk the Waves level six
Range: self
Duration: 10 melees per level of the spell caster
Saving throw: none

LEVEL SEVEN

Astral Projection level seven
Range: self
Duration: 4 melees per level of the spell caster
Saving throw: none

This spell functions very much like the natural psionic ability. When a person astral projects his physical body falls into a death-like trance. The astral body enters the vast plane of the astral world. It is a pleasant world of rolling clouds and endless yellow sky. In this dimension the astral body is free to fly great distances in mere moments and gaze from the astral plane into the world containing its physical body. This provides a great spying vehicle, since only psionic presence sense can detect an astral body and only psionic attacks (from both the physical and astral planes) can harm the astral body. The astral body can be killed psionically by being prevented from returning to its physical body. Psionic hypnotic suggestion, stun, sleep, mind wipe, dispel spirits, and possession are all powerful weapons against the astral traveler.

The person has a 50% chance of successful travel through the astral plane and peering into the physical world. In astral form he cannot be seen or heard nor can he touch anything. He may make psionic contact through telepathy, empathy, or telekinesis.

Although hostile astral travelers can cause trouble (psionic attacks only), the real danger lies in returning to the physical body before the time limit elapses (4 melees per level of the spell caster). If the person becomes lost and cannot return to his body, the astral body is forever trapped in the astral plane. The physical body will die in 1-6 days. It is not wise to wait until the very last melee to return to the physical body.

Roll percentile dice to determine the state of mind and sense of direction. Roll percentile dice up to three times per melee to find the physical body. The player may keep trying until he succeeds or time elapses. The player must roll "definitely certain" to return.

01-30 hopelessly lost
31-50 uncertain/confused
51-80 fairly certain of location
81-00 definitely certain of location

Curse/boils level seven
Range: 30 feet
Duration: 1-6 weeks per level of the spell caster
Saving throw: standard

This vicious spell affects one person causing him to break out in painful boils within twenty minutes of being cursed. The victim's entire body will be covered with large, painful nodules that cause extreme discomfort if any pressure is applied to them. Consequently, the victim cannot wear any type of armour other than quilt or padding, nor carry a backpack or equipment. If a boil is struck or broken it does one point of damage. The constant discomfort makes sleep almost impossible and movement is often painful; as a result the person is -1 to strike and -2 to parry or dodge.

Remove curse is the only thing that can cure the boils. Normal medicines have no effect.

Empathy level seven
Range: 60 feet
Duration: 4 melees per level of the spell caster
Saving throw: standard

This is much more limited that the natural psionic ability but an effective weapon in the spell caster's arsenal. Through this incantation the caster is able to transmit a deep emotional sensation to another creature. This emotion can be anything from fear or hate to joy or sincerity. The emotion will instantly wash over its victim causing him to react accordingly.

Impenetrable Wall of Force level seven
Range: 90 feet
Duration: 5 melees per level of the spell caster
Saving throw: none

This spell creates a shimmering wall of light that no creature, weapon, or object may penetrate. Only a Dispel Magic Barrier spell or a powerful Negate Magic will destroy the wall. The spell caster is able to create a wall of force that measures 20 by 20 feet per level of experience. The wall can be cast up to 90 feet away.

Geas level seven
Range: 30 feet
Duration: conditional
Saving throw: standard

This powerful spell enables the spell caster to mesmerize and establish a geas/quest within the mind of his victim. The enchanted person will

be suddenly compelled to fill the implanted quest deserting friends, family, and responsibility. The enchanted person will not accept any quest that is illogical or that directly violates his alignment, code of ethics, or beliefs.

Remove Curse level seven
Range: 30 feet
Duration: permanent
Saving throw: none

The spell caster is able to magically remove both magical and clerical curses in much the same way as a priest. The spell has a 55% chance of succeeding and can be tried as many times as needed.

See Wards level seven
Range: 90 feet
Duration: 4 melees per level of the spell caster
Saving throw: none

Through this spell the spell caster can see the normally invisible magic energies that radiate from wards. In this way he can tell if a ward is real or not (a false ward radiates no energy.) He can also see the magic energy that covers and area when a protection ward is used or whether a ward is active or not.

Elemental Spells

Eternal Flame level seven
Range: immediate area
Duration: forever
Saving throw: none

Quicksand level seven
Range: 15 foot radius
Duration: 20 melees per level of the spell caster
Saving throw: none

Suspend Animation level seven
Range: self
Duration: 1 day to 10 years
Saving throw: none

Ten Foot Wheel of Fire level seven
Range: 120 feet
Duration: 2 melees per level of the spell caster
Saving throw: none or dodge

LEVEL EIGHT

Create Zombies level eight
Range: 6 feet
Duration: permanent
Saving throw: none

This necromantic spell turns a corpse into an undead. Zombies are more than simple animated corpses, they are the damned sentenced to unrest and slavery.

To create a zombie the spell caster must find a recently deceased person (6 hours maximum), lay it on a white or silver linen, draw a circle around it, and light three scented candles placing one on the forehead, one on the mouth, and one on the chest above the heart. This must all be done in secret, in a graveyard during a night of the full moon. Then the symbol of directed power is drawn on the corpse's throat with the still warm blood of the spell caster while the incantation is invoked. Soon after the zombie will rise to serve its master. The entire ritual takes about two hours.

Zombies obey only the person who created it and are generally used as slave labor or dread armies. Zombies are powerful undead and fear nothing. They retain only a rudimentary intelligence (I.Q. 4) and can comprehend only very simple and explicit commands.

Zombie
I.Q. 4 P.S. 20
2 attacks per melee, 1-6 damage or by weapon
+5 to damage
+3 on all saving throws vs magic and psionics
Charms, mesmerism, hypnotic suggestion type spells/influences have no effect at all. Fire and cold do half damage. Normal weapons do no damage (only silver, holy, and magic weapons can harm it).
Hit points: 1-8 per level of spell caster
A.R.: 14
Speed: 8
Zombies will rise again after killed within 48 hours unless their heads are severed from their bodies and buried separately or an exorcism is performed. Regenerate *all* hit points within 48 hours.

Curse/Fever level eight
Range: 30 feet
Duration: 1-6 days per level of the spell caster
Saving throw: standard

This magic curse inflicts a terrible fever upon its victims within one hour of being cast. The victim will feel weak, dizzy, and burning with a high fever. Attacks per melee, speed, and non-combat skills are reduced to one-half. The victim is also -2 to strike, parry, and dodge. The afflicted person should rest and have clergy summoned to remove the curse. If the person insists on participating in activities roll once every hour to see if he passes out from the fever (50% chance of passing out for 1-4 hours).

Normal medicines, healing potions, or healing touch are of no help; only a remove curse can cure the victim.

Doppleganger level eight
Range: self
Duration: 24 hours per level of the spell caster
Saving throw: none

This powerful spell creates a mystic duplicate of the spell caster. This "clone" looks exactly like the spell caster in every way but possesses only half of his hit points, memory, knowledge, attributes, and spell casting abilities. The original spell caster can implant any idea, goal, emotion, memory, etc. that he desires into the doppleganger's mind. He can then awaken it sending it on a mission or working with it side by side. The doppleganger will never question its existence.

The wizard can create only **one** doppleganger and cannot create another until that doppleganger is clain, dispelled or negated. Dopplegangers can be killed by normal weapons or magic and can be instantly destroyed by a negate magic spell. NOTE: yes, a doppleganger can create a doppleganger of itself (one).

Expel Demons level eight
Range: 15 foot radius
Duration: 15 melees per level of the spell caster
Saving throw: special

The spell caster is able to repel all lesser demons forcing them to leave the area and not return for at least an hour. The spell may also expel greater demons with a little less efficiency.
Saving throw: lesser demons must roll an 18 or higher to save vs spell magic; greater demons only have to roll the standard 12 or higher to save.

Expel Devils level eight
Range: 15 foot radius
Duration: 15 melees per level of the spell caster
Saving throw: special

This spell works exactly like the Expel Demons spell described previously.

Restoration level eight
Range: 6 feet
Duration: one melee/permanent
Saving throw: none

This awesome spell enables the spell caster to restore or regenerate a missing limb such as an arm, leg, or restore someone back to complete health when they were dying from disease or injury. This is an extremely costly spell as it *permanently drains the spell caster of one P.E. point* each time it is cast. The spell can be cast on oneself or another.

Swords to Snakes level eight
Range: 60 feet
Duration: 6 melees per level of the spell caster
Saving throw: none

Not only does this spell transform swords (large or small including daggers) to snakes, but the snakes are extremely hostile; biting whoever holds them doing 1-4 damage each bite (one attack per melee). The snakes will not change back into swords until the spell elapses. Note: magic swords (including holy and rune swords) are not affected. The spell caster can transform one sword per each level of experience.

Elemental Spells

Close Fissure level eight
Range: 60 feet
Duration: 8 melees per level of the spell caster
Saving throw: none

Earthquake level eight
Range: 120 feet
Duration: 2 melees per level of the spell caster
Saving throw: none

River of Lava level eight
Range: 120 feet
Duration: 5 melees per level of the spell caster
Saving throw: none

Stone to Flesh level eight
Range: 12 feet
Duration: instant/permanent
Saving throw: none

LEVEL NINE

Teleport (Superior) level nine
Range: 300 miles
Duration: instant
Saving throw: none

This spell can transport the spell caster and up to 1000 pounds per level of experience a maximum of 300 miles away. All the other conditions, dangers, and limitations as outlined under Teleport (Self) apply.

Summon Greater Familiar level nine
Range: immediate area
Duration: permanent
Saving throw: none

This spell summons forth a lesser devil or demon to serve the spell caster by becoming his familiar. This can be achieved by signing a pact (see witch) or by a battle of wills. The spell caster can impose his will over the devil or demon through a brief mental wrestling match. Roll a twenty sided die five times; if the spell caster rolls under his Mental Affinity (M.A.) three times out of five the demon or devil will be submissive and become his familiar. (See witch and greater familiar section; numbers 1 to 8 all apply).
Note: the familiar devil/demon is likely to challenge his new master (once a month) requiring another mental wrestling match and/or a show of power or punishment. The demonic familiar will be fairly loyal but may cheat, question, or lie to his master.

If the spell caster loses the mental wrestling match the demon or devil is likely to attack (1-50%) or just disappear (51-00%).

Elemental Spells

Rainbow level nine
Range: 1 mile
Duration: 15 melees per level of the spell caster
Saving throw: standard

Tornado level nine
Range: 100 foot radius
Duration: 2 melees per level of the spell caster
Saving throw: none

LEVEL TEN

Death level ten
Range: 60 feet
Duration: one melee
Saving throw: standard

This incantation wracks its victim's body and nervous system inflicting 1-6 points of damage per level of the spell caster. This is an automatic hit each time it is cast and effects hit points directly. One person is affected at a time. The spell can hit a target up to 60 feet away.

Havoc level ten
Range: 90 feet
Duration: 2 melees per level of the spell caster
Saving throw: standard

Another powerful spell of chaos, it affects everyone in a 20 foot radius and can be cast up to 90 feet away. Victims take 1-8 points of damage per melee, are confused, skittish, -3 to strike, parry, and dodge, and have no sense of direction.

Scroll Creation level ten
Range: self
Duration: temporary knowledge
Saving throw: none

Through this spell the spell caster is provided with the temporary knowledge and power to create a scroll. The spell caster can only create a scroll from his own knowledge of spell magic. The scroll can have the power and duration of any level not exceeding the spell caster's maximum level of experience/proficiency. It takes ten hours to create one spell; requiring repeated incantations, meditations, and translation into written form. A magic scroll must be written on parchment and in gold ink. They can be written in any language or combination of languages and bear magic symbols.

Scrolls are activated by being read, the written word disappearing as they are read. Upon completion of the reading the spell is activated as if a spell caster had invoked a spell. If a person stops reading for any reason the words continue to disappear rendering the scroll useless.

Elemental Spells

Hurricane level ten
Range: 120 foot radius
Duration: 4 melees per level of the spell caster
Saving throw: none

Magnetism level ten
Range: 20 foot radius
Duration: 15 melees per level of the spell caster
Saving throw: none

LEVEL ELEVEN

Dimensional Teleport level eleven
Range: another dimension
Duration: instant
Saving throw: none

Invoking this spell transports the spell caster and a maximum of 1500 pounds into another dimension. The location where the teleporters appear within that dimension is completely random unless the spell caster has been there before and knows exactly where he wants to appear. To dimensional teleport, a specific world/dimension must be in mind and must have its true name known to the spell caster (such as Hell, Hades, Taut, the Astral Plane, etc.)

The success ratio of dimensional teleportation is 6% per level of the spell caster. If the spell caster is unsuccessful nothing happens.

Resurrection level eleven
Range: 6 feet
Duration: instant/permanent
Saving throw: none

This awesome spell works very much like the clerical resurrection; restoring life into the dead. The resurrected person will have all his hit points, memories, abilities, and skills that he had at the moment of his death. Missing limbs will remain missing, but healed; this is not a regeneration process but a revitalization. This spell works only on creatures that have died in the last twelve months.

Success factor: regardless of the spell caster's level of experience the chance of success is 45%. The spell can be attempted on the same corpse no more than three times. If still unsuccessful another magic weaver or cleric will have to be sought.

Elemental Spells

Petrification level eleven
Range: 30 feet
Duration: permanent
Saving throw: standard

SPELLS OF LEGEND

Anti-Magic Cloud
The Barrier of Thoth
The Crimson Wall of Lictalon
Sanctuary

These four spell magics are the only known spells of legend that have survived the great confrontation with the old ones (although rumors persist that others still exist). These are all extremely powerful spells created by the greatest gods, wizards (such as Lictalon the elf), and Old Ones long before the existence of mankind. The spell knowledge for any of these spells are virtually unknown and jealously guarded by the very few who posses their secrets.

Anti-Magic Cloud legend
Range: 100 foot radius per level of the spell caster
Duration: 20 melees per level of the spell caster
Saving throw: special

Those who are ignorant of the great old magics insist that this spell never existed, that it is impossible, merely another myth. They are wrong. This incredible spell creates an ominous dark, grey-brown cloud large enough to hang over an entire town. It cannot be dispelled magically or by manipulating elemental/atmospheric conditions. The cloud's effect is as singular as it is spectacular; it simply **negates all magic!** Spell casters cannot weave spells, circles and wards are ineffectual, potions and charms are impotent. Any object of magic (except runes and rune swords/weapons) is rendered harmless as long as it is under the anti-magic cloud. The magic returns when the cloud is cancelled.

Only the creator of the cloud is not affected. **Saving throw:** only an 18 to 20 saves against the cloud and even these lucky few will find their magic reduced to half strength. If outside the cloud's range the magic abilities return.

The Barrier of Thoth legend
Range: 75 by 75 by 25 feet per level of the spell caster
Duration: 30 melees per level of the spell caster
Saving throw: none

This spell of legend creates a super wall of force with an A.R. of 18 and 400 S.D.C. per level of the spell caster. In addition the barrier is impervious to fire and cold and prevents (negates) people from teleporting beyond or casting any type of magic or psionics through it. Thus, a wizard casting an earthquake spell would affect the area before the barrier but it would stop at the barrier. Likewise a cloud of slumber (or anything else) could not be cast beyond the barrier. The barrier also regenerates at a rate of 200 S.D.C. per melee.

The Crimson Wall of Lictalon legend
Range: 50 by 50 by 25 feet per level of the spell caster
Duration: 20 melees per level of the spell caster
Saving throw: special

The mere sight of this eerie crimson wall of flame that does not burn strikes fear in the bravest, for within the flames are the shadows of the souls it has devoured. Large humanoid shapes, men, elves, dragon, and others not easily identified are contained within the dreaded, crimson fire.

Effects of walls

Fear: anyone seeing the wall has a 70% chance of running away in terror. Standard saving throw.

Entering/passing through the wall:

1)Upon entering its silent cool flames the person takes 6-36 points of damage unless a standard saving throw is made.

2)staying in the wall for more than 3 melees jeopardizes sanity unless a saving throw vs insanity is made. Saving throw: standard, but if unsuccessful roll once for each insanity: affective disorder, psychosis, and phobia.

3)Staying within the wall for more than 6 melees jeopardizes ones very soul. If the soul is lost the person becomes one of the featureless shadows forever locked in the wall. Saving throw: person must roll a 16 or better to save. Roll every melee beyond the first six. Those lost cannot be saved.

Sanctuary legend
Range: 50 foot radius per level of the spell caster
Duration: 1-6 hours per level of the spell caster
Saving throw: none

This legendary spell prevents all acts of aggression or hostility within its radius. It is so powerful that it can immobilize an entire army. Any creature that attempts to attack or harm any other creature within its radius is instantly struck down becoming temporarily paralyzed or rendered unconscious. The aggressor is not harmed in any way but merely immediately and completely incapacitated. The perpetrator of any action that will harm another, no matter how subtle, will be immobilized. Only the spell caster of the sanctuary is not subject to its effects.

Warlock

WARLOCKS

A warlock is a man or woman who draws his powers from one or two of the Four elements Air, Earth, Fire, and Water. *NOTE*: A warlock is **not** *a male witch*.

THE WARLOCK O.C.C.

Warlocks are men and women who believe that the 4 elemental forces are the components of life and the fabric of the universe. Consequently, while they may acknowledge the existence and powers of the gods, warlocks know that even these supernatural beings are a part of the living universe and the 4 elemental forces which compose it.

A warlock will directly ally himself to one (or two) of the elemental forces, acknowledging it to be his lord of life, power and magic. It is from this elemental force that the warlock will derive *all* of his magic powers. Although all 4 of the elemental forces are acknowledged and revered, it is this one (or two) force which becomes the warlock's life sign and source of power. Warlocks may worship and/or honor/respect any force, deity, or creature of nature and/or the elemental forces. They appreciate nature and freedom above all else.

CHOOSING AN ELEMENTAL FORCE

The player of a warlock **must** *choose an elemental force* as his character's *life sign* and *source of magic*. The elemental force chosen, Air, Earth, Fire, or Water, will determine the specific type of magic abilities a character possesses. A warlock has no power until an elemental force is chosen, and once chosen it *cannot be changed.*

CHOOSING TWO ELEMENTAL FORCES

If a player has a character with an I.Q. 12 (or higher) and a M.E 14 (or higher), he/she is allowed to choose 2 elemental forces as the character's life signs and source of magic. The advantage of this is that the warlock has a greater selection of elemental magic, being able to select one spell from each category of the 2 elemental forces. The disadvantage is that a mastery of one elemental force is impossible. For example: a warlock having chosen Fire as his one elemental force will be able to wield/command the forces of fire only, while a warlock having chosen 2 elemental forces of Fire and Air can command both. However, the Fire warlock will have a large range of fire spells, while the Fire and Air warlock must divide his spells between both Fire and Air. Thus, at third level the Fire warlock has six fire spells, while the Fire and Air warlock has three fire spells and three air spells. Both have six elemental magic spells, but the Fire warlock has greater control/mastery of his one elemental force, while the Fire and Air warlock has greater diversity of magic, but less control/mastery in each category.

Elemental Magic

ELEMENTAL MAGIC

Elemental magic taps directly into one or two of the great elemental forces (Air, Earth, Fire, or Water). A warlock's magic will be the command and control of that one or two elemental forces. Thus, a Fire Warlock's spells will **all** pertain to fire in some way (blinding flash, cloud of smoke, control of light and dark, control of temperature, create flaming circles, walls, etc.); an Air warlock wields *only* spells that relate to the forces of air (wind, clouds, rain, etc.); an Earth warlock only earth related spells; and a Water warlock only water related magic.

A wizard can also create spells that command or manipulate the elemental forces. These are elemental spells (spell magic) and are not limited to any one of the 4 elemental forces, however, the variety of elemental spell magic is pitifully limited when compared to the range of a warlock's elemental magic.

SPELL CASTING

A warlock derives his magic powers and spells directly from his elemental lord/force in much the same way as a priest from his deity. The elemental being that represents the warlock's chosen (elemental) life sign *gives* him the power and *grants* him the elemental magic knowledge/ability. The spell casting ability is not learned (like wizardry), but endowed by the elemental deity. The spell is cast by invoking the elemental power word(s) in a simple chant. **The spell casting table** indicates how many spells can be cast per day (24 hour period). **Both** the tables for one elemental force and two elemental forces are listed.

Choosing and Gaining spells

Likewise, the elemental magic (spells) a warlock is able to cast is also provided by the elemental deity. As a warlock reaches a new level of experience, he/she is allowed to select one or two new spells. The level of the spells selected is limited to the experience level of the warlock. This means a warlock can not select an elemental magic spell above his own experience level. Example: A Fire warlock (having one elemental lord) can select any two first level Fire elemental spells. At second level, the warlock chooses another two fire spells, but is able to choose from the range of fire spells listed under first and second level. Upon reaching third level of experience, the Fire warlock can again choose two fire spells, but this time is able to make his selections from the full range of fire spells listed under levels 1, 2, and 3. When a warlock reaches eighth level or higher, he can choose spells from any level 1-8.

Note: Warlocks with *two elemental lords* gain and choose spells in the exact same manner, except that they can choose only one spell from each of the two elemental magic categories.

Under no condition can a warlock learn any spells other than those provided by his elemental deity. Warlocks (along with witches and clergy) have no real knowledge of spell magic or any other magic, because their powers are given to them through their deity, not learned. **They cannot learn to use** *spell magic* (unless a multiple O.C.C. character), *circles*, or *wards*; **However,** a studious warlock can learn *about* such things, recognizing mystic circles and wards when he sees them and understanding some basic symbols

MULTIPLE O.C.C.

A warlock can stop maturing as a warlock (stop gaining experience points/levels as a warlock) to study a different O.C.C., gaining the skills and abilities of that occupation. The warlock will keep his elemental power as long as he does not forsake his elemental lord and/or his devotion to any of the 4 elemental forces. However, because of this devotion, it is not likely that the warlock would choose to study another area of magic, especially wizardry. See multiple O.C.C. section for details on the subject.

ALIGNMENTS

Although the elemental lords and forces warlocks worship and respect are very chaotic and elementals are considered to be evil (which isn't true), a warlock can be **any alignment** (good, selfish, or evil).

SPECIAL WARLOCK ABILITIES

Speak elemental
Sense elementals
Non-aggression
Summon elementals

SPEAK ELEMENTAL

All warlocks *can communicate with* **all elementals of all 4 elemental forces.** This means our Fire warlock can not only speak with all Fire elementals but Air, Earth, and Water as well. This can be extremely useful, as most (98%) elementals never leave the elemental dimension, which is their home, unless impressed against their will into some activity by a magic-user (usually a summoner or diabolist). This means they will tell the warlock everything they know about their mission or any other subject that may be inquired of them. Elementals will always be helpful, usually courteous and friendly toward all warlocks unless that warlock is known as an unfair enslaver of elementals. If the latter is the case the warlock will be treated as if he were scum and possibly attacked if he continues to pester the elemental. Of course, any warlock worth the title and friendship of elementals will sincerely offer his aid to help the elemental with its quest or duty or some way to ease its burden. Often, being courteous and generous to their little mortal brothers, they will decline the offer but many warlocks will aid their elemental friend/deity anyway).

It is very important to stress here that elementals generally have absolutely no regard for the lives or activities of mortal creatures. They will step on a baby or destroy a town in rage or even negligence. To an elemental, creatures of this dimension (including all intelligent races) are just bugs, nothing of value. It is not because they are evil, because there is no ill or evil intent, but because they are so completely different. **Only a warlock** can freely converse with an elemental without being ignored, torn limb from limb, or needing some kind of protection (circle, charm, ward, etc.). Nor will an elemental accept someone because he is the friend, kin, or lover of a warlock. *They will accept and befriend ONLY warlocks, none others.* (Elementals are so friendly toward warlocks that they have been known to stop in the middle of a massacre to converse). **NOTE**: All this applies only to **true elementals** and not elemental gods, godlings, or others.

SENSE ELEMENTALS

Warlocks are so intuned to true elemental forces that they can actually sense the presence of an elemental within a 60 ft. radius. **Likelihood of sensing an elemental** is 15% per each level of the warlock's experience.

There is **also** a 75% chance that a warlock can see an Air elemental (including the Jinn, which is a demon, not a true elemental).

NON-AGGRESSION FROM ALL ELEMENTALS

All elementals will not hurt their little mortal brothers (warlocks) unless absolutely necessary, provoked, or attacked first. Again, it is a result of the mysterious bond that is shared between elemental and warlock. Even if the elemental has been commanded/forced to kill a warlock as part of its quest, it will first warn the warlock of its mission, apologize, and state that it understands that the warlock may feel compelled to fight back. After these formalities the elemental will attack without hesitation or mercy.

If a warlock encounters an elemental that is guarding a passage way or object that he must use, the elemental will warn the warlock that it must kill him if he persists, and it will without hesitation if he does. Likewise, if a group of adventurers engage in combat with an elemental it will destroy all of them except the warlock in the group. Only if the warlock attacks the elemental will the elemental strike back, but only after inquiring "Why do you attack me, little brother?". An appropriate response would be something like "Because I must" or "Because I must pass", Elementals do not understand the concept of friendship and protecting the group because they are one's friends would be an explanation falling upon deaf ears. The elemental will accept "I must". If the little brother must, he must, just as an elemental does as it must. However, the warlock can stop the battle, discuss the situation, find out who is responsible for the elemental's mission and slay that person, which usually (but not always) frees the elemental. Or, the elemental may tell the warlock of a different entrance or way to get the item without a confrontation.

SUMMON ELEMENTALS

A warlock can summon only the type of elemental that is his chosen life sign. This means the Fire warlock can only summon a

Fire elemental.

The **summoning process** can be attempted only once a day (24 hour period) as the process is very emotionally and physically taxing. A physical symbol of the elemental force (see Diabolist: Stone symbols) must be present as the focal point of concentration; the symbols of the elemental must be scrawled on the floor in charcoal or in dirt/dust (see Diabolist: Mystic symbols); and *two hours* of concentration and chanting are required. Only a warlock may summon an elemental in this way.

Success ratio: 5% per each level of the warlock's experience.

Type summoned: Only the elemental force of the warlock's life sign can be summoned and only lesser elementals will respond. When the warlock is high level, he may be able to summon a greater elemental. See: true elementals section.

Ability: The warlock will be able to request the elemental to aid him in battle or activity for any length of time. However, the elemental will want to go back to its own world after a day or two. Only the warlock can release it to return to its own dimension. The elemental will become increasingly insistent about being released with the passing of each day. This will quickly change to *anger* and *hostility* at a rate of 12% per week. The percentage indicates the degree of its hostility and the likelihood of it killing the warlock (roll once for every week that passes in the Palladium world). If the roll is under the hostility percentage, the elemental will be angry enough to kill the warlock. *HOWEVER*, it will first warn the warlock that it will kill him if he does not release it now. Elementals never bluff. The elemental will obey only the warlock and will follow *any* command without question.

KNOWLEDGE ABOUT ELEMENTALS

Warlocks know and understand as much about elementals as humanly possible. See the *True Elementals* section for a detailed description about elementals.

WARLOCKS AND WEAPONS

Warlocks are not limited in any way in the choice of weapons by their beliefs or deities. However, being of a non-men of arms O.C.C., they do not have the full range of weapons types available to warriors. The weapon proficiencies available to warlocks are listed under the electives in the Warlock O.C.C. tables. They seem partial to iron weapons.

WARLOCKS AND HAND TO HAND COMBAT

Like all non-fighting classes, they have only one attack per melee. See Wizards and Hand to Hand Combat. *Same as wizard.*

HAND TO HAND COMBAT ELECTIVE

Same as wizard. Only the Hand to Hand: Non-men of arms elective skill is available. Warlocks spend their time in other areas.

WARLOCKS AND ARMOUR

Same as wizard.

COLORS AND CLOTHING

Warlocks all wear *clothing* that is indicative of his/her particular elemental life sign. Air: white or pale pastel color; Earth: brown, black or green; Fire: red; Water: blue; or brown, which is the universal color symbol of elemental forces. The standard garb of a warlock is a *hooded robe* (any armour is underneath the robe) in the color of his element.

Jewelry will also correspond directly to their elemental life sign. Air: diamond and/or sapphire; Earth: onyx; Fire: ruby and/or topaz; Water: emerald and/or pearl.

WARLOCK O.C.C.

Attribute requirements: I.Q. 6, M.E. 10 (to choose one elemental force) or I.Q. 12, M.E. 14 (to choose two elemental forces).

O.C.C. skills: spell casting, magic combat, power words (5), symbols (4 elemental), speak 2 additional languages (+25%), special warlock abilities.

Power words: knows the four elemental power words: Cherubot-kyn, Ariel-Rapere-kyn, Seraph-mytyn, Tharsis-mycn and yin.

Symbols: Knows the four elemental symbols and the six stone symbols.

Speaks two additional languages: the player can choose any two additional languages as an area of study and knowledge. See Secondary skill table; O.C.C. skill bonus (+25%).

Special warlock abilities: Speak elemental, Sense elementals, Non-aggression, Summon elementals.

Elective skills: choose 6 at level one, 3 at level three, 3 at level eight, 3 at level twelve.

Secondary skills: choose 8 at level one, 4 at level four, 3 at level ten.

Elective skills:
(magic electives same as wizard)
Recognize runes
Study circles
Study symbols
Study wards

Disguise
Dowsing (+12%)
Hand to Hand: Non-men of arms
Horsemanship: General
Identify plants/fruits (+5%)
Medical (+4%)
Pick locks
Pick pockets
Prowl
Read/write (+10%)
Scale walls
Use poison
W.P. Battle axe
W.P. Blunt
W.P. Knives
W.P. Spears/Forks
W.P. Short sword
W.P. Large sword
W.P. Staves
W.P. Small shield
W.P. Sling
W.P. Short bow
W.P. Cross bow

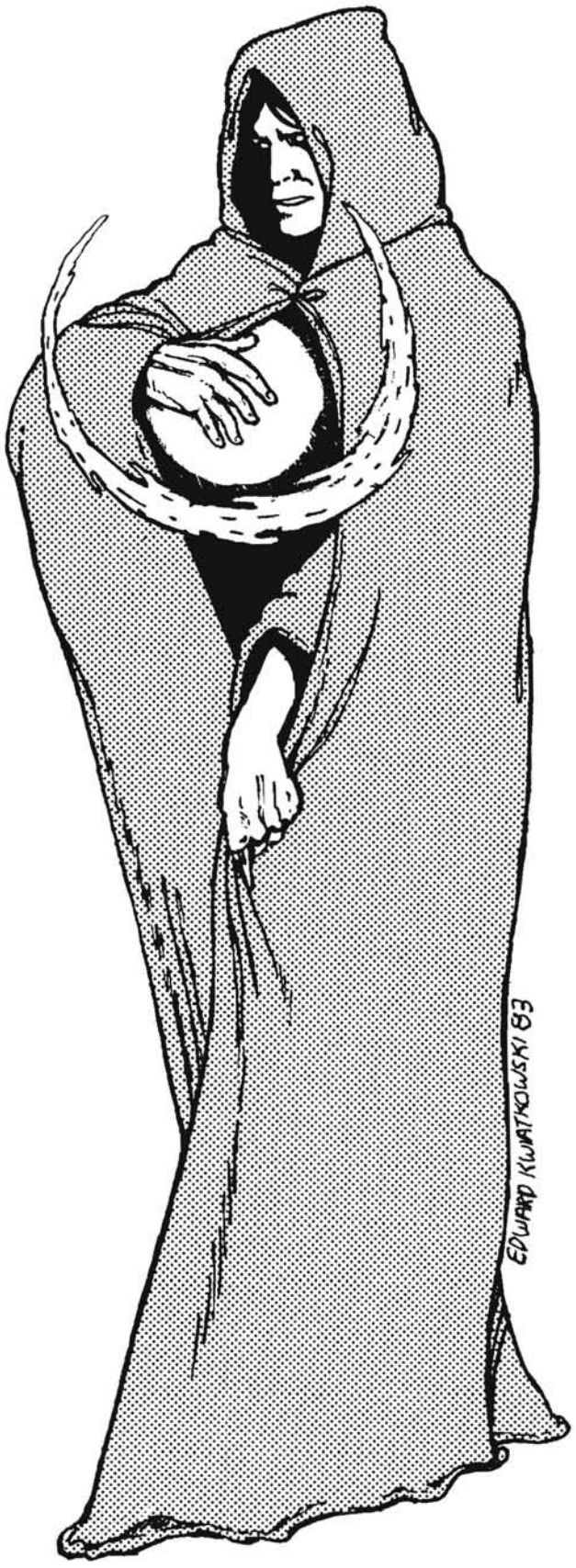
Secondary skills (*choice of any, but the following have O.C.C. skill bonuses*)

Demon and Devil lore (+10%)
Faerie lore (+10%)
Mathematics (+5%)
Play wind instruments (+10%)
Recognize precious metals/stones (+15%)
Religious doctrine (+5%)
Sailing (+12%)
Sense of direction (+10%)
Swim (+15%)

Level	Spell Casting (one elemental)	(two elemental)	Magic Combat
1	2	1/1	+1 save vs. spell magic
2	4	2/2	+1 save vs. circles/wards
3	6	3/3	+1 spell strength
4	8	4/4	2 SPELL ATTACKS per melee
5	10	5/5	Recognize enchantment 36%
6	12	6/6	Summon greater elemental 38%
7	14	7/7	+2 save vs. spell magic
8	16	8/8	+2 spell strength
9	18	9/9	Summon greater elemental 50%
10	20	10/10	Recognize enchantment 56%
11	22	11/11	+2 save vs. circles/wards
12	24	12/12	+3 spell strength
13	26	13/13	+3 save vs. spell magic
14	28	14/14	Summon greater elemental 77%
15	30	15/15	+3 save vs. circles/wards

Levels of experience
Warlock

Level	1	0 - 1880
	2	1881 - 3760
	3	3761 - 7520
	4	7521 - 15,000
	5	15,001 - 23,100
	6	23,101 - 33,200
	7	33,201 - 48,300
	8	48,301 - 68,400
	9	68,401 - 93,500
	10	93,501 - 133,600
	11	133,601 - 173,700
	12	173,701 - 223,800
	13	223,801 - 273,900
	14	273,901 - 324,000
	15	324,001 - 374,000



ELEMENTAL SPELL DESCRIPTIONS

FIRE SPELLS

Level one
blinding flash
cloud of smoke
create coal
flame lick
globe of day light
nightvision (60 feet)
resist fire
stench of Hades
Level two
cloud of ash
darkness
fiery touch
freeze water
resist cold
spontaneous combustion
swirling lights
tongue of flame
Level three
circle of cold
circle of flame
create heat
extinguish fires
fire ball
lower temperature
wall of flame
Level four
cloud of steam
flame friend
fuel flame
heal burns
heat objects/water
mini-fireballs
Level five
blue flame
breath fire
eat fire
screaming wall of flame
wall of ice
Level six
dancing fires
eternal flame
flame of life
ten foot wheel of fire
Level seven
fire whip
melt metal
river of lava
Level eight
burst into flame
drought

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AIR SPELLS

Level one
breath without air
clap of thunder
cloud of slumber
cloud of steam
create light
create mild wind (2 mph)
howling wind
stop wind
Level two
change wind direction
create air
heavy breathing
levitate
mesmerism
miasma
northwind
silence (15 feet radius)
wind rush (60 mph)
Level three
call lightning
darkness
fingers of the wind
float in air
fifteen foot air bubble
northern lights
resist cold
walk the wind
Level four
ball lightning
calm storm
dissipate gases
freeze water
invisibility
leaf rustler
phantom footman
protection from lightning
Level five
breath of life
circle of rain
darken the sky
detect the invisible
invisible wall
phantom
whirl-wind
Level six
electric field/wall
electromagnetism
mist of death
snow storm
vacuum
whisper of wind
Level seven
atmosphere manipulation
hurricane
rainbow
tornado

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WATER SPELLS

Level one
cloud of steam
color water
create fog
dowsing
float on water
purple mist
saltwater to fresh
water to wine
Level two
breath underwater
fog of fear
foul water
liquid (any) to water
resist fire
ride the waves
walk the waves
water seal
Level three
calm waters
circle of rain
command fish
freeze water
resist cold
sheet of ice
wall of ice
Level four
create water
hail
shards of ice
snow storm
swim like the dolphin
water wisps
Level five
earth to mud
protection from lightning
ten foot ball of ice
toxic mist
whirlpool
Level six
heal burns
hurricane
ice elemental
summon sharks/whales
encase in ice
Level seven
drought
rain dance
storm
tidal wave

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EARTH SPELLS

Level one
chameleon
dowsing
dust storm
fool's gold
identify minerals
identify plants
rock to mud
rot wood
Level two
create dirt or clay
dirt to clay
dirt to sand
grow plants
hopping stones
track
wall of clay
wither plants
Level three
animate plants
create mound
crumble stone
dig
earth rumble
encase object in stone
locate minerals
wall of stone
Level four
animate object
cocoon of stone (self)
mend stone
quicksand
repel animals
rust
sand storm
wall of thorns
Level five
chasm
clay to lead
clay to stone
close fissures
mud mound
river of lava
travel through earth
Level six
clay to iron
earthquake
mend metal
sculpt and animate clay animals
stone to flesh
travel through stone
wood to stone
Level seven
create golem
metal to clay
metal to wood
petrification
wall of iron
Level eight
cap volcano
magnetism
soul transference
suspended animation

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ELEMENTAL MAGIC DESCRIPTIONS

AIR ELEMENTAL MAGIC

LEVEL ONE

Breath Without Air air level one
Range: self or others by touch
Duration: 10 melees per level of the warlock
Saving throw: none

This spell enables the person affected to function totally without air, whether it be underwater or in a vacuum or in an area with little or no oxygen. This spell does not protect the person from magic toxins (miasma, cloud of slumber) or any other type of magic but does protect against natural toxins such as gas.

Clap of Thunder air level one
Range: quarter mile radius per level of warlock
Duration: one-half melee
Saving throw: none

The warlock is able to create a booming clap of thunder that is so loud that it seems to make the air vibrate. This is an effect method of intimidation, showing others anger, power, or simple theatrics. People with a low mental endurance (M.E. 8 or less) will become very jumpy and nervous. The thunder clap also makes a handy distraction.

Cloud of Slumber air level one
Range: 90 feet
Duration: 4 melees per level of the warlock
Saving throw: standard

This spell creates a 20 by 20 by 20 foot cloud which magically induces sleep (instantly) on all who pass through it. All affected will sleep until the cloud dissipates and until then they cannot be roused (unless dragged from the cloud in which case they will wake in six melees).

Cloud of Steam air level one
Range: 90 feet
Duration: 4 melees per level of the warlock
Saving throw: half damage

This spell enables the warlock to cast a cloud of steam (30 by 30 by 30 foot maximum size) up to 90 feet away. Anyone caught in the cloud or passing through it will take 1-8 points of damage for each melee spent in the cloud as well as being temporarily blinded for 1-6 melees. While in the cloud victims can not see and are in pain; striking, parrying, and dodging at -7. **Saving throw:** if the standard saving throw is successfully rolled (12 or better) the victim takes half damage and is only blinded for 1-3 melees.

Create Light air level one
Range: 6 foot radius per level of the warlock
Duration: 10 melees per level of the warlock
Saving throw: none

The warlock is able to magically create a light that is approximately the equivalent of one candle (per level of the warlock). As with all spells it can be cancelled at any time. Note: the warlock can increase or decrease the light intensity by thought and can have the light remain stationary or follow him.

Create Mild Wind (2 mph) air level one
Range: 320 foot radius
Duration: 4 melees per level of the warlock
Saving throw: none

This spell conjures up a mild wind about 2 mph. The warlock can control the winds direction and can direct it up to 320 feet away.

Howling Wind air level one
Range: 100 foot radius
Duration: 4 melees per level of the warlock
Saving throw: standard

The warlock is able to create a mild wind which creates an ominous, ghostly howling. All who hear the wind will become nervous and/or fearful. There is a 40% chance that those hearing the wind will leave the area (run away) fearing ghosts, banshees, or worse. Those who hear it but stay will be -1 to strike but +2 to parry and dodge (panicky, adrenalin flowing). Saving throw: standard; those who successfully save are not affected/afraid.

Stop Wind air level one
Range: 100 foot radius
Duration: 3 melees per level of the warlock
Saving throw: none

The warlock is able to completely still the wind for a 100 foot radius. No breeze or wind can penetrate this area; all is still. This spell only affects winds gusting under 25 miles per hour.

LEVEL TWO

Change Wind Direction air level two
Range: 320 foot radius
Duration: 4 melees per level of the warlock
Saving throw: none

This spell enables the warlock to change the direction of the wind any way he wants, as often as he wants (within his spell's duration).

Create Air air level two
Range: 5 foot radius
Duration: 3 melees per level of the warlock
Saving throw: none

The warlock is actually able to create breathable air in a 5 foot radius. This is not an air bubble so it must be done in an enclosed area otherwise it will just dissipate. This spell does not work under water.

Heavy Breathing air level two
Range: 60 feet
Duration: 5 melees per level of the warlock
Saving throw: standard

The warlock is able to conjure a mysterious, frightful sound of heavy, labored breathing as if something invisible was lurking about. The warlock can mentally manipulate the sound, increasing or decreasing the breathing rhythm and move the sound around up to 60 feet away. The breathing can be heard in a six foot radius. Those hearing the

breathing will become fearful and panicky. There is a 60% chance that the frightened fellow will flee in terror. Those who hear the breathing but do not run will be -2 to strike and -1 to parry and dodge as they shake in their boots.

Saving throw: standard; those who save are not affected/fearful.

Levitate air level two
Range: 30 feet
Duration: 5 melees per level of the warlock
Saving throw: none

This spell enables the warlock to lift himself, someone, or something up into the air. Maximum weight is 150 pounds per level of experience. The maximum height is 30 feet and the warlock can levitate things no further than 30 feet away. Note: levitation is the ability to rise straight up into the air, horizontal movement is impossible.

Mesmerism air level two
Range: 5 feet
Duration: 4 melees per level of the warlock
Saving throw: standard

The warlock conjures a nearly invisible swirling mist which creates a hypnotic state on the person who sees it (one intelligent creature at a time). This enables the warlock to induce simple hypnotic suggestions such as "tell about Oscar" or "you like me." The verbal suggestion should be weaved into a sentence or brief conversation. The mesmerized person will respond only to simple suggestions and cannot be forced to do something that is strongly against his nature. Subtlety is the key, using similar methods that one might use to manipulate a drunk.

Miasma air level two
Range: 60 feet
Duration: 4 melees per level of the warlock
Saving throw: standard

This spell creates a poisonous vapor that can be cast up to 60 feet away and affects a 10 foot radius. Those affected will instantly fall ill, struck with fever and vomiting. All victims take 1-4 points of damage each melee while in the vapor area and are -3 to strike, parry, or dodge.

Northwind air level two
Range: 200 foot radius
Duration: 6 melees per level of the warlock
Saving throw: none

The warlock is able to create a biting cold wind gusting up to 15 miles per hour. This wind will chill everyone to the bone unless they seek shelter or bundle up.

Silence air level two
Range: 15 foot radius
Duration: 5 melees per level of the warlock
Saving throw: none

By magically controlling the air vibrations the warlock can muffle any sound within a 15 foot radius. This creates a 93% prowl rating even for a small crowd clad in chain mail or plate armour. The spell affects only sound within the 15 foot radius around the warlock.

Wind Rush (60 mph) air level two
Range: 120 feet
Duration: one melee
Saving throw: to keep balance

This spell creates a short, powerful wind gusting at 60 mph which is capable of knocking people down, knocking riders of mounts, blowing small objects 20 to 120 feet away, or creating dust storms.

The wind can be directed by the warlock at a specific target or a general sweep (maximum wind width 20 feet) can be made. Any caught in the wind is helpless and unable to attack or move forward. It take an additional melee to recover, an 1-8 to gather up all the items blown away.

Saving throw: a roll of 18 to 20 saves one from losing one's balance and/or losing some item.

LEVEL THREE

Call Lightning air level three
Range: 120 feet
Duration: instant
Saving throw: none

This spell creates a lightning bolt which can be directed at any specific target up to 120 feet away. The lightning bolt shoots down from the sky hitting the desired target. The target or area must be within the warlocks line of vision. The lightning bolt does one 6 sided die of damage per level of the warlock.

Float in Air air level three
Range: self or other within 30 feet
Duration: 10 melees per level of the warlock
Saving throw: none

This spell creates air currents which hold a person or object aloft hovering about one foot above the ground. It can be used to slow someone's descent from a fall or used to float on top of water. Movement is awkward and slow while in the air. Speed of the floating person is reduced to half, all attacks, strikes, parries, and dodges are at -1.

Darkness air level three
Range: 5 foot radius per level of the warlock
Duration: 10 melees per level of the warlock
Saving throw: none

This is an *un-natural darkness* which cannot be dispelled by normal flames. Nightvision is cut to half in such enchanted darkness. Those with a prowling ability add 16% to their prowl skill while in the darkness only.

Fingers of the Wind air level three
Range: 90 feet
Duration: 3 melees per level of the warlock
Saving throw: none

The warlock can conjure a wind and manipulate it to touch, tap, bump, or press against a person or object. It can also put out candles, slam doors shut, or move or knock over small items weighing less than 10 pounds.

Fifteen foot Air Bubble air level three
Range: 15 foot bubble
Duration: 15 melees per level of the warlock
Saving throw: none

The warlock is able to create a durable 15 foot air bubble. The air bubble will contain breathable air for its duration and can be used under water. The bubble can be pierced and popped by normal weapons. The bubble has an armour rating of 6 and 30 S.D.C.

Northern Lights air level three
Range: 30 foot radius
Duration: 4 melees per level of the warlock
Saving throw: standard

This spell conjures forth a kaleidoscope of swirling, changing colors stunning/dazzling all who behold it. Victims will gaze helplessly into the dancing colors, not speaking, moving, attacking, parrying, dodging, etc., for the duration of the light show. All senses return at spells end. This spell can be cast up to 60 feet away.

Resist Cold air level three
Range: self
Duration: 30 melees per level of the warlock
Saving throw: none

The warlock is able to resist/ignore the effects of cold functioning without discomfort or ill effects.

Walk the Wind air level three
Range: self or others
Duration: 20 melees per level of the warlock
Saving throw: none

This is a sort of limited fly spell enabling those enchanted to hover up to 20 feet off the ground and glide along the wind currents. Warlocks love to impress people by casting this spell and walking into the sky as if climbing a staircase.
Speeds: walking persons normal speed
gliding, up to a maximum of 20 feet.
This spell offers maximum control and maneuverability. There are no restrictions in combat.

LEVEL FOUR
Ball Lightning air level four
Range: 90 feet thrown or energy field
Duration: special
Saving throw: none

This spell creates three basketball sized balls of lightning which will hover at the side of the warlock. With a simple gesture the three balls are hurled at their target.
The player must *roll a 20 sided die to strike* just as if the ball were a normal thrown weapon but the magic balls are *+5 to strike*. **Damage** is one 6 sided die for each ball per level of the warlock. The balls are destroyed on impact.

An electrical field can be created by placing the three balls in a triangular formation about four feet apart. This creates an electrical energy field 8 by 8 by 4 feet per level of the warlock that does 2-12 points of damage to anyone who passes through it. People in metal armour take an additional ten points of damage on contact. g.

Duration of the field is 3 melees per level of the warlock.
Destroying the field by destroying all three balls is possible. Each ball has an A.R. 5 and 30 S.D.C.

Calm Storm air level four
Range: 90 foot radius per level of the warlock
Duration: 30 melees per level of the warlock
Saving throw: special

The warlock can impose his will over the forces that be, reducing the intensity of a storm by half. The warlock can affect/influence a 90 foot radius per level of experience.
Saving throw: This calming effect is automatic against normal storms of any kind. Calming magically created storms is more difficult as it pits the warlock against the storm's creator. This mental and magic duel is exactly like the wizard Negate Magic

Dissipate Gases air level four
Range: 30 foot radius
Duration: 4 melees per level of the warlock
Saving throw: none

This spell dissipates/destroys all gases including magical. It reduces all damages and side effects by half and will completely dissipate a 30 foot radius of gas in 8 melees.

Freeze Water air level four
Range: 30 feet
Duration: varies
Saving throw: none

The warlock is able to freeze 20 gallons of water per level of his experience. This water will remain frozen until it melts due to normal conditions. This spell can be cast up to 30 feet away.

Invisibility air level four
Range: self or 6 foot radius
Duration: 10 melees per level of the warlock
Saving throw: none

This spell renders the warlock or everyone/everything in a 6 foot radius invisible. The spell requires intense concentration on the part of the warlock preventing him from casting any additional spells unless he drops the invisibility. He cannot perform any complicated task lest he lose concentration and become visible. All effects and abilities are identical to the wizard spell of invisibility.

Leaf Rustler air level four
Range: immediate area
Duration: 30 melees
Saving throw: none

Through this spell the warlock is able to summon and command a simple mischievous air elemental. This air elemental can be assigned an area or told to follow a particular person or group and rustle leaves, make noise, breath heavy, knock over objects, slam doors, tap, thump, blow out candles, etc.
Leaf Rustler
A.R. 12 Hit points 20
Invisible, 3 feet tall
P.S. 4 P.P. 6 Fly speed 20
I.Q. 5 +4 to dodge
The leaf rustler is too puny to steal any item weighing more than 3 pounds and is too dumb to spy or follow complicated orders. It will remain in this world until the spell's duration ends or the warlock sends it back.

Phantom Footman air level four
Range: immediate area
Duration: 15 melees per level of the warlock
Saving throw: none

This is another spell that enables the warlock to summon and command a lesser air elemental. This invisible aid will stay at the warlock's side (30 foot radius) helping to carry items, open doors, locate secret compartments/doors (89%), fly slightly ahead to check out a passage, etc.
Phantom Footman
A.R. 12 Hit points; 30
Invisible 6 feet tall
P.S. 20 P.P. 8 Fly speed 25
I.Q. 7 +4 to dodge
Impervious to normal weapons.
The footman can carry up to 250 pounds and still move at its maximum speed. It can perform simple tasks and simple reconnaissance. The elemental servant will obey only the warlock and will stay within 30 feet of him. It will remain in this world until the spell's duration elapses or it is sent back by the warlock.

Protection from Lightning air level four
Range: self
Duration: 10 melees per level of the warlock
Saving throw: none

The warlock is able to make himself nearly impervious to lightning or electrical effects. All damage is reduced to one-third from all electrical based energies.

LEVEL FIVE
Breath of Life air level five
Range: touch
Duration: permanent
Saving throw: none

This is the only life restoring elemental magic spell that exists. It will restore life to any creature which has died within the past 24 hours.The breath of life restores life into someone who is recently dead but does not restore missing limbs, heal burns, or cure insanity. It only restores *one-half* of the creatures original hit points, the rest must be regained through other means.
The warlock can revive a recently dead person by invoking the elemental magic and pressing his mouth to the dead person's mouth and blowing his breath into the lungs of the corpse. The person will revive in 3 melees if successful
Success Ratio: 74%
This spell can be attempted only once although another warlock can try on the same body.

Circle of Rain air level five
Range: 60 foot radius per level of the warlock
Duration: 30 melees per level of the warlock
Saving throw: none

Through this elemental magic the warlock can create a heavy downpour accompanied by thunder, lightning, and clouds. Anyone in the circle of rain will become soaking wet, chilled, movement slowed by one-third, and the sense of hearing and vision will be impaired (both normal and nightvision reduced to 30 feet). This magic can be done indoors and outdoors.

Darken the Sky air level five
Range: 300 feet per level of the warlock
Duration: 60 melees per level of the warlock
Saving throw: none

The warlock is able to manipulate atmospheric conditions by causing the sky to darken/turn grey and large black, ominous clouds to roll in as if a terrible storm were coming. A slight chill also permeates the area. This can only be done outside.

Detect the Invisible air level five
Range: 60 feet in line of vision
Duration: 10 melees per level of the warlock
Saving throw: none

The warlock is able to see/detect an invisible creature within his line of sight clearly and distinctly. The spell endows only the warlock with this ability.

Invisible Wall air level five
Range: 8 by 8 by 8 feet per level of the warlock
Duration: 2 melees per level of the warlock
Saving throw: none

This elemental magic creates an invisible wall composed of wind and water that cannot be penetrated because it continually renews itself. A Dispel Magic Barriers will destroy it completely in the blink of an eye. This spell can be cast up to 60 feet away.

Phantom air level five
Range: immediate area
Duration: 15 melees per level of the warlock
Saving throw: none

This spell summons a minor air elemental that will do the bidding of the warlock who summoned it. It will scout ahead, spy, hunt, kill, defend, attack, etc.
The Phantom
A.R. 12 Hit points 30
8 feet tall, invisible
Flies at speed 40, P.S. 221 P.P. 19 I.Q. 10
Does 1-8 damage or by weapon
+2 to strike, parry, and dodge
+6 to damage, 2 attacks per melee
+4 to dodge while flying
locates secret compartment/door 89%
can cast all air elemental magic level one at fourth level proficiency
can cast eight spells per day
Natural state is invisible (cannot turn visible).
Impervious to normal weapons.
When ordered to kill someone it will use what weapons that are at hand and/or magic. All elementals can see the invisible.

Whirlwind air level five
Range: 20 foot radius, 300 feet distance
Duration: 3 melees per level of the warlock
Saving throw: none

The warlock creates a whirlwind which is a rotating windstorm of limited intensity moving in an inward and upward spiral motion. Its 75 mph winds will suck up, hurl and dash to the ground anyone or anything within its 20 foot radius. Anyone caught in the wind cannot attack, cast spells, speak, etc. They will be snatched up and hurled about 12 to 24 feet taking 2-12+2 points of damage. (The whole experience lasts about one melee.)

Objects such as wooden doors, fences, walls, etc., exposed to the full force of the whirlwind will be smashed within two melees. Stone is hammered at a rate of one foot per every four melees; iron is not affected.

The whirlwind can move all directions but must be manipulated by the warlock requiring his full attention. A warlock cannot cast any other spells while maneuvering a whirlwind and must be within 300 feet of it.

LEVEL SIX

Electrical Field air level six
Range: 10 by 10 by 5 feet per level of the warlock
Duration: 6 melees per level of the warlock
Saving throw: none

The electrical field is a crackling wall of energy that inflicts 4-24 points of damage on anyone who attempts to pass through it. There is a 50% chance of being stunned for 2-12 melees taking an additional 4-24 points for each melee caught in the field. *People clad in metal* armour take an extra 20 points of damage automatically. All damage is subtracted from hit points and not armour S.D.C. The field cannot be attacked or destroyed but a Dispel Magic Barriers will destroy it instantly. Can be cast up to 200 feet away.

Electromagnetism air level six
Range: 20 foot radius
Duration: 20 melees per level of the warlock
Saving throw: none

This spell creates an area (20 foot radius) that is super magnetized. Any iron or iron alloy that enters its radius will be irresistibly drawn to the center or the field and held there until pulled away or the spell elapses.

The magnetic force is invisible and undetectable except for the irresistible pull if a iron object is placed in the field. To remove an object requires a combined strength (P.S.) of 600. The force can pull and hold a single object weighing up to 1000 pounds. The magnetism is so strong that it will rip swords from their scabbards, iron utensils from pockets, and draw to it an entire suit of armour man and all. Even though it is not a magic barrier a Dispel Magic Barriers spell can destroy the field; the magnetic field has a +5 to save however.

Mist of Death air level six
Range: 90 feet distance, 10 foot radius
Duration: 1 melee
Saving throw: standard

This elemental magic spell creates a toxic red mist that affects a 10 foot radius, inflicting 20 points of damage to everyone it touches. The mist lasts only one melee and dissipates instantly. The warlock can cast it in any area up to 90 feet away. Saving throw: standard, those who successfully save take no damage.

Snow Storm air level six
Range: 15 foot radius per level of the warlock
Duration: 8 melees per level of the warlock
Saving throw: none

Drops the temperature to 15 degrees fahrenheit, creates 30 mph winds, and creates snow and hail with a three foot accumulation every other melee. Reduces speed by half, reduces vision to 20 feet, and inflicts 1-8+1 points of damage each melee. Affects everyone in the storm radius. Can be cast up to 240 feet away.

Vacuum air level six
Range: 2 foot radius per level of the warlock
Duration: 2 melees per level of the warlock
Saving throw: special

The warlock is able to create a vacuum (an area devoid of air). If the vacuum is placed around a person/animal the person will immediately begin to choke/gasp for air and will be rendered unconscious in four melees. Suffocation occurs in six melees. Air elementals caught in a vacuum suffer 1-8+2 points of damage each melee.

Saving throw: the standard roll is made but it is to indicate if the person can escape from the vacuum area. The victim can roll two times in the first four melees only.

Note: the warlock can manipulate the vacuum as he desires at a speed of 8.

Whisper of the Wind air level six
Range: 40 miles per level of the warlock
Duration: special
Saving throw: none

This spell enables the warlock to send a verbal message (under 60 words) on the tongue of the wind. The message will travel on a gust of wind (40 mph) and can be sent to anyone within range as long as their exact location is known. The person receiving the message will hear it clearly whispered in his ear as the wind caresses his chest. The message is only spoken once.

LEVEL SEVEN

Atmosphere Manipulation air level seven
Range: 300 foot radius per level of the warlock
Duration: 30 melees per level of the warlock
Saving throw: none

This elemental magic enables the warlock to actually manipulate atmospheric conditions. In this way he can increase precipitation to cause heavy or light rain, a storm, frost, snow, darkness in the sky, clouds to roll in, etc. He can also slow or stop rain, make clouds go away, etc. Specifically the warlock can:

1) Raise or lower the temperature 10 degrees per level of experience.
2) Increase or decrease the wind 10 mph per each level of experience.
3) Increase or decrease precipitation 12% per level of experience.
4) Create normal fog.
5) Dispel normal fog at a rate of 6 foot radius per level of experience.

The proper manipulation of temperature and precipitation can create any number of atmospheric conditions.

Hurricane air level seven
Range: 120 foot radius; cast up to 300 ft. away.
Duration: 6 melees per level of the warlock
Saving throw: none

This elemental magic conjures a great sea storm with 100 to 150 mph winds blowing around within its 120 foot radius. The sea is lashed into huge waves (4-24 feet) which will batter and destroy all but the largest ships in 2-12 melees. Torrential rains, thunder and lightning accompany these terrific winds. Any person foolish enough to be above decks during this storm will take 1-6 points of damage per melee due to flying debris, wind, and hail.

Rainbow air level seven
Range: 1 mile
Duration: 15 melees per level of the warlock
Saving throw: standard

Through this magic spell the warlock creates a rainbow, extraordinary in its primatic color display arcing across the sky. The gentle beauty of this sight will raise the morale of *all* who view it, instilling a deep feeling of wonder, self worth, hope and job.

Tornado air level seven
Range: 100 foot radius
Duration: 5 melees per level of the warlock
Saving throw: none

The warlock creates the most severe storm possible, a tornado, accompanied by heavy rain, hail, thunder, lightning, and roaring winds. People within 100 feet of the funnel cloud take 3-18 points of damage each melee from flying debris.

The awesome black funnel cloud is the center of the storm with winds of 120 to 180 mph. The funnel sucks in everything within its 100 ft. radius destroying all wooden and clay structures and uprooting trees in one melee. It destroys stone structures (up to 8 feet thick) in two melees, and metal structures (up to 4 feet thick) in four melees. Any living creature caught in the funnel takes 1-6 points of damage per level of the warlock plus 20.

The warlock can maneuver the tornado as he desires in any direction. This requires the full attention of the warlock so he may not cast any other spells for the duration of the tornado. Should the warlock be knocked unconscious or killed, there is a 64% chance the tornado will run wild and uncontrolled, disappearing only after the full spell duration has elapsed.

EARTH ELEMENTAL MAGIC

LEVEL ONE
Chameleon earth level one
Range: self or others by touch
Duration: 18 melees per level of the warlock
Saving throw: none

This spell enables the affected person to seemingly alter the color and patterns of his clothes and physical body enabling him to blend into the surrounding environment. Movement destroys the effectiveness of this magic.
90% undetectable if unmoving
70% undetectable if moving 2 feet per melee or slower
20% undetectable if moving 6 feet per melee
totally ineffective if moving any faster.

Dowsing earth level one
Range: 120 foot radius
Duration: 10 melees per level of the warlock
Saving throw: none

This is the magically induced ability to sense the location of fresh (drinking) water, whether it be a stream, pond, river, or underground.

Dust Storm earth level one
Range: 20 foot radius per level or the warlock
Duration: 8 melees per level of the warlock
Saving throw: none

The warlock can cast a dust storm up to 120 feet away. Victims caught in the storm will find their vision impaired (both nightvision and normal), speed reduced by one-third as well as finding the whole situation uncomfortable and difficult to speak or cast spells.

Fool's Gold earth level one
Range: 5 feet
Duration: 20 melees per level of the warlock
Saving throw: standard

This elemental magic enables the warlock to cause any object to appear to be made of gold. After the warlock leaves, the object will still retain its gold appearance until the spell elapses. The effect is temporary and, upon close examination by those who can recognize precious metals it is seen that it is not gold.
Saving throw: standard with those who save recognizing it to be fool's gold.

Identify Minerals earth level one
Range: 5 feet
Duration: 3 melees per level of the warlock
Saving throw: none

The warlock is temporarily instilled with the knowledge of all minerals and fossil type formations. Thus he can identify minerals, rocks, metals, stones, with a 90% success ratio.

Identify Plants earth level one
Range: 5 feet
Duration: 3 melees per level of the warlock
Saving throw: none

Just like the previous spell, the warlock is endowed with the ability to recognize all types of plants, fruits, molds, and even herbs and powders which are primarily composed of plants.

Rock to Mud earth level one
Range: 20 feet
Duration: instant/permanent
Saving throw: none

This magic turns any type of stone or rock into mud. The warlock can transform 30 pounds of stone per level of experience. The spell can be cast up to 20 feet away.

Rot Wood earth level one
Range: 20 feet
Duration: instant/permanent
Saving throw: none

This elemental magic rots the structure of wood. This reduces its strength and structure by half. The warlock can affect 30 pounds of wood per level of experience.

LEVEL TWO

Create Dirt or Clay earth level two
Range: 12 feet
Duration: instant/permanent
Saving throw: none

This spell enables the warlock to actually create dirt or clay out of thin air. He can conjure up 30 pounds per level of experience.

Dirt to Clay earth level two
Range: 12 feet
Duration: instant/permanent
Saving throw: none

This spell enables the warlock to transform dirt into clay. Fifty pounds of dirt per level of the warlock is affected. The warlock can affect dirt no farther than 12 feet away.

Dirt to Sand earth level two
Range: 12 feet
Duration: instant/permanent
Saving throw: none

Another transformation spell, the warlock is able to change dirt into sand, affecting 50 pounds per level of experience.

Grow Plants earth level two
Range: 10 foot radius per level of the warlock
Duration: one month per level of the warlock
Saving throw: none

This spell increases the fertility of the area soil and doubles the natural growth rate of those plants on it.

Hopping Stones earth level two
Range: 60 feet
Duration: 4 melees per level of the warlock
Saving throw: none

With this spell the warlock can make any stones, pebbles, or rocks hop and jump creating a bizarre spectacle or using them to pelt people. The stones can hop up to 6 feet and a maximum of 50 pounds of stones are affected. An assault of pebbles does 1-8 points of damage. Small rocks do 1-4 points each, large (shoe size) do 1-6, and very large (football sized) to 2-12. The attack can be spread out to assault several people or directed on one person.

Track earth level two
Range: self or others
Duration: 10 melees per level of the warlock
Saving throw: none

This spell endows the person with the ability to follow tracks. This is a temporary ability enabling the person to track with a 77% proficiency. See track skill description for further details.

Wall of Clay earth level two
Range: 8 by 8 by 4 feet per level of experience
Duration: 12 melees per level of the warlock
Saving throw: none

The warlock can create a wall of clay with a total S.D.C. of 100 per level of experience. The wall can be cast up to 60 feet away.

Wither Plants earth level two
Range: 8 foot radius per level of the warlock
Duration: permanent
Saving throw: none

This spell kills all plant life within a 20 foot radius of the warlock. In the case of trees and heavy shrubs or vines their structure is weakened by one-half. The process takes three melees to complete.

LEVEL THREE

Animate Plants earth level three
Range: 40 foot radius
Duration: 4 melees per level of the warlock
Saving throw: none

This spell enables the warlock to mentally manipulate all plant life within a 40 foot radius around him. Thus he can cause any vines, weeds, shrubs, or trees to trap and ensnare an animal, entangle someone, or cover something. He can also manipulate the larger plants to grab and hold something. Although the limbs of the plants can be made to move and function like hands and arms, they are still restricted to the fact that the plant is rooted in the soil.

This spell requires the full concentration of the spell caster preventing him from casting any other spells. **Notes on plants:** since the warlock is likely to use this spell to impede movement and to attack here are some basic statistics;

Weeds, grass, soft plants: A.R. 2 S.D.C. 1-6, damage 0
Heavy weeds, vines: A.R. 5, S.D.C. 2-12, damage 1-6 per melee
Bushes, shrubs, small trees: A.R. 5, S.D.C. 3-18+4, damage; strangle 1-6 per melee or 1-4 each limb
Average trees: A.R. 8, S.D.C. 10-80, damage 1-8 per hit Large trees: A.R. 10, S.D.C. 20-120+40, damage 2-12 per hit
Maximum attacks by a plant per melee is eight.
All attacks must be within the warlock's line of vision. Entanglement can be utilized within the entire radius of control, even outside the line of vision.

Create Mound earth level three
Range: 10 by 5 by 5 feet per level of the warlock
Duration: 20 melees per level of the warlock
Saving throw: none

The warlock is able to move the earth to create a huge mound in the terrain. This is particularly handy in roughing up land, creating an area to hide, or creating a lookout post. One mound is created each time the spell is cast.

Crumble Stone earth level three
Range: 12 feet
Duration: instant permanent
Saving throw: none

This spell weakens or crumbles stone and rock. This reduces its structure by half. The warlock can crumble 50 pounds of stone per level of experience.

Dig earth level three
Range: immediate area
Duration: 6 melees per level of the warlock
Saving throw: none

This unique spell unleashes an invisible force that will dig a hole or tunnel for the warlock. It can dig through 10 feet of dirt per melee, 5 feet of clay, or 2 feet of stone per melee. This stone must be somewhat loose for this to work. A solid stone wall cannot be dug through.

Earth Rumble earth level three
Range: 30 foot radius
Duration: 1 melee per level of the warlock
Saving throw: standard

The earth rumble spell causes the earth within a 30 foot radius to rumble, shake, and tremble as if an earthquake was occurring. This will usually cause panic (unless a saving throw vs magic is made) among those experiencing the tremor causing animals to flee in panic (85% chance) and people as well (60% chance). It can be cast up to 90 feet away.

Encase Object in Stone earth level three
Range: 8 feet
Duration: instant/permanent
Saving throw: none

This spell works on objects (non-living). The warlock can magically encase any one object in a block of stone without damaging the item. The item will be permanently encased and must be broken free from the stone if it is to be retrieved. Very small items such as coins or gems can have up to a dozen encased in the same block. The warlock can create up to 35 pounds of stone to encase an object. The objects must be fairly small (6 inch circumference) or fairly long and narrow. The stone encasement is solid with an A.R. of 14 and a S.D.C. of 50.

Locate Minerals earth level three
Range: 40 foot radius
Duration: 4 melees per level of the warlock
Saving throw: none

The warlock is instilled with the temporary ability to sense and locate a particular mineral within a 40 foot radius (including underground deposits).

Wall of Stone earth level three
Range: 8 by 8 by 2 feet per level of the warlock
Duration: 10 melees per level of the warlock
Saving throw: none

This spell creates a wall of stone with a total S.D.C. of 300 per level of the warlock. The wall can be cast up to 60 feet away.

LEVEL FOUR
Animate Object earth level four
Range: 40 feet
Duration: 4 melees per level of the warlock
Saving throw: none

This powerful elemental magic enables the warlock to animate any wood, clay, or stone object weighing less than 50 pounds. Thus he can bring a chair or table to life bucking or kicking or running about a room, or make a jug or pot dance merrily across a table top. These objects as weapons do 1-6 damage if small (broom, stick, club, chair, jug, etc.) or 1-8 if large (table, sofa, large chair, etc.) Animated weapons constructed of wood or mostly wood or stone do their normal damage. The object has one attack per melee, speed of 8, +3 to parry, and +2 to hit.

Cocoon of Stone earth level four
Range: self
Duration: one day per level of the warlock
Saving throw: none

Similar to the encase objects in stone, this spell enables the warlock to encase himself in a protective cocoon of stone. The warlock is in a semi state of suspended animation and even though the stone is solid he can breath. While in the stone he cannot communicate verbally or cast spells. He is safe from extreme heat, cold, fire, magic clouds, and any other physically disabling phenomenon. The warlock can mentally cancel the cocoon at any time.

Cocoon: A.R. 16, S.D.C. 300, weight 500 pounds, thickness one foot

Mend Stone earth level four
Range: touch or immediate area
Duration: instant/permanent
Saving throw: none

This spell mends/ restores clay, stone, or rock sealing cracked or fractured pottery and rejuvenating crumbling or deteriorating stone. This increases the crumbling stone's S.D.C. by one-half and stops deterioration. The warlock can restore up to 70 pounds of stone or clay.

Quicksand earth level four
Range: 4 foot radius per level of the warlock.
Duration: 20 melees per level of the warlock
Saving throw: none

The warlock transforms normal earth or stone into a pool of quicksand. Anyone stepping into it will find himself sinking at a rate of 2 feet per melee. Struggling doubles the sinking rate. Once submerged the victim will drown within 6 melees (loses consciousness in 4). The quicksand is covered by leaves or water looking like a pool, pond, or bog, 79% undetectable outdoors, 97% undetectable in swampy area, and 30% undetectable indoors.

Repel Animals earth level four
Range: 20 foot radius
Duration: 15 melees
Saving throw: special

This spell repels all animals from the area (insects not included). The animals simply find the area disturbing and will not enter it. They may pace or wait just beyond the protective radius. Saving throw: each animal must roll a 17 or higher to not be affected by the spell. Pack animals would tend to follow their leader (50%) even if they have failed the roll.

Rust earth level four
Range: 12 feet
Duration: instant/permanent
Saving throw: none

This elemental magic weakens or rusts iron. This reduces its structure by one-third. The warlock can rust 40 pounds of iron per level of experience. The spell can be cast up to 12 feet away.
Saving throw: one for normal iron or steel but this spell is totally ineffective against magic items.

Sand Storm earth level four
Range: 20 foot radius per level of the warlock
Duration: 6 melees per level of the warlock
Saving throw: special

The warlock can cast the storm up to 120 feet away. Victims are blinded while in the storm, all sense of direction is lost, strike, parry and dodge at -4, and everyone takes 1-4 damage every melee. Speed is reduced by half.
Saving throw: those who successfully save vs magic take no damage and maintain normal speed.

Wall of Thorns earth level four
Range: 10 by 10 by 10 feet per level of the warlock
Duration: 10 melees per level of the warlock
Saving throw: none

This spell weaves a dense wall of hard, gnarled vines with long, sharp thorns. If someone falls into the thorns he takes 5 to 30 points of damage. Those wearing full suits of plate or banded armour can chop through the wall with little danger at a rate of 4 feet per melee.

LEVEL FIVE
Chasm earth level five
Range: 120 feet
Duration: 10 melees per level of the warlock
Saving throw: none

This spell splits the earth creating a yawning chasm that is 40 feet long, 20 feet long, and 20 feet deep per level of the warlock. At spells end the earth will close up as if it had never happened. The spell can be cast up to 120 feet away. Falling into the chasm does 1-8 damage for every 20 feet of depth.

Clay to Lead earth level five
Range: 12 feet
Duration: instant/permanent
Saving throw: none

This transformation spell converts ordinary clay into lead. The warlock can affect 50 pounds of clay per level of experience. The spell can be cast up to 12 feet away.

Clay to Stone earth level five
Range: 12 feet
Duration: instant/permanent
Saving throw: none

Another transformation spell that changes clay into stone. The warlock can change 50 pounds of clay per level of experience.

Close Fissures earth level five
Range: 60 feet
Duration: 8 melees per level of the warlock
Saving throw: none

This elemental magic will temporarily close any (non-magic) fissures, chasms, etc. The warlock must be within 60 feet of the edge of the chasm's edge and can close the opening by 50 feet in length, 30 feet in width per level of his experience.

Mud Mound earth level five
Range: immediate area
Duration: 30 melees per level of the warlock
Saving throw: none

This spell summons forth an earth elemental that appears as a huge walking mound of mud. The mud mound will obey any and all simple commands from the warlock, attack, lift, carry, etc.
The Mud Mound
A.R. 16 (other blows hit but just pass through the mud)
Hit points 38, 12 feet tall
P.S. 20, P.P. 18, I.Q. 7, Speed 10
does 1-8 damage or by weapon; +2 to strike, parry, and dodge
+5 to damage, 2 attacks per melee
Can cast all earth elemental magic level one
fourth level proficiency, can cast 8 spells a day

River of Lava earth level five
Range: 120 feet
Duration: 6 melees per level of the warlock
Saving throw: none

An impressive and deadly spell, the warlock can create a boiling river of lava that is 30 feet long, 10 feet wide, and 5 feet deep per level of experience. Creating the lava directly underneath a group/army is a vicious but terribly effective ploy; killing all or most and barring the path for others. Falling into the lava does 4-24+10 damage each melee. Victims can be pulled or levitated out but will be hideously burned and will take an additional 3-18 points of damage from the still flaming lava that clings to their body (this lasts for 3 melees unless cooled somehow). The river can be cast up to 120 feet away.

Travel Through Walls earth level five
Range: self
Duration: 8 melees per level of the warlock
Saving throw: none

This spell enables the warlock to travel/walk right through earth (dirt, sand, and clay but not stone, wood, or iron). The warlock can pass through earth substances like a ghost through a wall. Rate of travel 60 feet per melee through dirt or sand or 40 feet per melee through clay. If in the earth when the spell duration elapses the warlock will materialize and die instantly. He cannot cast spells or speak while traveling through earth.

LEVEL SIX
Clay to Iron earth level six
Range: 12 feet
Duration: instant/permanent
Saving throw: none

A transformation spell that changes clay into iron. The warlock can affect up to 50 pounds of clay per level of his experience.

Earthquake earth level six
Range: 120 feet
Duration: 4 melees per level of the warlock
Saving throw: none

This devastating elemental magic invocation does not simply open up a chasm in the earth but is an awesome destructive force. The quake sends out terrible shock waves as the very ground rumbles, undulates, and tears open. A fissure will ripple down the center of the quake ripping apart any in its wake doing 1000-4000 points of damage per structure. The fissure will run 60 feet long, 20 feet wide, and 20 feet deep per level of the warlock. Victims falling into the opening take 1-8 points for each 20 feet fallen. The warlock can close the fissure at will or it will close by itself at spell's end; those caught in the fissure at closing are crushed taking 250 points of damage.

Shock waves radiating away from the fissure do 6-36+40 points to any structures within 100 feet of the quake center each melee. People take 1-8 points from falling debris each melee and their speed is reduced by one-third.

Saving throw: none but a Dispel Magic Barriers will instantly dispel the quake (the quake is +5 to save however).

Mend Metal earth level six
Range: touch or immediate area
Duration: instant/permanent
Saving throw: none

This spell mends/restores iron, steel, and metal alloys, sealing cracks or fractures in any metal substance and rejuvenating rusted metal. This increases the S.D.C. of rusted metal by one-third and stops the deterioration. Armour can be mended by this process restoring 20 S.D.C. (up to the original of the suit). This spell does not effect magic weapons, armour, or items. The warlock can mend up to 60 pounds of metal per level of experience.

Sculpt and Animate Clay Animals earth level six
Range: touch/200 foot radius
Duration: 6 hours per level of the warlock
Saving throw: none

This elemental magic enables the warlock to sculpt any type of animal real or imagined up to 12 feet tall and/or long and animate it so that it moves like a living beast. The clay animal is under the warlock's mental control but must be within a 200 foot radius. This particular mental manipulation is very simple so that the warlock can cast other spells or engage in other activities.
Clay creature: A.R. 6, S.D.C. 1-8 per level of the warlock
Speed 10 (max), damage 1-4, 2 attacks per melee

Special note:
The right combination of spell can make the creature more formidable. Combining a clay to stone and a breath of life will create a stone golem-like creature (A.R. 14, S.D.C. doubled, damage 2-12). A similar combination will create an iron golem-like creature (A.R. 16, S.D.C. tripled, damage 3-18). Or a clay to stone, stone to flesh, and a breath of life will create a living zombie-like creature (A.R. 5, hit points 1-6 per level of warlock, damage 1-6, speed 12).

Stone to Flesh earth level six
Range: 12 feet
Duration: instant/permanent
Saving throw: none

This spell transforms stone to flesh and can restore people who have been turned to stone back to normal. The warlock can change 50 pounds of stone per level of experience.

Travel Through Stone earth level six
Range: self
Duration: 8 melees per level of the warlock
Saving throw: none

This spell enables the warlock to travel/walk right through stone (rock, sand stone, lime stone, etc. but not wood or metal). Rate of travel is 30 feet per melee; all restrictions of Travel Through Earth apply to this spell also.

Wood to Stone earth level six
Range: 12 feet
Duration: instant/permanent
Saving throw: none

This transformation spell enables the warlock to change wood (non living) into stone, affecting 60 pounds of wood per level of experience.

LEVEL SEVEN
Create Golem earth level seven
Range: Touch
Duration: permanent
Saving throw: none

The warlock first sculpts a golem (humanoid shaped) from clay with two onyx gems, worth no less than 100 gold each, for eyes and a heart of iron. The golem can be of any size up to 18 feet tall. The clay is then turned to stone (or iron). Then through the elemental magic golem spell the warlock places a single drop of his blood on the golem's forehead; six hit points are permanently drained from the warlock into the golem bringing it to life.

The Golem (stone)
A.R. 14, hit points 60
I.Q. 8, P.S. 25, P.P. 20, Speed 12
attacks per melee 2, damage 2-12
+10 to damage, +3 to parry/dodge, +2 vs magic
Psionic mental attacks have no affect. Magic toxins, sleeps, charms, mesmerism, and mental assault have no affect. Fire and cold have no affect. Mend stone restores 20 S.D.C. to the golem each time it is cast on him.

An Iron Golem
A.R. 17, hit points 66
I.Q. 8, P.S. 25, P.P. 20, Speed 10
+10 to damage, +3 to parry/dodge, +2 vs magic
Everything else stated under stone golem applies here except a mend metal is required to restore S.D.C.

The golem will obey only its creator and will follow any of his commands. Golems have no emotions, desires, ambitions, etc.; they are basically giant stone or iron robots.

Metal to Clay earth level seven
Range: 12 feet
Duration: instant/permanent
Saving throw: none

This transformation spell changes metal into clay. The warlock can change 60 pounds of iron per level of experience.

Petrification earth level seven
Range: 40 feet
Duration: permanent
Saving throw: standard

This is yet another transformation spell that changes any living creature to stone. The victim must be within the warlock's line of vision and not further than 40 feet away. The affects of petrification are instant and permanent. However, a stone to flesh spell will restore the petrified creature back to life.
Saving throw: if successful in saving against magic the person is not affected at all.

Wall of Iron earth level seven
Range: 8 by 8 by 2 feet per level of the warlock
Duration: 10 melees per level of the warlock
Saving throw: none

The warlock can create a wall of iron with a total S.D.C. to 400 per level of experience and 2 feet in thickness. The wall can be cast up to 60 feet away.

LEVEL EIGHT
Cap Volcano earth level eight
Range: 300 feet
Duration: 6 hours per level of the warlock
Saving throw: none

This powerful spell enables the warlock to place a temporary cap on a volcano stopping the flow of lava, ash, and soot. The warlock must get dangerously close, however, to the volcano's mouth to place a cap on it.

Magnetism earth level eight
Range: 30 feet radius
Duration: 30 melees per level of the warlock
Saving throw: none

Identical to electromagnetism spell.

Soul Transference earth level eight
Range: self
Duration: instant/permanent
Saving throw: none

Through this spell the warlock can permanently transfer his soul (I.Q., M.A., M.E., personality, memories, etc.) into any object of stone, clay, iron, or wood (living or dead). This is a permanent change as there is no way to reverse the process and the original body dies within six days. Whatever the object, the warlock's soul will remain trapped in the object until it is destroyed. In the case of soul transference into a living plant (wood), the warlock can animate and control the tree as if it were his own natural body (he is rooted to the ground however). Communication must be through telepathy or empathy or written (scrawling in the dirt). In this form he is limited to two attacks per melee. The soul transference can also be done with a golem.

The new sensations of the strange new body are likely to drive the warlock insane (roll on insanity tables twice every eight years).

Suspended Animation earth level eight
Range: self
Duration: 1 day to 10 years per level of the warlock
Saving throw: none

The warlock can place himself in a total state of suspended animation slowing all body functions to a crawl simulating death. The Warlock ages two years for every ten that he sleeps. While in the suspended state the warlock cannot cast spells; this is a death-like trance. His physical body is unprotected from external attacks or conditions so it should be placed in a safe, dry, warm place with some form of protection.

FIRE ELEMENTAL MAGIC

LEVEL ONE
Blinding Flash fire level one
Range: ten feet radius
Duration: instant
Saving throw: standard

This spell creates a sudden burst of intense white light temporarily blinding everyone in it's ten foot radius. Victims are blinded for one to four melees. The spell can be cast up to sixty feet away. Saving Throw: Standard; those who successfully save versus magic are not blinded.

Cloud of Smoke fire level one
Range: ninety feet
Duration: four melees per level of the warlock
Saving throw: none

This spell enables the warlock to create a cloud of dense black smoke (30' x 30' x 30' maximum size) up to ninety feet away. Victims caught in the cloud will be unable to see anything beyond the cloud and the impaired vision allows them to see no more than three feet in the cloud (and that is only a blurry shape). while in the cloud victims will be -5 to strike, parry and dodge.

Create Coal fire level one
Range: immediate area
Duration: instant/permanent
Saving throw: none

This spell creates lumps of coal out of thin air. The warlock can create twenty pounds of coal per each level of his experience

Flame Lick fire level one
Range: four feet per level of the warlock
Duration: two melees per level of the warlock
Saving throw: none

This elemental magic creates a tongue of flame that leaps from the palm of the warlock's hand. The warlock can shoot out this flame only once per melee doing 1-8 points of damage to the target (2-16 points of damage to wood). The warlock must roll to determine strike, with a +3 modifier.
Saving throw: none versus magic but victims may dodge (not parry) the attack.

Globe of Daylight fire level one
Range: radius of one foot per level of the warlock
Duration: 10 melees per level of the warlock
Saving throw: none

This spell creates a small sphere or globe of true daylight. This light is bright enough to light up a twelve foot radius (per level of the warlock). Because it *is* daylight, it can ward off most vampire keeping them at bay just beyond the light's radius. The warlock can mentally move the globe along with him or send it up to thirty feet away.

Nightvision fire level one
Range: 60 feet (self)
Duration: 20 melees per level of the warlock
Saving throw: none

The warlock is endowed with the ability to see clearly in the dark or at night for up to sixty feet.

Resist Fire fire level one
Range: self or others
Duration: 20 melees per level of the warlock
Saving throw: none

With this spell the warlock can make himself or one or two others fire resistant. This means heat has no ill effect and fire, normal and mystic, does half damage. The spell can be cast up to sixty feet.

Stench of Hades fire level one
Range: 60 feet
Duration: 4 melees per level of the warlock
Saving throw: standard

This spell creates a heavy sulfur-like stench which irritates the nose, eyes and stomach. Victims gag and retch from the terrible smell taking 1-4 points of damage each melee and are -2 to strike, parry or dodge while in the stench area. The stench of Hades can be cast up to sixty feet away and affects a ten foot radius.

LEVEL TWO
Cloud of Ash fire level two
Range: 90 feet
Duration: 4 melees per level of the warlock
Saving throw: none

This elemental magic creates a cloud (30' x 30' x 30' maximum) of burning hot ash and dust particles. The cloud impairs vision reducing both night and normal vision by half and does 1-8 points of damage each melee to everyone in the cloud. There is a 67% likelihood of inflaming all combustibles (dry wood, dry grass, hay, paper, cloth, etc.).

Darkness fire level two
Range: 5 feet radius per level of the warlock
Duration: 10 melees per level of the warlock
Saving throw: none

Creates an un-natural darkness. Exactly like the *third level Air spell* : Darkness

Fiery Touch fire level two
Range: self
Duration: 3 melees per level of the warlock
Saving throw: none

This spell cloaks the warlock in an invisible fiery aura that burns to the touch. If any part of his body is touched or he touches someone, that person takes 1-8 points of damage (each touch).

Freeze Water fire level two
Range: 30 feet
Duration: instant affect/until melts
Saving throw: none

Exactly the same as the *fourth level Air spell*: Freeze Water.

Resist Cold fire level two
Range: self or others
Duration: 20 melees per level of the warlock
Saving throw: none

With this spell the warlock can make himself or one or two others resistant to cold. This means cold, snow, frost, and cold based magic do half damage/effect. This spell can be cast up to sixty feet away.

Spontaneous Combustion fire level two
Range: 40 feet
Duration: instant
Saving throw: none

This spell causes combustible items (paper, wood, cloth, dry grass, etc.) to smolder and burn. The spell's initial effect is to instantly create the spark to start combustibles burning. However, it takes 1-6 melees for a fire to really begin to burn. The *success ratio* for each spontaneous combustion is 75%.

Swirling Lights fire level two
Range: 10 feet radius
Duration: 4 melees per level of the warlock
Saving throw: standard

This spell conjures forth a dazzling display of swirling, flickering lights which stun/bedazzle all who see them. *Victims* will gaze helplessly into the dancing light display oblivious to everything happening around them. If attacked/struck the victim will be roused from the enchantment, but will move at one-half speed and have half as many attacks as normal as long as the swirling lights spell is in effect.

Tongue of Flame fire level two
Range: self or other
Duration: 10 melees per level of the warlock
Saving throw: none

A crimson flame appears over the warlock's head (or who ever the spell is cast upon) enabling him to understand (but not speak) all languages.

LEVEL THREE
Circle of Cold fire level three
Range: 15 foot radius per level of the warlock
Duration: 10 melees per level of the warlock
Saving throw: standard

This creates an invisible circle (fifteen foot radius) of bone chilling cold. Any one in the circle will take one point of damage each melee from exposure. Water freezes in five melees (one gallon) and frost bite will occur if one is in the circle for more than fifteen melees (minutes) , unless heavily wrapped up in warm clothes and furs. Frost bite does

3-24 damage. The temperature in the circle is forty degrees below freezing. The spell can be cast up to ninety feet away.

Circle of Flame fire level three
Range: 60 feet
Duration: 10 melees per level of the warlock
Saving throw: none

The warlock can create a ring or circle of flame that is thirty feet in circumference and thirty feet high with five foot thick walls. Any one passing through the flame takes 4-32 points of damage.

Create Heat fire level three
Range: 30 foot radius per level of the warlock
Duration: one hour per level of the warlock
Saving throw: none

The warlock can raise the temperature of a particular area by fifteen degrees per each level of his experience.

Extinguish Fire fire level three
Range: 20 feet per each level of the warlock
Duration: 4 melees per level of the warlock/permanent
Saving throw: none

This spell will permanently extinguish any fires within the area of effect. The warlock has the ability to snuff out one or more fires for a period of 4 melees per level of warlock. The spell does not work on magic fires.

Fireball fire level three
Range: 90 feet
Duration: instant
Saving throw: dodge

The warlock creates a large fireball which hurls at it s target at an awesome speed, inflicting 1-6 points of damage per each level of the warlock. The fireball is magically directed and seldom misses.
Saving throw: none except dodge, but the victim must know the attack is coming and must roll an 18 or higher.

Lower Temperature fire level three
Range: 30 foot radius per each level of the warlock
Duration: one hour per level of the warlock
Saving throw: none

The warlock can lower the temperature by fifteen degrees per each level of his experience.

Wall of Flame fire level three
Range: 90 feet
Duration: 10 melees per level of the warlock
Saving throw: none

This spell creates a raging wall of flame that is 10 feet high by 15 feet long by 5 feet wide per each level of the warlock. Anyone touching or running through the wall takes 4-32 points of damage for each five feet of width. Can be cast up to ninety feet away.

LEVEL FOUR
Cloud of Steam fire level four
Range: 90 feet
Duration: 4 melees per level of the warlock
Saving throw: one half damage

Identical to the *first level Air spell*: Cloud of Steam.

Flame Friend fire level four
Range: immediate area
Duration: 30 melees
Saving throw: none

Through this spell the warlock is able to summon and command a simple minor fire elemental. This fire elemental can be assigned to guard something/someone, create light, help out in battle, chase and burn up animated dead, and so on.

Flame Friend
A.R. 13 Hit Points 20, 4 feet tall walking fire, speed 14, I.Q. 6, does 1-6 damage Bonuses: +3 to damage, +4 to dodge, two attacks per melee

Fire and normal weapons do **no damage**; magic or holy weapons, magic spells, circles and wards have full effect. Cold and water based magic does *double damage*. A gallon of water does 1-4 points of damage.

The flame friend will set ablaze any combustible material it touches (66% likelihood). It obeys *only* the warlock who summoned it.

Fuel Flame fire level four
Range: 20 feet
Duration: 3 melees per level of the warlock
Saving throw: none

The warlock can fuel or feed any fire/flame within his line of vision and no more than 120 feet away. This spell will triple the size, intensity, speed, etc. of any flame (suddenly flaring into a blazing inferno). The affect is much like spraying lighter fluid on hot coals for a barbecue.

Heal Burns fire level four
Range: 12 feet
Duration: instant/permanent
Saving throw: none

The warlock is able to heal burns (not cuts, bruises or anything else), restoring 2-12 hit points each time the spell is cast. It soothes the burns and heals the skin, even lessening the scar tissue.

Heat Object/Water fire level four
Range: 12 feet
Duration: 4 melees per level of the warlock
Saving throw: none

This spell enables the warlock to heat an object or boil water simply by staring at it. He can boil water in three melees and make an object too hot to hold in five melees (two points of damage if touched). He can even cook food.

Mini-Fireballs fire level four
Range: 90 feet
Duration: one melee
Saving throw: none/or dodge

The warlock can shoot small fireballs from the palm of his hand hitting targets up to ninety feet away. He can shoot one mini-fireball per each level of his experience, each does 1-4 damage per each level of his experience. *Example*: a fourth level warlock can shoot out four mini-fireballs doing 4-16 damage each. *+6 to strike target*, rolling for each fireball.
Saving throw: none versus magic, but a person may dodge (not parry) if he is aware that he is being attacked.

LEVEL FIVE
Blue Flame fire level five
Range: 6 foot radius per level of the warlock
Duration: 4 melees per level of the warlock
Saving throw: standard

Blue flame is the flame that does not burn. This flame may engulf an area but does not burn anything because it is the flame of ice. Victims of this spell are attacked by a terrible, painfully numbing cold that does 1-6 points of damage per each level of the warlock. When the flame disappears there is no trace of it ever having existed.

Breath Fire fire level five
Range: 8 feet
Duration: one melee per level of the warlock
Saving throw: none/dodge

Through this spell the warlock is able to breath/blow out flame like a dragon. He can do so once each melee for the duration of the spell. Each breath does 4-24 points of damage.
Saving throw: none, but person may be able to dodge.

Eat Fire fire level five
Range: self
Duration: 6 melees per level of the warlock
Saving throw: none

This spell enables the warlock to consume fire without damage. This is similar to similar to the fire-eaters seen at circuses, but the warlock can truly eat the flames, this is no trick.

Screaming Wall of Flame fire level five
Range: 90 feet
Duration: 4 melees per level of the warlock
Saving throw: standard against scream

The warlock is able to conjure a blazing wall of orange flame, 10' x 10' x 4' per each level of the warlock. Not only does the wall do 4-24 damage to anyone touching or running through it, but the wall darts and rears and shrieks a terrible scream as if it were alive (a fire elemental hidden inside the flaming wall does the screaming). Everyone seeing and hearing this is *filled with terror* and may *flee* (70% likelihood unless a save versus magic is made).
Saving throw: Standard; those who successfully save are not fearful at all. However the wall still burns for full damage unless resistant to fire.

Wall of Ice fire level five
Range: 8' x 8' x 3' per level of the warlock
Duration: 10 melees per level of the warlock
Saving throw: none

This spell creates a wall of ice with a total S.D.C. of 200 per each level of experience and three feet of width. The wall can be cast up to sixty feet away. Fire does double damage to the wall.

LEVEL SIX
Dancing Fires fire level six
Range: 12 feet
Duration: 4 melees per level of the warlock
Saving throw: none or dodge

The warlock is able to create one four foot high pillar of flame per each level of experience. Each does 2-16 points of damage and have a S.D.C. of sixteen each. Water and cold attacks do double damage to these fires; one gallon of water does 1-4 damage to them.

The dancing fires are not elementals but magically animated flame. They will dance and dart about, blocking a passage or chasing people around depending on the warlock's orders. The speed of dancing fires is ten.

Eternal Flame fire level six
Range: immediate area
Duration: forever (actually about 3,000 years)
Saving throw: none

This power elemental magic creates a one foot tall flame that will burn forever. The eternal flame is often cast to mark a special place or in memorium to someone. This flame can not be extinguished by any means, water, cold and magic have no effect.

Flame of Life fire level six
Range: 6 feet
Duration: permanent
Saving throw: none

This spell creates a mystic flame that will rekindle life in the dying (but not the deceased). The flame will restore a person in a coma or dying of poison to ten hit points above zero. The person will be weak and perhaps sick but they will not die. The spell works automatically and can be cast up to six feet away. **Note**: flame of life will work only on characters with one, zero, or negative hit points but in a coma not dead. Dead characters are beyond this spell's help. However, if a character has this cast upon him within fifteen minutes of death, there is a 23% chance that the flame of life will restore him back to two hit points.

Ten Foot Wheel of Fire fire level six
Range: 150 feet
Duration: 2 melees per level of the warlock
Saving throw: none or dodge

This spell creates a huge wheel of fire that is ten feet wide and fifteen feet tall which will roll in any direction the warlock directs. It does 1-8 damage per each level of the warlock to everything it rolls over. It is also likely (74%) to set ablaze any combustibles it rolls over. The wheel moves with a speed of eighteen.
Saving throw: none, but people can run, leap or dodge out of the way.

LEVEL SEVEN

Fire Whip fire level seven
Range: 6 feet
Duration: 5 melees per level of the warlock
Saving throw: none or parry/dodge

The warlock is able to create a mystic whip of flame that does 4-24 points of damage every time it strikes.
Saving throw: none versus magic, but characters can parry and dodge.

Melt Metal fire level seven
Range: 15 feet
Duration: 4 melees per level of the warlock
Saving throw: none

This elemental magic enables the warlock to melt up to forty pounds of metal per each level of his experience. The metal will become too hot to hold or touch (doing two points of damage if touched) and will melt into slag within four melees. The warlock does this by staring at the metal object to be melted. This spell does not melt or harm *magic* weapons, armour, charms or items.

River of Lava fire level seven
Range: 120 feet
Duration: 6 melees
Saving throw: none

Identical to the fifth level Earth spell of the same name.

LEVEL EIGHT

Burst Into Flame fire level eight
Range: self
Duration: 6 melees per level of the warlock
Saving throw: none

This spell makes the warlock totally impervious to fire. Even magical flames do no damage. He is also totally engulfed in flame (although neither he nor his possessions burn) doing 2-16 damage to anyone he touches and setting afire all combustibles he touches (61% likelihood). As with all magic, the warlock can cancel the spell at any time. The flaming warlock sheds light for sixty feet in darkness.

Drought fire level eight
Range: 200 foot radius per level of the warlock
Duration: one week per level of the warlock
Saving throw: none

Through this elemental magic the warlock is able to cause a drought by increasing temperatures by ten degrees per each level of his experience and preventing rainfall. This, of course, kills plant life, dries up shallow wells and ponds, and may cause brush fires after three weeks or more (54% chance, roll once per week).

WATER ELEMENTAL MAGIC

LEVEL ONE

Cloud of Steam water level one
Range: 90 feet
Duration: 4 melees per level of the warlock
Saving throw: half damage

Identical to the first level Air spell of the same name.

Color Water water level one
Range: 40 feet
Duration: one hour per level of the warlock
Saving throw: none

This spell will change the color of water into any color the warlock desires. He can affect fifty gallons of water per level of the warlock. The spell can affect water up to forty feet away.

Create Fog water level one
Range: 60 foot radius per level of the warlock
Saving throw: special
Duration: 10 melees per level of the warlock
The warlock can mystically manipulate atmospheric conditions to create a dense fog. Everyone in the fog will find both their night and normal vision reduced to one third. They strike, dodge, and parry at -1 while in the fog and cannot see beyond it at all.

Dowsing water level one
Range: 120 foot radius
Duration: 15 melees per level of the warlock
Saving throw: none

Identical to the first level Earth spell of the same name.

Float on Water water level one
Range: self or others
Duration: 20 melees per level of the warlock
Saving throw: none

This spell makes the enchanted person buoyant, floating on water. It does not endow the ability to swim

Purple Mist water level one
Range: 90 feet
Duration: 4 melees per level of the warlock
Saving throw: standard

This elemental magic creates a toxic mist that can be cast up to ninety feet away and affects a ten foot radius. Those affected will suddenly feel light headed and may pass out (39% chance), remaining unconscious for 1-6 melees. All victims take 1-6 points of damage each melee in the mist and are at -1 to strike, parry or dodge.

Salt Water to Fresh water level one
Range: 12 feet
Duration: instant/permanent
Saving throw: none

This is an elemental transformation spell that changes salt water into fresh, drinkable water. The warlock can change thirty gallons per each level of his experience. This spell can be cast up to twelve feet away.

Water to Wine water level one
Range: 12 feet
Duration: instant/permanent
Saving throw: none

Another transformation spell, the warlock is able to change ordinary *fresh* water into wine, affecting ten gallons per level of the warlock's experience. The wine is of fair to average quality, with the quality increasing by 5% per each level of his experience.

LEVEL TWO

Breath Under Water water level two
Range: self or other by touch
Duration: 20 melees per level of the warlock
Saving throw: none

This spell enables the warlock or one or two others to breathe under water, but does not grant any extra ability to swim.

Fog of Fear water level two
Range: 10 foot radius per level of the warlock
Duration: 4 melees per level of the warlock
Saving throw:

This is a wispy but ominous looking fog. Anyone entering the fog will suddenly become wracked with fear with a 63% chance of running away from the area. Victims are -2 to strike, parry and dodge while in the fog. Vision is reduced by half and strange shadows seem to move about in the fog.

Foul Water water level two
Range: 12 feet
Duration: instant/permanent
Saving throw: none

This transforms good fresh water into bitter, mildly toxic, non-drinkable water. The water will appear slightly discolored; yellow, brown or greyish. Persons drinking this foul water may get diarrhea and feel nauseous (27% chance) and take one point of damage for each full glass of water drunk. The warlock can foul twenty gallons per each level of his experience. He can spoil milk, mead, beer, ale, wine, and fruit juices. Stronger alcoholic spirits are not affected.

Liquid to Water water level two
Range: 12 feet
Duration: instant/permanent
Saving throw: none

Yet another transformation spell, this one changes *any* liquid into fresh drinking water. The warlock can change ten gallons per each level of his experience. **Toxic liquids** such as poisons, chemicals, or fouled water are much harder to transform and success with these is not automatic. The success chance for changing toxic liquids is 13% per each level of the warlock. If unsuccessful, the liquid is unchanged. This spell *will not* transform magic potions/liquids.

Resist Fire water level two
Range: self
Duration: 25 melees per level of the warlock
Saving throw: none

Identical to the first level Fire spell of the same name.

Ride the Waves water level two
Range: self
Duration: 10 melees per level of the warlock
Saving throw: none

The warlock summons a non-material wave that he can ride, as on a surf board, to his desired destination. This spell can be cast on others but the warlock is the *only* one who can summon and direct the wave. The wave moves at a speed of twenty miles per hour.

Walk the Waves water level two
Range: self
Duration: 12 melees per level of the warlock
Saving throw: none

This elemental magic enables the warlock to walk on water. To do this the water must be fairly calm with waves under four feet high.

Water-Seal water level two
Range: 6 feet
Duration: one hour per level of the warlock
Saving throw: none

The warlock is able to envelope any item under forty pounds per level of his experience in an invisible force that will protect it from getting wet. This is particularly handy for protecting scrolls or books from water damage.

LEVEL THREE

Calm Waters water level three
Range: 80 foot radius per level of the warlock.
Duration: 30 melees per level of the warlock
Saving throw: none

The warlock can impose his will over the forces of nature, reducing the intensity of water turbulence. He can reduce the size of waves and slow their speed by half, influencing an eighty foot radius per each level of his experience.

Circle of Rain water level three
Range: 60 foot radius per level of the warlock
Duration: 30 melees per level of the warlock
Saving throw: none

Identical to the fifth level Air spell of the same name.

Command Fish water level three
Range: 60 foot radius per level of the warlock
Duration: 15 melees per level of the warlock
Saving throw: none

The warlock is able to mentally summon and command any fish within his area of influence. They will obey only simple commands like come here, swim over there, attack, etc. The fish are not intelligent creatures and cannot communicate/speak. Dolphins, whales, and other aquatic mammals or amphibians (frogs, newts, etc.) are not affected as they are not fish.

Freeze Water water level three
Range: 30 feet
Duration: instant/until melts
Saving throw: none

Identical to the fourth level Air spell of the same name.

Resist Cold water level three
Range: self
Duration: 30 melees per level of the warlock
Saving throw: none

Identical to the third level Air spell of the same name.

Sheet of Ice water level three
Range: 60 feet
Duration: 6 melees per level of the warlock
Saving throw: none

This spell creates a sheet of ice coating any object(s) or floor/ground with an inch and a half of ice, making it very slick and slippery. If cast upon the ground, anyone walking on it will slip and slide. Effects:
Walking on the sheet of ice: 32% chance of falling; speed reduced by one half; -2 to strike, parry or dodge.
running on the sheet of ice: 77% chance of falling; speed reduced by one half; -5 to strike, parry or dodge.
Standing still or little movement: 15% chance of falling; speed reduced by 90%; -1 to strike, parry or dodge.
Crawling or sitting on ice: 10% chance of slipping/falling; speed reduced by 75%; -4 to strike, parry or dodge.
Ice coated items are cold to the touch (extremely uncomfortable) 48% chance of losing grip and dropping the item.

The size of the ice slick is an eight foot radius per level of the warlock. It can be cast up to sixty feet away.

Wall of Ice water level three
Range: 8' x 8' x 3' per level of the warlock
Duration: 10 melees per level of the warlock
Saving throw: none

Identical to the fifth level Fire spell of the same name.

LEVEL FOUR
Create Water water level four
Range: 60 feet
Duration: instant/permanent
Saving throw: none

The warlock can create twenty gallons of water, per level of the warlock, out of thin air. The water can be created up to sixty feet away and/or in midair.

Hail water level four
Range: 8 foot radius per level of the warlock
Duration: one melee per level of the warlock
Saving throw: none

This can be a devastating area effect spell, doing 1-4 points of damage per level of the warlock to everyone within the hail's radius for each melee of duration. Golfball size hail stones pelt the victims of this elemental magic onslaught. This spell can be cast up to ninety feet away.

Shards of Ice water level four
Range: 30 feet
Duration: one melee per level of the warlock
Saving throw: none or dodge/parry

This spell enables the warlock to shoot out sharp, pointed shards of ice from the palms of his hands. He can create one eight inch shard for each level of experience, shooting them all out in a single deadly burst once per melee. The shards do 1-8 points of damage each. They do not automatically strike the intended target (roll for each shard) but are +6 to strike. The maximum range is thirty feet.
Saving throw: none versus magic, but a dodge or parry is possible if the victim knows he is under attack.

Snow Storm water level four
Range: 15 foot radius per level of the warlock
Duration: 8 melees per level of the warlock
Saving throw: none

Identical to the sixth level Air spell of the same name.

Part Waters water level four
Range: 200 by 10 feet
Duration: 3 melees per level of the warlock
Saving throw: none

A powerful elemental magic spell, the warlock can actually part the waters of lakes, rivers, seas, oceans, etc. The spell cuts a 200 foot long by 10 foot wide (per level of experience) swath into the water parting it and drying the sea bed so that it can be walked on. If the warlock loses concentration, is knocked unconscious, or slain the spell is broken and the water comes tumbling in (70% chance of drowning and all take 40 points of damage, triple for seas, quadruple for oceans).

Swim Like the Dolphin water level four
Range: self or others
Duration: 20 melees per level of the warlock
Saving throw: none

The warlock or one or two persons are endowed with the ability to swim (not breath underwater) like a dolphin. This is superior swimming ability (98% perfect) enabling those enchanted to swim at a maximum speed of 35 mph and dodge at +4 underwater.

Water Wisps water level four
Range: immediate area
Duration: 15 melees per level of the warlock
Saving throw: none

This spell summons one minor water elemental for each level of the warlock. These elementals are very small and must be summoned in a body of water. They can fetch things from river or sea beds up to 100 pounds maximum per elemental. They can be used to drown swimmers or capsize small boats.
The Water Wisp
A.R. 13, hit points 11, P.S. 10
P.P. 10, I.Q. 6, 3 feet tall
invisible in water, swim speed 10 mph
1-4 damage in combat, no bonuses
Normal weapons do no damage, magic weapons, spells, circles, wards

do affect/damage them. Fire (even normal fire) and heat does double damage. Freezing immobilizes them.
The wisps will obey only the warlock who summoned them.
Saving throw: none but dodges and parries do apply. To break free from a water wisps grip roll as a parry.

LEVEL FIVE

Earth to Mud water level five
Range: 12 feet
Duration: instant/permanent
Saving throw: none

This transformation magic changes earth/dirt to mud. The warlock can affect 100 pounds of earth per level of experience. This spell can be cast up to twelve feet away.

Protection from Lightning water level five
Range: self
Duration: 10 melees per level of the warlock
Saving throw: none

Identical to the fourth level air spell of the same name.

Ten foot Ball of Ice water level five
Range: 120 feet
Duration: 4 melees per level of the warlock
Saving throw: none or dodge

This spell creates a huge ten foot ball of ice that can be dropped on someone or something (doing 5-40 points of damage) or can be made to roll down an area (doing 4-30 points to everything it rolls over). The ice ball cannot be manipulated by the warlock once it has been dropped or set into motion; it will remain until the spell elapses or it has melted. The ice ball has an A.R. of 15, 350 S.D.C., and weighs 1800 pounds.
Saving throw: dodge, leap, or run out of its way.

Toxic Mist water level five
Range: 90 feet
Duration: 4 melees per level of the warlock
Saving throw: standard

The warlock creates an iridescent mist that fills a ten foot radius per level of experience. The multi-colored, glittering mist is extremely poisonous inflicting 1-6 points of damage (per level of the warlock). Victims feel suddenly weak as their very life is drained away.

Whirlpool water level five
Range:120 feet
Duration: 3 melees per level of the warlock
Saving throw: none

This elemental magic conjures a great spinning whirlpool in any large body of water (lakes, rivers, oceans, or seas). This watery funnel pulls and sucks all objects in or on the water into its whirling center crushing and dragging them down into the depths. Objects caught in the outer edge will be caught in its pull and drawn toward its center in a spiralling circle at a rate of ten feet per melee. Victims will become dizzy and disoriented, 30% chance of drowning. Victims can be pulled, flown, or levitated to safety. Boats and ships may be able to pull themselves away by rowing or a lucky wind blowing the sails and ship out of harms way (64% chance of pulling away, roll each melee). The outer whirlpool has a 120 foot radius.

The center of the whirlpool is a twenty foot radius and does 3-24 points each melee to any object in its grip. It does 4-32+20 S.D.C. to boats and ships. There is a 70% chance of drowning, 50% chance of boats and small ships capsizing, and a 19% chance of large ships capsizing (roll each melee). Victims and ships can be magically flown or levitated out of the pool. Dispel Magic Barriers will destroy it instantly (usual conditions apply).

LEVEL SIX

Heal Burns water level six
Range: 12 feet
Duration: instant/permanent
Saving throw: none

Identical to the fourth level fire spell of the same name.

Hurricane water level six
Range: 120 feet
Duration: 6 melees per level of the warlock
Saving throw: none

Identical to the seventh level air spell of the same name.

Ice Elemental water level six
Range: immediate area
Duration: 30 melees per level of the warlock
Saving throw: none

This spell summons forth a water elemental that is solid ice. This vaguely humanoid ice giant will obey any and all simple commands from the warlock; attack, stop, lift, carry, etc.

The Ice Elemental
A.R. 16, hit points 55, P.S. 22
P.P. 18, I.Q. 7, speed 10
16 feet tall, does 2-12 points of damage
Bonuses: +7 to damage, +2 to strike, parry, and dodge, two attacks per melee.
Can carry 220 pounds. Normal and magic weapons damage it and fires do double damage.

Summon sharks/Whales water level six
Range: 300 foot radius
Duration: 8 melees per level of the warlock
Saving throw: none

With this spell the warlock can summon and command one whale or shark for each level of experience. Only those creatures within his 300 foot radius will respond and will only obey while within the radius. Any simple commands will be obeyed.

Encase in Ice water level six
Range: 8 feet
Duration: instant/until melts
Saving throw: none

The warlock can magically encase any object or a portion of someone's body in a block of ice. The item will remain in the ice

block until it is broken free or the ice melts. People take 2-16 points of damage if a body part is frozen in ice. The warlock can create a 24 pound block of ice maximum. A.R. 12, S.D.C 36, fire does double damage to it.

LEVEL SEVEN
Drought water level seven
Range: 200 foot radius per level of the warlock
Duration: one week per level of the warlock
Saving throw: none

Identical to the eighth level fire spell of the same name.

Rain Dance water level seven
Range: 400 foot radius per level of the warlock
Duration: 30 melees per level of the warlock
Saving throw: none

This powerful magic creates a normal rain storm by manipulating the atmospheric conditions of the area. The dance and chant require a solid 10 to 15 minutes of performance. If successful the rain will fall within two hours of the dance. **Success ratio:** 12% per level of the warlock.

Storm water level seven
Range: 140 foot radius per level of the warlock
Duration: 20 melees per level of the warlock
Saving throw: none

This elemental magic conjures a rain storm with terrible black clouds, grey sky, high winds, thunder, heavy rain, and hail. Winds gust up to 35 mph and combined with the hail do 1-6 points structural (S.D.C.) damage to any buildings, trees, etc. once every eight melee rounds. People in the area are drenched in two melees. At sea the storm can lash up waves of 6 to 8 feet.

Tidal Wave water level seven
Range: 200 feet
Duration: 1 melee per level of the warlock
Saving throw: none

The warlock is able to create one towering wall of water that smashes into objects, vessels, or coast lines at a terrific speed. The wave is eight feet tall per level of experience and does 1-8 points of damage per level also. One tidal wave can be created each melee. The chance of capsizing a ship is 5% per level of the warlock; roll for each wave.

Witch

WITCHCRAFT

A witch is a person, man or woman, who draws his/her power from and confers with devils or demons.

Witches are feared and powerful spell casters reputed for their dark secrets, illicit unions and associations with devils or demons and vile deeds. They are foul, evil, vengeful creatures with little regard for others.

LACK OF ATTRIBUTE REQUIREMENT

The requirement for becoming a witch is greatly different from the other O.C.C.s; it is simply *to serve your dark lord and master faithfully to the letter of your pact.* Thus, anyone can become a witch despite any physical or mental deficiencies. In fact, it is often the bitter and/or angry individual who has been mocked, chastised because of physical deformity, physical or mental deficiencies, or lack of social status/position , who becomes a witch. Consequently, a character with an I.Q. of 5 and a strength (P.S.) of 4 can become a witch as easily as a character with an I.Q. of 16 and a strength of 19. *NOTE: a character must, however, have at least a rudimentary I.Q. of five.*

Of course, a person can become a witch for any motive; vengeance, power, social position, wealth, etc., but, whatever the reason, they are bound to their devil or demon master for the full duration of the *pact*.

ALIGNMENT LIMITATIONS: EVIL

Being that *the nature of witchcraft is evil*, all characters desiring to become a witch **must** be, or change to, an evil alignment. Gamemasters must be unbending on this rule, **characters of the witch O.C.C. ARE EVIL** (Miscreant, Aberrant, or Diabolic). Remember, these are not people forcing a devil or demon to do their bidding for the good of others (or even selfish, but not evil reasons), but are people who are joining devils or demons as one of their faithful servants. Witches give themselves freely and completely, body and soul, to the forces of evil. They are bound for the duration of the pact to serve and obey their master and his minions. If a devil or demon master says to murder a friend, the witch must obey, for he/she has no friend except the master and his minions. To defy the master, to break the pact, is to lose all spells and abilities bestowed by the devil or demon. Like the clergy, the witch is bound to a particular devil or demon. That devil or demon is the witch's lord, god, and master from which all power is derived; to deny, betray, or chastise the master is to lose all. Such is the price of witchcraft.

NO MULTIPLE O.C.C. POSSIBLE

Once a pact is made the person is usually bound to it for decades, if not forever. Consequently, that character, bound to the edicts of the pact, *is not* free to chose to study any other O.C.C., for to do so would mean to forsake witchcraft and the master. As far as a devil or demon is concerned witchcraft and their powers are all, to want more or others is unfortunate. To ask for other pursuits or suggest dissatisfaction is defiance.

THE PACTS

To sign a pact with a *devil or demon* is to accept them as *your exclusive, true god, lord, and master.* Although a witch may *pretend* to accept other gods or religions, their true allegiance is with their devil or demon master.

The master's word is law and cannot be defied. **All powers** of witchcraft are derived from their master, just as the clergy derive theirs from their deity. Pacts bind the participant to the services of his master totally, without question for the entire duration of the pact. As a result, there will be times when the witch's master will ask the witch to perform an assignment or mission for him. The devil or demon may also impose certain rites (prayers, black mass, fasting, sacrifices, etc.), beliefs and proof of loyalty. The nature of the pact

will determine the extent of the services and abilities the devil or demon will provide and what obligations and loyalties are expected in return.

Witches are bound to their dark lord by *pacts written* (usually by the devil or demon) *and signed in the witch's own blood.*

Pacts can **only** be made through *greater devils and demons* who will *act as a liaison* between mortal and *devil or demon Lord.* The pact signer will then be bound to that Lord of hell. **Pacts must be signed willingly.**

MINOR PACT

NOTE: Many of you may not think these pacts are so minor, as a devil or demon is going to be very demanding and offers a great deal of power that does not come cheap.

Although a gamemaster may alter some of the stipulations of a pact to apply directly to the individual player's character and situation, the *three minor and two major pacts* are the **only types** of pacts **acceptable** by devils and demons.

Devils and demons will be surprisingly up front about the pacts and *will not* try to trick or cheat the potential pact signer (although they may not explain certain details until the agreement is signed). Mortals who try to trick, cheat, or deceive a devil or demon (Remember, these are *greater* devils and demons) are likely to be caught in the act and killed horribly. These creatures don't take any horse manure or games, especially from some insignificant mortal.

Devils and demons rarely solicit pacts, but when they do they will tempt that person with power, promises, assistance and use great diplomacy.

THE ABILITIES AND POWERS OF WITCHCRAFT

MINOR PACT MAKERS

SPELL CASTING

The witch is given the ability to cast magic spells. This ability is nearly identical to the spell casting abilities of clergy. The spell casting ability is not learned (like wizardry), but endowed by the devil or demon deity. The spell is cast by invoking the name of the witch's master in a simple chant. The spell casting table indicates how many spells can be cast per day (24 hour period).

Choosing and gaining spells

Likewise, the spell(s) a witch is able to cast is provided by his master. As a witch reaches a new level of experience he/she is allowed to select one or two new spells. However, the level of the spell selected is limited by the level of the witch; a witch cannot choose a spell above his/her own experience level. *Example*: at first level a witch is allowed to choose **one** spell from **any** of the *first level spell magic* (the same spell magic as used by *wizards. All the same principles of* **magic combat**: Range, Duration, and so on are *identical* to wizard). At third level a witch gets to choose two new spells, now he/she can select two spells from the range of spells listed from levels one through three. (*Note*: that's a total of 2 spells, *not* 2 spells from each level).

Under no conditions can a witch learn any spells other than those **provided** by his/her master. Remember, witches have *no real knowledge of spell magic or any other magic*, because their powers are given to them through their devil or demon master. They **cannot** *learn spell magic, circles, wards or symbols.* They cannot *convert a scroll* into a spell nor *use a magic cauldron. Nor* can they *purchase spell magic*, for they are not wizards. *All* power and knowledge comes from their chosen master.

While this somewhat limits their abilities, the witch does not have to study, learn, trade, purchase and magic knowledge, leaving them time for evil pursuits and money for scrolls, weapons, potions, poisons, and armour.

LESSER FAMILIAR

At *second level*, when the devil or demon can be sure of the witches loyalty, he/she is given a lesser familiar. For detail about familiars and how they function, see the fourth level wizard spell magic: *familiar link.*

Witches who make a major pact do not get a lesser familiar, but receive a greater familiar explained under *greater pact makers.*

HAND TO HAND COMBAT

Trained in *Hand to Hand combat as thief,* by devil or demon.

MAGIC COMBAT

See the specific witch O.C.C table for details. All abilities/skills function exactly like those explained and described under *magic combat/wizards.*

SPELL CASTING TABLE

Indicates the total number of spells the witch can cast at that level of experience.

50 YEARS OF LOYAL SERVITUDE (MINOR PACT)

The devil or demon will grant that person the powers/abilities of a witch in return for the following:

1. Complete and total loyalty/allegiance.
2. Complete and total obedience.
3. To serve the master and his plans and people.
4. To accept no other deity as his master (but may pretend to do so if necessary).
5. To do the masters' bidding without question.
6. To not interfere with the priest, brethren, and minions loyal to the master.
7. To further the goals of the master whenever possible.
8. Pray regularly to the master and obey all rites and ceremonies he may impose.

Under these conditions, if the master asks the witch to betray the group or kill a friend, the witch must do so without question. A witch has but one friend, his/her master.

After 50 years **ALL** powers, abilities, and often accumulated wealth and position, are **totally lost**. No spells, no combat skills (magic or hand to hand), no familiar, no allegiance to the master. The pact may be renewed, but only at the devil's or demon's choice (very often they will not, enjoying the pitiful state that has befallen the witch. After all, if the witch was truly loyal, truly dedicated, a major pact would have been written.) Note: pacts of this type can be made for a longer period of time (75 years, 100 years, 500 years). This is usually applicable to races with a greater life expectancy than humans.

FIRST BORN (MINOR PACT)

1. To bear or father the first born child (or son, depending on devil/demon/and Game Master) in the name of the demon or devil lord.
2. To forsake all rights of parentage.
3. To give the child to the devil/demon lord or one of his emissaries upon demand (whether it be at birth or 15 years later).
4. To copulate, impregnate, or become fertile by the person (or demon) of the devil/demon lord's choice. This stipulation is not always a condition in this type of pact, but even if the pact maker is allegedly given a free choice in choosing a sexual partner, it will often (very, very often) be a devil or demon metamorphosized into the form of a human(oid). Of course, the witch is not aware of this until the child is born. Devils and demons do this to have a hold over the witch or to torment him/her later in life.
5. To bear or father a child within two years from the day the pact was signed. (If the pact signer/witch is already a parent, then he/she forsakes all rights to the already living first born child or son). In such a case, the pact signer may be required to personally turn over the child, even if adult, or slay him/her with his own hands). The child is usually a play thing and weapon for the devil

or demon to be used, molded, controlled, abused and eventually slain (usually before the eyes of the parent) in any way the devil or demon desires. A favorite ploy is to pit the grown child against parent in a life and death confrontation.

If the person agrees to these conditions and signs the pact (in his own blood), he/she is given the powers and abilities of a witch for the full span of his/her life time.

SWORN TO DESTROY A FOE (MINOR PACT)

This pact binds the pact maker to destroy a major foe of the devil or demon. Remember, this foe is *probably* a noble king or priest of good alignment. The following conditions involving the foe are:

1. Devil or demon indicates the foe to be destroyed.
2. The foe is at least tenth level or higher, and usually has powerful friends, followers, guards and sanctuary. The foe also often possesses great strength, skills or powers and position.
3. Any means may be used to destroy the foe. This means the pact maker can slay the person single handedly, dupe or enlist the aid of friends, raise an army, hire an assassin, etc., but the witch must be the direct cause of the foe's demise.
4. The campaign to destroy the foe must begin within 2 years of the pact's signing.
5. The devil or demon may impose a time limit.
6. The devil or demon may choose a foe such as a particular organization (religious, royal, magic, rival, etc.), demanding the destruction of the organization itself and all its leaders and members/followers permanently disbanded. (This type of assignment is very common to this type of pact). Devils and demons hate each other, and may pit the witch against rival devil or demon organizations and people.

Game Masters, remember that during the course of long range plans, while the witch grows in power, so does the foe. Thus, after 5 or 10 years, a foe originally at tenth level may be twelfth or higher and may have gathered around him greater protection, followers, friends, and powers. G.M.s, also consider how a destroyed/slain foe's friends and/or followers will respond to that person's death. They are likely to try and find out who was responsible, hunt him down, and bring him to justice.

The signer of this pact receives the powers and abilities of witchcraft for the duration of his life time (as long as the condition of the pact is fulfilled).

MAJOR PACTS

NOTE: Major pacts are preferred above all others; thus pact makers of this type receive even **greater powers** of witchcraft than those who make minor pacts. *See Witches powers and abilities.*

LIFE LONG SERVITUDE (MAJOR PACT)

All the conditions as found under 50 years of loyal servitude *apply* to life long servitude as well. Only the length of time committed is different. *Prayers, rites, and ceremonies* may be a little more strict and demanding. **Also** the pact maker *may* be obligated to join an established black church or be obligated to establish one himself.

The signer of this pact gets all the benefits of witchcraft, including those under major pact makers.

SELLING OF BODY AND SOUL (MAJOR PACT)

This pact binds maker to *eternal* servitude, devotion, and commitment. All the conditions listed under 50 years of loyal servitude apply as a way of life. This person is dedicated completely to evil and his devil or demon god, lord, and master.

During the course of his existence the pact maker is likely to be called upon to perform any of the following tasks.

1. Establish a church in the name of his master, actively soliciting followers.
2. Bear or father a child or children in the name of the master, giving all rights of parentage to the master.
3. Accept any mate and/or concubine selected by the master.
4. Destroy a foe of the master (not necessarily a tenth level foe).
5. Avenge the master.
6. Any additional service, request, demand, including suicide.

The signer of this pact gets all the benefits of witchcraft, including those under major pact maker.

THE DEVIL'S MARK

The "devil's mark", also known as "*the mark of evil*", is a third nipple (Note: that's nipple, not breast and nipple. This nipple can be placed anywhere, front or back, but is usually placed on the upper portion of the body. This serves 3 purposes: to identify as a witch; as a sign of ownership by a devil or demon; and to feed the familiar, which suckles from the nipple, drinking of the witch's blood (small amounts, of course).

THE ABILITY TO READ MAGIC

The ability to read magic is *identical* to the first level spell magic: *decipher magic*, except that this is a constant instilled ability and is not a spell. In this way, the witch can read scrolls, magic inscriptions and symbols. However, *circles and wards* are not included.

THE ABILITIES AND POWERS OF WITCHCRAFT

MAJOR PACT MAKERS

The people who bind themselves to a major pact are the favored disciples of evil. As a result, they are given the abilities of: spell casting, hand to hand combat: thief, magic combat, the devil's mark, read/decipher magic exactly as explained and described under the minor pact makers section. However, they also receive the following powers and abilities.

GREATER FAMILIAR

At second level, when the devil or demon is certain of the witch's loyalty, he/she is given a greater familiar. Similar in principle and function, the major, deadly difference, between a lesser and greater familiar is that the greater familiar is a *metamorphosized lesser devil or demon*. The lesser devil or demon is transformed into the shape of one of the usual lesser familiar animals; however, as with all metamorphosis, they retain their natural abilities, intelligence, skills and knowledge.

In addition, the usual familiar symbiotic rapport/link, in which the witch can see, hear, feel, taste, smell everything the familiar experiences, there are several other abilities the familiar possesses and provides in this union.

1. **The rapport** between witch and familiar is much more developed because the familiar is also an intelligent creature. Thus, the communication is much more developed, allowing the witch and familiar to *communicate and converse telepathically* as well as *verbally*.
2. The greater familiar can **speak**, but will not do so without instructions from the witch. It will otherwise act as the animal it resembles.
3. **Obeys the witch only**. It will obey the witch totally, and only its witch master. However, should the witch defy the will of the master, the familiar's vow of obedience is broken, and it can report to the devil or demon lord and/or slay the witch.
4. The shape-changed **familiar retains all of its abilities**; fly, invisibility, prowl, damage bonuses, armour rating, etc.
5. **Hit points**: the demon or devil retains its normal amount of hit points (about 30 or 40), but endows the witch with an *additional 20 hit points*. If the familiar is slain, the witch *permanently loses* the 20 hit point, *plus* an additional 10 hit points.
6. **If the greater familiar is slain** the witch will never again be given a greater familiar. However, a lesser familiar *may* be given as a replacement, but only after a period (one or two years) time as punishment for allowing the death of a lesser devil or demon.

7. **Favorite shapes** of greater familiars are black or grey cat, large dog, large raven, rat and toad. Once a shape is chosen, it will remain in that form until slain or it resumes its true form.
8. It can **resume** its familiar form and natural form at will.

HEAL SELF

The ability to bio-regenerate (hit points) is also an ability granted to major pact makers. The ability functions much like the psionic ability except it is magically induced. Self healing replaces 2-12 hit points, but can only be performed 4 times per day (24 hour period).

SUMMON LESSER DEVILS OR DEMONS

This ability is granted at fifth level and is possible only through the witch's link with a greater familiar. 1-4 lesser devils or demons or any type can be summoned to do battle or the will of the witch in the name of the master. This can be attempted only once every 12 hours with a 50% chance of success. 5 minutes (minimum) of meditation and prayer is required.

SPECIAL ABILITY GRANTED

The witch can choose **ONE special ability** from the listing below. This is a *one time only item bonus* ability, all effects are *permanent*.

9. **Command dead:** *animate/control* 2-12 dead, also able to *turn dead* (2-12). Function like the spell magic of the same names.
10. **Command rats**: summon and control 2-12 rats per level of witch. Rats will obey all simple commands.
11. **Invulnerable to fire**: this means both normal and magic (or dragon) fire does no damage to the witch.
12. **Invulnerable to poison**: no type of poison can hurt or affect the witch.
13. **10% bonus** on *all elective and secondary skills*. This 10% skill bonus increases each skill by 10%.
14. **Telekinesis**: The witch is able to lift/move up to 500 lbs (maximum) through mental manipulation. Objects under 20 lbs each (and not exceeding 100 lbs combined) can be mentally hurled as missile weapons, doing 1-8 (under 12 lbs) or 2-12 (over 12 lbs). Range: 200 ft. Can use the ability as often as desired. No limit.

WITCHES AND WEAPONS

Although not a man of arms O.C.C., a fairly large number of weapon proficiencies are available to witches. *See W.P. elective skills listing under Witch O.C.C.*

WITCHES AND ARMOUR

A witch can wear any type of armour, but since he is not trained in its use, he may find it very annoying or cumbersome. Witches tend to stick to light armour as opposed to heavy armour types. The conditions and limitations that apply to wizards also apply to witches. *See Wizards and armour.*

WITCH O.C.C.

Attribute requirements: I.Q. 5 (*evil alignment and pact*)

O.C.C. skills: spell casting, read/decipher magic, magic combat, hand to hand combat: thief. *Plus* the other abilities generated by witchcraft explained previously.

Elective skills: choose 5 at level one, 3 at level three, 3 at level eight, and 3 at level twelve.

Secondary skills: 6 at level one, 4 at level four, and 4 at level ten.

Elective skills

Disguise (+5%)
Horsemanship (General)
Locate secret compartments/doors
Medical
Pick pockets
Prowl (+5%)
Read/write
Scale walls
Use poison (+4%)
W.P. Throwing axe
W.P. Battle axe
W.P. Blunt
W.P. Knives
W.P, Spears/Forks
W.P. Short sword
W.P. Large sword
W.P. Staves
W.P. Small shield
W.P. Sling
W.P. Cross bow

Secondary skills (*choice of any, but the following have O.C.C. bonuses*).

Devil and Demon lore (+30%)
Racial histories (+10%)
Recognize poison (+10%)
Religious doctrine (+10%)

Level	Spell Casting	Magic Combat
1	1	+1 save vs. spell magic
2	2	+1 save vs. circles/wards
3	4	Recognize enchantment 30%
4	5	+1 spell strength
5	7	Recognize magic items 15%
6	8	2 SPELL ATTACKS per melee
7	10	+2 save vs. spell magic
8	11	+2 save vs. circles/wards
9	13	+2 spell strength
10	14	Recognize enchantment 45%
11	16	Sense evil 30%
12	17	Recognize magic items 33%
13	19	+3 save vs. spell magic
14	20	+3 spell strength
15	22	+3 save vs. circles/wards

Levels of Experience
Witch

Level	
1	0 - 1666
2	1667 - 3666
3	3667 - 8666
4	8667 - 16,666
5	16,667 - 25,666
6	25,667 - 36,666
7	36,667 - 56,666
8	56,667 - 86,666
9	86,667 - 111,666
10	11,667 - 135,666
11	135,667 - 166,666
12	166,667 - 216,666
13	216,667 - 266,666
14	266,667 - 316,666
15	316,667 - 386,666

Diabolist

The diabolist is a man or woman dedicated to the study of symbols, specifically magic symbols. These men of magic cast no spells but derive their power from the drawing of symbols and invoking power words. Their knowledge lies in dusty tomes, arcane symbols, wards, and circles.

THE DIABOLIST O.C.C.

Diabolists are obsessed with the study of all symbols; a symbol being any shape, design, objects, or sound that confers a specific meaning. Consequently, they are excellent linguists, cryptographers, and scholars of all symbols and languages. The major area of cryptography is the study of mystic symbols and their use in the performance of magic. Indeed in this category are all mystic symbols, wards, circles, and any other "secret" symbols and codes.

Only diabolists know the secrets of ward magic and rune symbols. They are also masters of circles and symbols.

ALIGNMENTS

Although most people think of diabolists as evil (with some particularly evil diabolists recorded throughout the history of the Old Kingdom in particular) they can be of any alignment. Of course, a good alignment may prohibit the use of certain magic circles, summoning circles in particular.

MULTIPLE O.C.C.

There are no restrictions prohibiting a diabolist from putting aside his scholarly pursuits to explore other O.C.C.'s as long as the character fits the requirements of that occupation. However, most diabolists will avoid the men of arms O.C.C.'s with the exception of thief and ranger. Their interests will most likely draw them to magic or clergy O.C.C.'s.

DIABOLISTS AND WEAPONS

Diabolists are not restricted to the use of any particular type of weapon and have a fairly large selection of weapon proficiency electives. Of course their scholarly pursuits usually over shadow any skills at arms or combat. They seem to be fond of staves, knives, swords, and cross bows.

DIABOLISTS AND HAND TO HAND COMBAT

As with all non-men of arms O.C.C.'s, they have only one attack per melee round. A diabolist's strength lies in his knowledge, not his physical prowess. *Same as wizard.*

HAND TO HAND COMBAT ELECTIVE

Only the hand to hand non-man of arms elective skill is available. *Same as wizard.*

DIABOLISTS AND ARMOUR

Same as wizard.

RELIGIOUS PERSUASIONS

A diabolist can be a follower of any religion or any god. The particular type of religion or god will probably be reflective of the character's alignment.

SPECIAL DIABOLIST KNOWLEDGE/ABILITIES

Power Words
Rune Symbols
Wards
Mystic Symbology
Circle Magic

POWER WORDS

Power words are the source of all magic whether they be weaved into a spoken incantation, as in spell magic, or used to activate a ward or circle. When a power word is spoken there is an invisible ripple of magic energy that transcends both space and time, allowing the person invoking the power word to tap directly into mystic energies. Where these energies come from, why the speaking of a mere word activates them, and how anyone could mold and direct them is a mystery. Even those who wield the forces of magic do not know the answers to these questions and therein lies the danger. No one knows what mysterious forces are put into action each time a spell is cast or a ward activated. Are they harmless energies or are they creating some unforseen chain reaction that could jeopardize the entire world? If the latter, then the men of magic are actually the unwitting agents of armageddon.

It is known that power words, as in all magic, were created by the dread Old Ones. This in itself bodes ill, for the Old Ones were the embodiment of all that is evil. Some fear that the use of magic will one day awaken them from their enchanted sleep, signalling the world's end. Again this is speculation. Despite the fears harbored by some, magic proliferates in the Palladium world.

Note: Power words are a guarded secret known only to men of magic. See each specific magic O.C.C. to determine the fuel range of their power word knowledge.

POWER WORDS AND THE DIABOLIST

Only the diabolist and summoner know how to use **all power words**. For the diabolist, they are key components to the creation of wards instilling the arcane symbols with mystic energy. A diabolist will not reveal any power words to any other magic O.C.C. and may even hesitate to teach them to be an apprentice. See each specific ward description for the proper power word which activates it.

Much like the wizard, diabolists rarely write down their magic secrets in order to preserve their knowledge and position. Although a diabolist often possesses journals full of enigmatic symbols and annotations, the really important notes are written in code, runes, and/or are vague notations that reveal little to those uneducated in the study of symbols. Frequently, key portions of a magic ward or circle will be left out of the descriptive notes; the diabolist will have memorized it. **Power words** are the roots of a diabolist's magic and as such are always committed to memory and never written.

THE NINETEEN POWER WORDS

SIMPLE

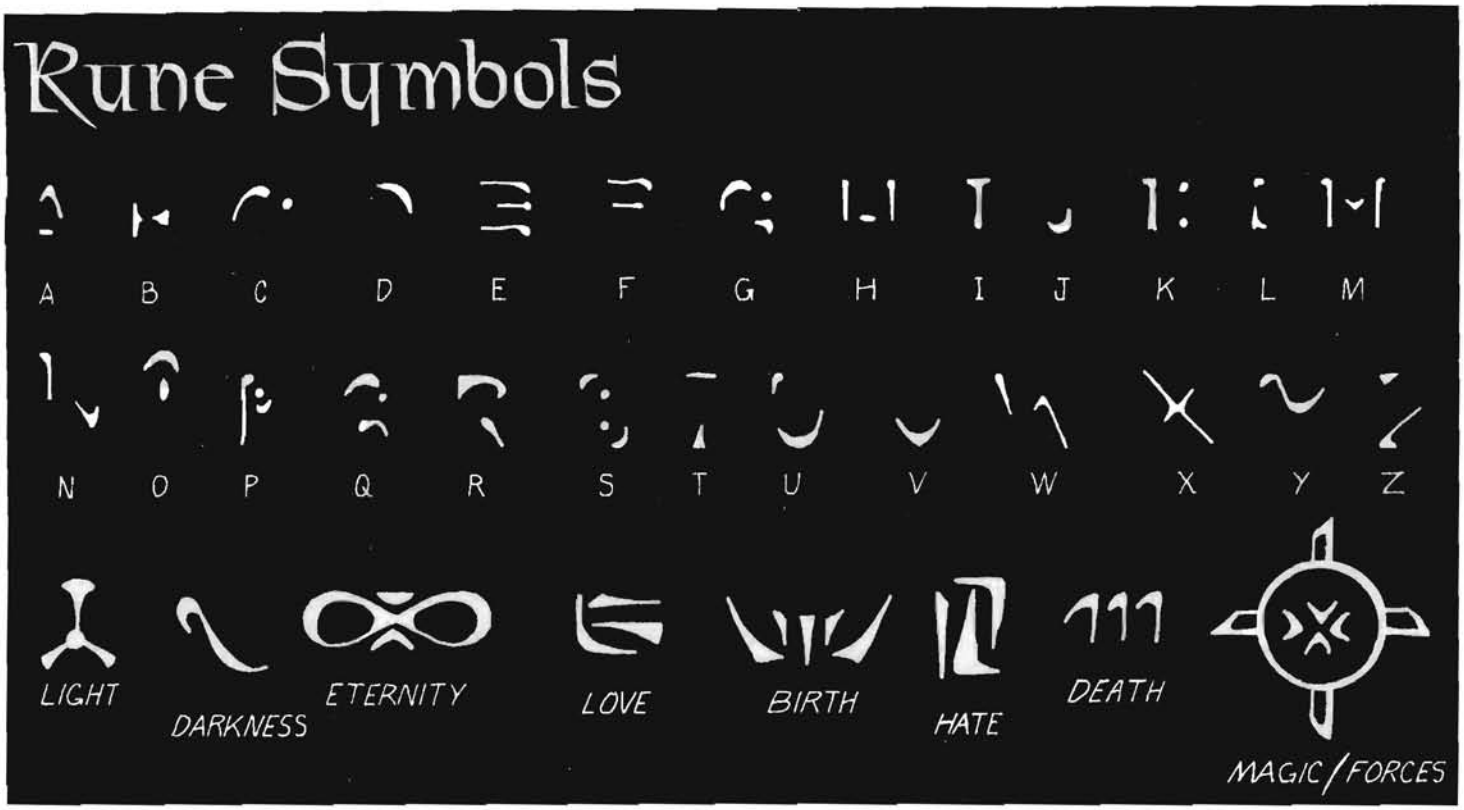
Acba: invokes power/mystic energy
Keron: devil lord (?), symbolizes evil and darkness
Pein: demon lord (?), symbolizes evil and darkness
Yin: a linking word like and, or, also.

ELEMENTAL

Ariel-Rapere-kyn: earth
Cherubot-kyn: air
Seraph-mytyn: fire
Tharsis-mycn: water

FORCES

Agu: Old One, symbolizes: life, birth, and rebirth
Erva: Old One, symbolizes: death and darkness
Kym-nark-mar: dragon, symbolizes: wisdom, power, strength
Lictalon: elf, symbolizes: duality and knowledge
Lo-kum: angel, symbolizes transition, dimensions, and change
Netosa: Old One, symbolizes: suffering, undead, and eternity
Tao-bo: angel, symbolizes: love, peace, and serenity
Tarm-kin-toe: Old One, symbolizes: pain, hate, and treachery
Xy: Old One, symbolizes: power incarnate, the Great Old One
Ya-ahk-met: Old One, symbolizes: power and light
Ya-blik: Old One, symbolizes: fear, betrayal, pestilence



RUNES AND THE DIABOLIST

Once the greatest of all magic, and believed to be the very first type ever created by the Old Ones, the secrets of rune magic are forever lost. The last vestige of rune magic was the creation of the fabled rune weapons (most notably rune swords), but this was lost during the dwarf/elf wars thousands of years ago. Today even the symbols themselves are all but forgotten, mere meaningless dots and scratches. Forgotten, that is, by all save the diabolist. Although the magic secrets remain a mystery, the diabolist is adept in the reading and writing of runes, a secret that is guarded as jealously as those of power words.

Only the diabolists have learned the language of rune symbols. Only they can read and write in the rune symbology. The best the other magic O.C.C.'s can do is recognize a true rune when they encounter it.

Another secret about runes unlocked by diabolists (and diabolists alone) is that even writing these simple symbols invokes some sort of magic. **All runes, whether written or carves in any substance, possess an aura of magic.** Their greatest discovery has been that writing runes in silver will make them and the parchment they are written on completely invulnerable. Neither fire nor force can destroy books written in silver runes. Writing silver runes on any other substance, object or person, does not make it invulnerable (only parchment).

Ancient rune weapons and carved gem studded symbols still possess great magic, but are extremely rare and dangerous artifacts.

Wards

THE DIABOLIST AND WARDS

Only diabolists hold the secret of ward magic. Wards are created by using specific physical components, drawing or carving the proper ward symbols and activated by invoking a power word. It is a very precise and practiced magic art.

A diabolist learns the ward symbols and power words during a four to six year apprenticeship with an established diabolist. The apprentice is taught the fundamentals of cryptography, study habits, how to read and write, and the manufacturing of adhesives and components. The apprentice in return cooks, labors, cleans, prepares components, and performs any other chore the diabolist may impose. Long hard hours of exhaustive work followed by extensive studies is the apprentice diabolist's daily regime. As a reward, one new ward symbol is taught to him each month and one power word every two months, starting with the simplest. Colors, numbers, alarms, most major ward symbols are first learned, then conditions, and lastly power and permanence.

WARD ACTIVATION

Just as a wizard is physically drained each time he casts a spell so too is a diabolist each time he activates a magic ward. The key word here is "activates." A diabolist can prepare/create an arsenal of wards all awaiting activation. The physical creation of a ward requires time, the proper depiction of the ward symbols, and the correct components, *it is the activation of the ward*, by invoking the proper power words, *that drains the magic user.* Consequently, the diabolist is limited in the number of wards he can activate per day, until his body adapts to the magic energies that course through it each time a ward is energized. The exact number of wards that can be activated within a 24 hour period are listed in the diabolist's O.C.C. tables under Ward Activation. The whole process works very much like the wizard's ability to cast spells. (See wizard O.C.C.: spell casting for details.)

WARDS

Wards are ancient mystic symbols capable of possessing or directing magic energies. Wards are similar to runes and like them were created and developed by the black arts of the Old Ones.

All wards are harmless until activated by the proper power word or words. Then and only then are they filled with magic. Without a power word or a proper power word combination, the ward is nothing more than a strange design.

THE SYMBOLS

Conditions	**Protection**
Alarms	**Permanence**
Area affect	**Power**
Inflict	**Color numbers**

Most wards consist of a series or combination of ward symbols required to create the desired affect. For example, a ward of protection may have the protection symbol, then if it is an area affect or not, an inflict symbol, and finally an indication of the conditions it inflicts.

CONDITIONS

These are the descriptive elements of a ward indicating a particular effect, reaction, or response, such as blind, fear, agony, death, invisible, etc.

ALARMS

These are wards that will either set off a loud alarm siren (A cacophony of sound) or a silent message alerting the diabolist if a particular item or area has been disturbed. Alarms can be an area alarm or placed on a specific item. More than one type of alarm can be used in the same area or item. Alarms do not inflict any damage.

AREA AFFECT

Wards affect only the individual person or item that it is affixed to. However, if an area affect ward symbol is added to the ward and the proper power word(s) spoken, it becomes an area affect ward;symbol must be present. Maximum area affected is a ten foot radius per level of the diabolist.

INFLICT

The ward symbol of inflict must be included on any ward that is to inflict damage, harm, or affect others. Without this ward symbol the entire ward may be rendered harmless.

PROTECTION

There are two types of protection ward symbols, one is *protection from*; repelling, keeping at bay, adding bonuses to save, etc. for anyone wearing an active symbol or in a protection area; the other is *protection by infliction*; doing damage to anyone touching the protected item or area. (see illustrations). Wards of protection may be used individually or combined with several other wards like alarms and permanence, etc.

PERMANENCE

This ward symbol must be carved from the bone of a dragon, demon, devil, godling, or god. Once activated it is permanently affixed to that item or place and is indestructible (mystic energy drain cuts the effect by one half) and makes whatever other magic effect, be it ward, circle, or spell magic, permanent and always active.

POWER

This ward doubles the affects, damage, and duration of any other ward it is next to.

COLOR AND NUMBERS

This simply denotes a specific color or number and are often components in a total, or completed, ward.

COMPONENTS

Each particular ward symbol must be drawn or composed of a specific substance. No substitutes are allowed. Using the wrong substance will void the entire ward.

Conditions: all color, cold, dark, evil, good, invisible, and sleep wards must be made of **silver** (the actual metal).

Charm, fire, light, knowledge, magic mystic drain, and energy wards must be made of **gold** (the actual metal).

Agony, blind, burning pain, confusion, despair, death, fear, hate, and undead wards must be made of **quicksilver** (mercury).

Alarms can be made with any substance, drawn in dirt, dust, with chalk, paint, blood, etc., or carved or etched.

Area affect wards must be drawn with the diabolist's **own blood.**

Protection wards must be made of **bees' wax.**

Permanence: This ward must be carved from the **bone** of a dragon, demon, devil, godling, or god.

Power: This ward must be drawn or painted with the ground bone of a **Hydra's tooth** or **Unicorn horn.**

Colors must be drawn with sawdust or carved of wood.

Numbers may be drawn or carved in any substance.

THE SUBSTANCES

Substances such as silver and gold can be in any form: powder, melted liquid, inlay, nuggets, etc., so long as they form a recognizable ward symbol. *Quicksilver* is mercury and can be mixed with resins or glues so long as the mixture is at least 64% mercury. *Beeswax* must be melted and applied as a liquid to make a protection ward. It is a pleasant smelling wax light brown in color.

HOW WARDS WORK

First each individual ward symbol is made. Upon the completion of each, the power words are spoken activating that part of the total ward. However, the ward is not functional until the last symbol has been made and it is activated by the proper words. Only after all the symbols are made (with the proper components) and each is activated by a power word is the ward energized and functional. A used ward can *not* be reactivated by uttering a power word. An entirely new ward must be created and activated.

Wards can carved or drawn on floors, doors, walls, trunks, books, weapons, armour, ships, and just about everything else including people. They can be obvious or cleverly concealed by inclusion in a gold or silver inlay or embossed design on a book's cover or spine. They can protect or affect the one person or item it has been inscribed upon or it can affect an entire area and all who enter it.

AFFIXING WARDS

Wards must be made by sprinkling dust, drawing, painting, or carving. Often any type of application can be used as long as the proper components are used. Gold and silver dust is easy to carry but blows away and cannot be placed on a moving object without it falling off, ruining the ward. Mercury tends to bead together preventing a solid recognizable design. Because of these problems component substances must be mixed with a sticky (adhesive) bonding element so that it creates a paste or thick liquid that can be painted on items and people. Paints, inks, blood, chalks, and charcoals do not need a bonding agent and can be applied directly.

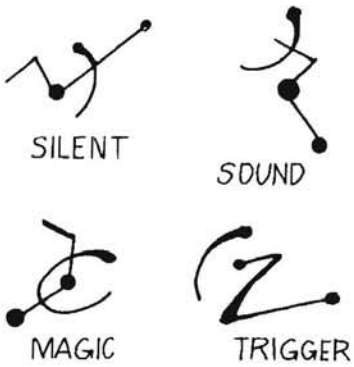
The most common types of adhesive bonding substances are rabbit skin glue, egg, clear wax (not beeswax), and tree saps.

Rabbit skin glue is extremely useful and a basic tool of the trade for most diabolists. It is handy because it is prepared so that it is a dry crystalline powder that can be easily stored in a pouch, sack, or vial. Even if it gets wet it is not ruined (although it will become thick, smell, and begin to spoil). To turn the powder into glue you mix equal parts of the crystals and water in a container and then bring to a slow boil, continuing to heat until all the crystals have dissolved to create a smooth glue. The glue may be thinned slightly, while boiling, with additional water. It can be used warm or cool and will dry totally in about six hours. Any remaining glue can be preserved in a sealed container but will eventually thicken and dry out. It only lasts about four weeks.

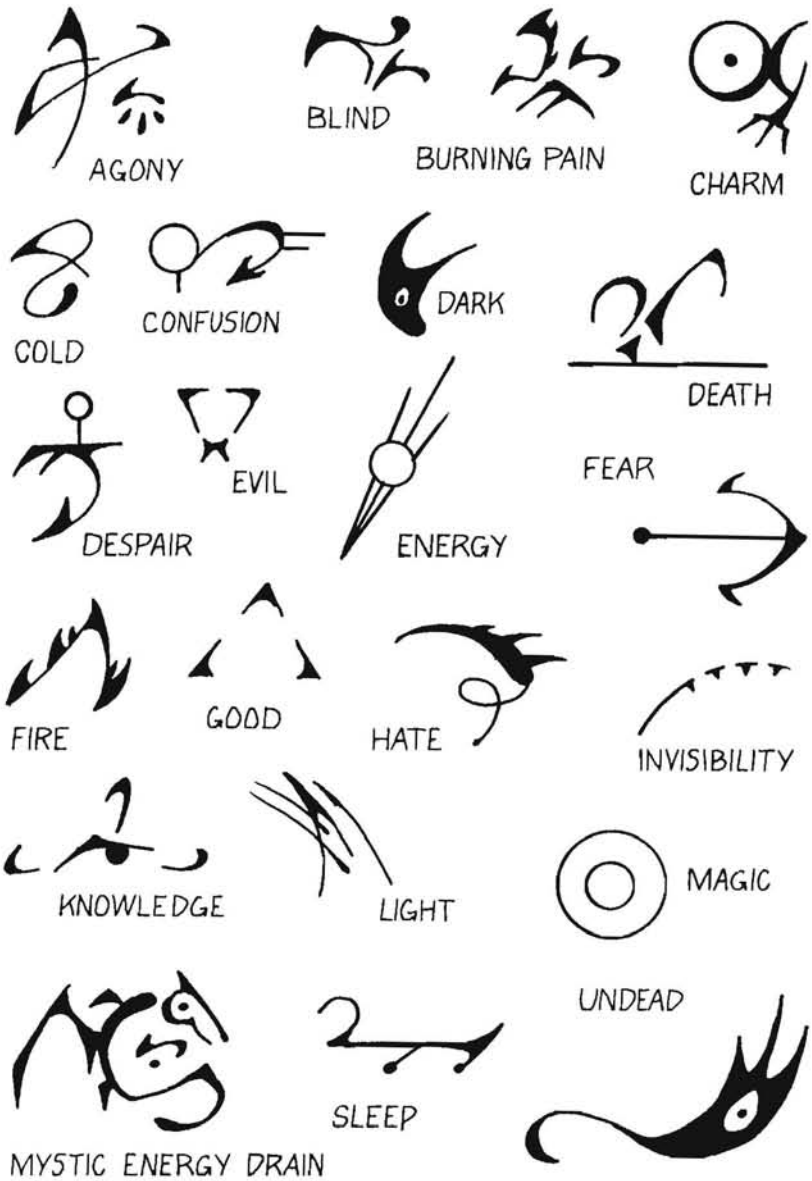
Egg can make an excellent bonding element, utilizing the same principles as in making tempera paints. Both the egg white and yolk can be used. Fresh eggs or stored eggs in a vial can be used (but spoil in a week). The egg should be allowed to air and dry a little, thickening before using to avoid running but this is not necessary.

Ward Symbols

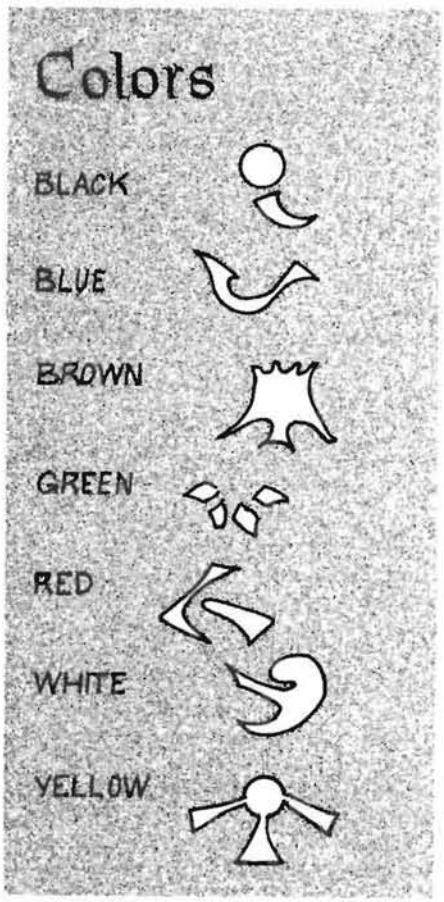
Alarms



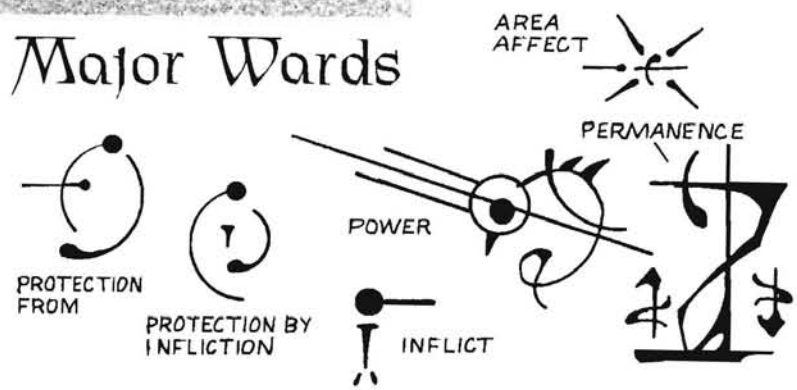
Conditions



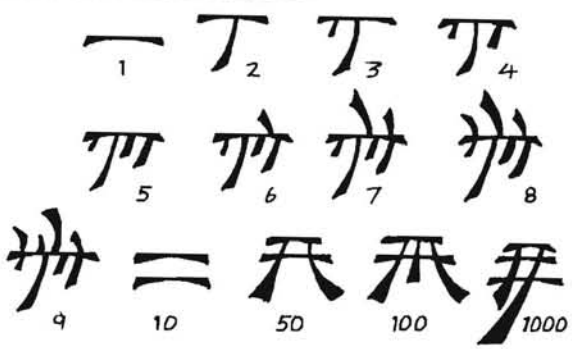
Colors



Major Wards



Numbers



Most diabolists prefer to use only the egg whites.

Clear wax melted and used hot or warm is also a good bonding agent and can be kept for long periods of time, exposed to wetness and heat without spoiling. The wax must be clear and cannot be made of beeswax.

Tree saps, syrups, and even honey can be also used to affix wards. The clearer the liquid the better.

IMPORTANT NOTE

Regardless of which bonding or adhesive agent used the mixture must contain no less than 64% of the ward's component material. Most diabolists feel 75% to 85% is a better mix, believing the purer the component elements the stronger the magic.

PLACEMENT

INDIVIDUAL ITEMS

Wards must be placed on the specific individual item or person it is to affect. This includes all wards: alarm, inflict, protection, and permanence. Area affect is different in nature. Thus, if a diabolist sought to inflict blindness on someone he must paint the ward symbols somewhere on that person's body to affect him. Likewise, if seeking protection from fire, cold, etc., each person must bear the properly painted ward symbols, with the proper components and power words of activation spoken. Protection wards should be visible; a good place is the forehead or chest. This applies to individual objects as well. Each item must be inscribed. **Only area affect wards influence more than one person at a time!**

AREA AFFECT WARDS

All area affect wards must have the area affect ward symbol. They can be placed on large immobile objects such as floors, walls, door ways, ceilings, etc., but not portable items, and can affect or influence an entire area (ten foot radius per level of the diabolist). Everyone entering that area will be affected. Each individual character is allowed a saving throw vs. wards and is not affected or hurt if they are successful.

DURATION

LIMITED EFFECTIVENESS

Most wards (particularly alarm and protection) remain magically potent for centuries, laying dormant until disturbed. It is only upon being disturbed that the spell is triggered and reacts, whether that reaction be sounding an alarm or inflicting damage. **After the ward has reacted doing whatever it was designed to do it is rendered harmless.** Most have a particular magic affect **duration** per *level* of the diabolist. Once that time elapses the object or area is safe.

Only a power symbol which doubles all affects or a permanence symbol causing the affect to last forever, or multiple wards can alter the duration and danger of a ward.

Although the ward is no longer potent (and can't be recharged or reactivated) it still remains where it has been inscribed and looks no different. However, it will no longer register as magic. Consequently, others encountering the warded item or area cannot tell if it is an active ward or not unless they can sense magic. Even a diabolist can't tell unless it is one of his.

MULTIPLE WARDS

The same item or area can have dozens of wards (if the surface is large enough) of any combination. Thus each time it is disturbed another ward is activated, inflicting a new or additional damage or affect. Multiple wards are always numbered to insure that they go off in the desired sequence. Of course it is impossible to tell which of them have been activated and which have not, for the entire sequence will register as magic until *all* have been activated.

TRIGGERING (SPECIAL ALARM)

Besides triggering a ward by disturbing the item or area it is inscribed on, one of the alarm ward symbols will trigger another ward (usually an area affect ward) if the item or area the alarm is in is disturbed. Prior to that time the other ward will lay dormant even if touched or stepped on.

IMMUNITY

The diabolist who created the wards is immune to their affects and cannot trigger them by touching or disturbing them. Consequently, he can pick up a book he covered with wards with no reaction but someone else touching it will set off the wards. Even if some unauthorized person sets off an area affect ward the diabolist is *not affected* if he was the creator of the ward.

AUTHORIZATION

The diabolist can also set up an item or area ward so that a specific person or persons other than himself can come and go or touch it without activating the ward. This is done by simply inscribing the true name of that person next to the ward. The name can be written in any substance and in any language but must be written. **Only** those whose names appear do not trigger the ward nor are they affected if an unauthorized person activates it.

SAVING THROWS VS WARDS

To save against the affects of a ward the player rolls a twenty sided die; a 13 or higher is needed to successfully save. Those who save are not affected in any way by the ward.

SIZE OF WARDS

Any ward may be made as large as the diabolist desires to serve as a warning that an item or area is magically protected but cannot be made smaller than one inch.

TIME REQUIREMENTS FOR CREATING WARDS

Each specific ward symbol requires a certain amount of time to create. The following time factors are the maximum speed with which a word symbol can be made. It assumes that the components being used have been prepared in advance and are ready to use. If they are not add thirty minutes to the creation of each ward symbol. **The times listed apply to each individual symbol.** If more than one symbol is required to make the finished ward add each one to the total time factor.

Conditions: drawn or glued, 2 melee rounds; carved, 3 hours.
Alarms: drawn or glued, 1 melee round; carved, 3 hours.
Area affect: drawn or glued, 1 melee round; carved, 2 hours.
Inflict: drawn or glued, one half melee round; carved, 2 hours.
Protection: drawn or glued, 1 melee round; carved, 4 hours.
Permanence: must be carved from bone; takes 120 hours to carve and all the symbol parts must be cut from the same bone. The body of the symbol must be one piece without flaw or separation of connecting points.
Power: drawn or glued in ground bone, 4 melee rounds; carved, 18 hours.
Color: drawn or glued, 2 melee rounds; carved, 2 hours.
Numbers: drawn or glued, one half melee round; carved 2 hours.

WARD DESCRIPTIONS

ALARMS

There are four types of alarms: silent, magic, sound, and trigger. **Each is activated by the power words:** *Acbayin Kym-nark-mar.*

Silent is triggered if an item is disturbed. It sends out a silent alarm to the diabolist who created it. The alarm signal will alert the diabolist the very instant it has been disturbed no matter how far away he is, even if he is in a different dimension.

Magic is triggered if the item or area is disturbed by the use of magic, either in its area or on it. This includes the presence of any man of magic. It sends out a silent alarm to its creator wherever he may be.
Sound is triggered if the item or area is disturbed, creating an almost deafening cacophony of blaring sound that can be heard by all within a 400 foot radius (per level of the diabolist) and will blare for six melees per level of the diabolist.
Trigger sends out a silent alarm to the diabolist when it is disturbed and triggers another ward within sixty feet as well. The ward it triggers (usually an area affect ward) is not activated until the item or area with the trigger alarm is disturbed.

AREA AFFECT

This is a descriptive function code symbol indicating that the ward's affect covers an entire area rather than a single object. An area affect symbol must be accompanied by a condition, protection from, protection by infliction, or an inflict ward symbol. These indicate which affect takes place in the warded area.

An area affect ward symbol can also be inscribed with an alarm symbol indicating that the alarm covers a particular area rather than one item and any intrusion into that area will set off/trigger the alarm.

An area affect ward symbol can be placed on items not being used as well as floors, walls, ceiling, so that if that item is touched or disturbed everybody within the area will be affected. However, an item in use, such as articles of clothing, weapons, tools, utensils, armour, etc. cannot have an area affect ward placed on them. An individual item can have a ward of protection or an alarm affixed to it and inscribed so only that person can use it without triggering the ward. Area affect wards cannot be placed on a living creature. **Power word to activate an area affect ward:** *Agu*.

INFLICT

This ward symbol indicates that a particular item or person on which it is inscribed will be affected by some type of outside force/condition (cold, pain, fear, etc.) The inflict symbol must be accompanied by a condition symbol indicating that which is to be inflicted. If an area is to be affected the area affect symbol must be added.

To torture a person only the condition ward symbol and the inflict symbol drawn in the diabolist's own blood upon the victim's forehead is required. The ward is activated by the appropriate power word and will remain active only as long as the blood is wet (six melees). This process may be repeated continuously as long as both of the old symbols are washed off before the fresh ones are applied. Persons tortured or killed in this way show no signs of physical abuse. **Power word to inflict:** *Lo-kum*.

CONDITIONS AND USE

These are usually the effects, damage, and conditions created by a ward and are usually elements in wards of inflict and protection.

Agony
Damage: 1-8 per level of the diabolist
Duration: 2 melees per level of the diabolist
Used to: inflict; protection by infliction, area affect
Power word activation: *Pein yin Netosa*

Burning Pain (see wizard spell pg. 68)
Damage: 1-6 per level of the diabolist
Duration: 6 melees per level of the diabolist
Used to: inflict; protection by infliction, area affect
Power word activation: *Acba yin Tarm-kin-toe yin Seraph-mytn*

Blind
Damage: temporarily blinded
Duration: 1-4 hours per level of the diabolist
Used to: inflict; protection by infliction, area affect
Power word activation: *Acba yin Keron*

Charm
Damage: victim is compelled to obey the diabolist
Duration: 4 melees per level of the diabolist
Used to: inflict, protection by infliction, protection from (+4 to save vs all charm type magic), area affect
Power word activation: *Acba yin Lo-kum*

Cold
Damage: creates bone chilling cold, 1 point of damage per melee
Duration: 6 melees per level of the diabolist
Used to: inflict, protection by infliction, protection from (cold affects do one third damage), area affect
Power word activation: *Cherubot-kyn*

Confusion
Damage: victim is -3 to strike, parry and dodge; victim has no sense of direction and is disoriented.
Duration: 6 melees per level of the diabolist
Used to: inflict, protection by infliction, area affect
Power word activation: *Lictalon yin Tarm-kin-toe*

Dark
Damage: creates an unnatural darkness, 10 foot radius per level of the diabolist, reduces nightvision to one third normal
Duration: 10 melees per level of the diabolist
Power word activation: inflict (create around someone), protection by infliction, protection from (person protected has nightvision of 60 feet even in magic darkness), area affect
Power word activation: *Acba yin Pien*

Death
Damage: 2-12 per level of the diabolist
Duration: one melee
Used to: inflict, protection by infliction, area affect
Power word activation: *Erva yin Xy*

Despair
Damage: invokes deep sorrow, and sense of loneliness. There is a 60% chance of victim surrendering or leaving without a battle; -2 to parry and dodge.
Duration: 4 melees per level of the diabolist
Used to: inflict, protection by infliction, area affect
Power word activation: *Acba yin Netosa*

Evil
Damage: only indicates if evil persons are to be affected, or used to keep evil at bay or repelled if used as protection from evil. (Standard saving throw).
Duration: area affect 10 melees per level of the diabolist
Used to: protection of evil people, protection from, area affect.

Power word activation: *Keron* (devil) or *Pien* (demon)

Energy
Damage: blast does 1-6 per level of the diabolist
Duration: blast one melee, protection 10 melees per level of the diabolist
Used to: inflict, protection by infliction, protection from (energy of any type does half damage), area affect
Power word activation: *Ya-ahk-met*

Fear
Damage: invokes fear, 66% chance of those affected will turn and run; victims are -3 to strike, parry, or dodge (Standard saving throw).
Duration: 6 melees per level of the diabolist
Used to: inflict, protection by infliction, protection from (+4 to save vs all fear, including magic), area affect
Power word activation: *Ya-blik*

Fire
Damage: blast does 1-6 per level of the diabolist
Duration: blast one melee; protection 10 melees per level of the diabolist
Used to: inflict, protection by infliction, protection from (all fire does one third normal damage), area affect
Power word activation: *Seraph-mytyn*

Good
Damage: can indicate if good persons only are to be affected or can keep good at bay, or repel if protection from good (standard saving throw)
Duration: protection from: 10 melees per level of the diabolist
Used to: protection of good people, protection from, area affect
Power word activation: *Acba yin Toa-bo yin Acba*

Hate
Damage: victims are filled with hate and treachery, 60% chance the victim will attack, killing or betraying he dislikes; +1 to strike, -1 to parry and dodge (standard saving throw)
Duration: inflict 6 melees; protection 10 melees per level of the diabolist
Used to: inflict, protection by infliction, protection from (+2 vs all mood/mind altering magic), area affect
Power word activation: *Tarm-kin-toe yin Lo-kam*

Invisible
Damage: none, turns person or object invisible
Duration: 10 melees per level of the diabolist
Used to: inflict, protection by infliction, protection from (enables one to see the invisible; the invisible strike, parry, and dodge at -1), area affect
Power word activation: *Cherubot-kyn yin Ya-ahk-met*

Knowledge
Damage: none, temporarily bestows knowledge to read, speak, and understand all languages, +5% on one specific skill, recognize enchantment 88%
Duration: 5 melees per level of the diabolist
Used to: inflict (instill knowledge), area affect
Power word activation: *Acba yin kym-nark-mar*

Light
Damage: creates light equal to one torch per level of the diabolist
Duration: 10 melees per level of the diabolist
Used to: inflict, area affect
Power word activation: *Seraph-mytyn yin Ya-ank-met*

Magic
Damage: protection from magic
Duration: 8 melees per level of the diabolist
Used to: protect from magic (+2 on all saving throws vs magic), area affect
Power word activation: *Acba yin Xy yin Acba*

Mystic Drain
Damage: drains away all magic energies, nullifying the effects of any type of magic within its radius. It works on an individual item or person, or has a 10 foot protective radius, no saving throw.
Duration: 6 melees per level of the diabolist
Used to: inflict, protection by infliction, protection from (reduces the effects of a mystic drain by half), area affect
Power word activation: *Xy yin Acba yin Lo-kam*

Sleep
Damage: victims fall into a slumber from which they cannot be roused. (standard saving throw)
Duration: 6 melees per level of the diabolist
Used to: inflict, protection by infliction, protection from (sleep-type spells have no effect), area affect
Power word activation: *Acba yin Tao-bo*

Undead
Damage: protection from undead, it repels them, preventing them from attacking (standard saving throw).
Duration: 10 melees per level of the diabolist
Used to: protection from undead and/ or area affect
Power word activation: *Acba yin Netosa yin Agu*

Colors
Damage: none, turns object or person that color; effects all persons , objects, or area
Duration: 30 melees per level of the diabolist
Used to: inflict, protection by infliction, area affect
Power word activation: *Acba yin Ariel-Rapere-kyn*

Numbers
Damage: none, indicates a particular sequence, often an element in a ward or multiple wards.
Duration: permanent indication
Used to: inflict, protection by infliction, protection from, and area affect
Power word activation: *Acba yin Lictalon*

Power
Damage: doubles the effect, damage, range, and duration of any other ward
Duration: double the length of the normal duration of the ward it accompanies
Used to: inflict, protection by infliction, protection from, and area affect
Power word activation: *Xy yin Agu yin Ya-ank-met*

Permanence
Damage: none, extends the duration and effects of other wards or magic spells or circles.
Duration: permanent/eternal
Used to: inflict, protection by infliction, protection from, and area affect
Power word activation: *Xy-Lictalon yin Ariwl-Rapere-kyn yin Agu yin Netosa*

SAVING THROWS AGAINST WARDS

The base saving throw vs ward magic is 13 or higher. Thus, a player must roll a 13 through 20 to save against a ward's effect. A successful save usually indicates that a person is not affected or harmed in any way by the magic. Those who do not save feel the full effects of the magic.

Ward strength and the number needed to save may be increased by the level of the diabolist's skill in the creation of wards.

WARD STRENGTH

As the diabolist grows in experience his ability to create wards also increases. One indication of this is the number of wards he can cast daily, another is ward strength. The ward strength bonus is added to the number the victims need to save against ward magic, making it more difficult to save. See magic combat table.

MYSTIC SYMBOLOGY

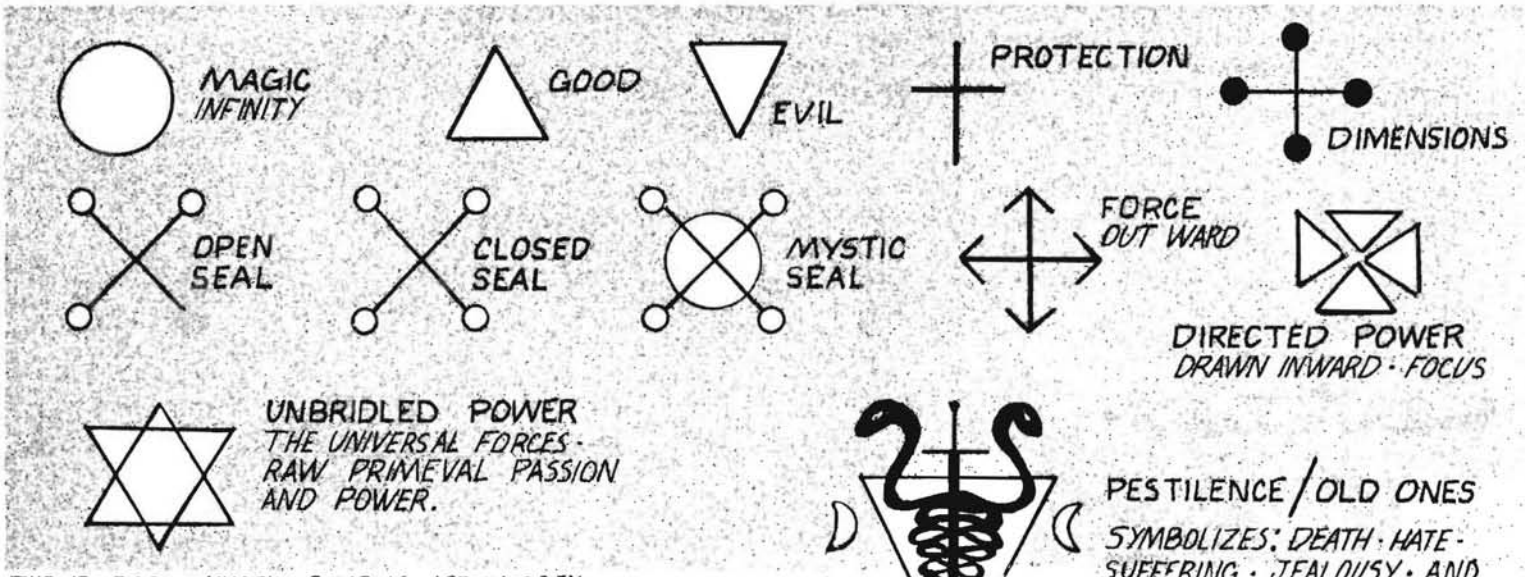
Mystic symbology is the study of cryptic magic symbols. These secret symbols include mystic symbols, swords, arrows, animals, stones, and colors (see illustrations). Diabolists recognize and understand all or these symbols.

Mystic symbols are particularly significant as they are the magic symbols used in the creation of magic circles. However, mystic symbols are also used by diabolists and other men or magic as a pictographic secret language. Often a place of magic or danger will bear a mystic symbol as a warning of what lays beyond. Incorporating mystic symbols with the other symbols mentioned previously can create an effective alphabet similar to hieroglyphs. Neither mystic symbols or any of the other symbols possess any inherent magical properties. They are simply a method of communication.

WARD ARSENAL

A diabolist may carve, paint, or draw a number of wards on items or an area and leave them unactivated (usually leaving a small fraction of the last ward symbol incomplete) until a later date. To activate such a ward he must complete the last ward symbol and utter the power word(s) for that symbol. They cannot be painted on a fabric to be unrolled at a moment of crisis, nor can they be inscribed on discs, stones or weapons and used as hand grenades.

Mystic Symbols



THE 12 BASIC MYSTIC SYMBOLS ARE IN GREY.

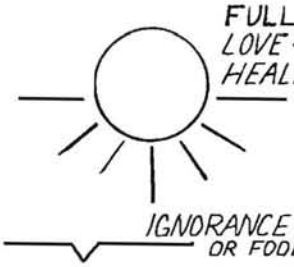


PESTILENCE / OLD ONES

SYMBOLIZES: DEATH · HATE · SUFFERING · JEALOUSY · AND UNBRIDLED POWER.



SUN
LIFE · STRENGTH



FULL MOON
LOVE · REBIRTH · HEALING



HATE



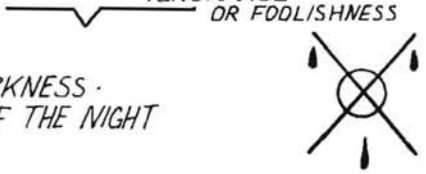
HALF MOONS
JEALOUSY



STAR
NOCTURNAL · UNDEAD



DEATH · DARKNESS · CREATURES OF THE NIGHT

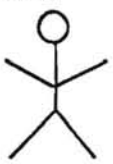


IGNORANCE OR FOOLISHNESS

CRUCIFIXION
SUFFERRING



DUALITY
GOOD / EVIL



MAN



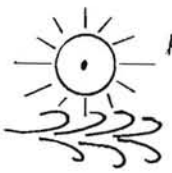
WOMAN



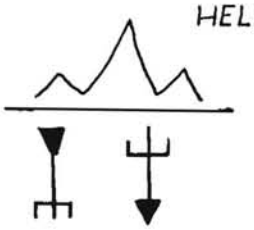
DEVIL



DEMON



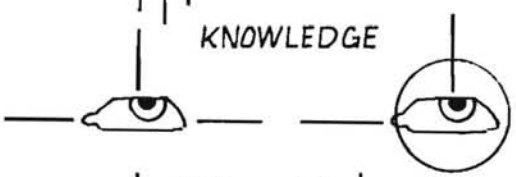
HEAVEN



HELL

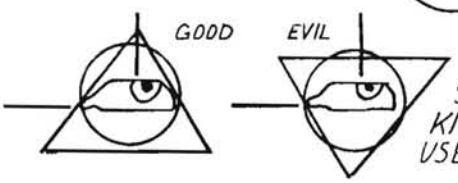


RAIN
FERTILITY



KNOWLEDGE

MYSTIC KNOWLEDGE

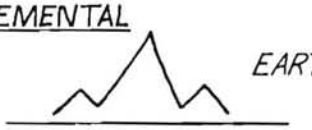


GOOD

EVIL

SYMBOLS OF MYSTIC KNOWLEDGE INDICATING USE FOR GOOD OR EVIL.

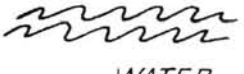
THE FOUR ELEMENTAL SYMBOLS



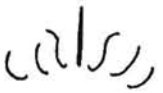
EARTH

AIR





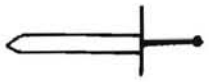
WATER



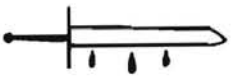
FIRE

Other Symbols

Swords



JUSTICE



VENGEANCE



DEATH



ANGEL
RIGHTEOUSNESS

Arrows



SLAYER
WARRIOR

SLAIN
DEATH IN COMBAT

DRIVEN - *HIGHLY MOTIVATED - CONFIDENT*

BROKEN
LOST · CONFUSED · WITHOUT HOPE

DEATH

DRIPPING BLOOD
PAIN · SORROW

Animals



SCORPION
BETRAYAL



SERPENT
TREACHERY



BULL
STRENGTH



DOVE
PEACE · SERENITY



BUTTERFLY
SPIRIT · SOUL



OWL
WISDOM



HYDRA
MAGIC · POWER

Stones

WATER	*EMARALD · PEARL*
EARTH	*ONYX · SALT CRYSTALS*
FIRE	*RUBY · TOPAZ*
AIR	*DIAMOND · SAPPHIRE*
PURITY	*SILVER*
STRENGTH	*IRON*

Colors

RED	*TRIUMPH · WAR*
YELLOW	*LIGHT · KNOWLEDGE*
BLUE	*TROUBLE · DEFEAT*
GREEN	*LIFE · REBIRTH*
BROWN	*STRENGTH · ELEMENTAL*
BLACK	*DEATH*
WHITE	*PEACE · HAPPINESS*

THE DIABOLIST AND CIRCLE MAGIC

Study Circles (elective)

As scholars of symbols and mysterious languages, diabolists are naturally interested in the study and use of circle magic. There are no limitations as to the types of circles studied, but most diabolists prefer to study circles of protection and power, avoiding summoning circles.

Circle knowledge may be bought from an alchemist or another diabolist or summoner. The most common circles are circles of protection and summoning, though only the foolish and insane are said to use them. Power circles are rarely shared for any price. Even the so called common circles are quite rare and few are willing to share their ancient secrets. See alchemists and circles for prices. See summoner for descriptions and illustrations.

DECIPHERING CIRCLES

Being highly knowledgeable in regard to symbology and skilled in cryptography, a diabolist has a good chance of deciphering the exact function and operation of a circle. Whenever a magic circle is discovered, a clever diabolist will draw a diagram of it in his note book, paying special attention to components and clues that will hint at its purpose. By studying the symbols, he is likely to discern the circle's purpose, but formulating exactly how it works is much more difficult and dangerous.

Once the diabolist believes he has unravelled the mystery of the circle, he can only find out if he is correct by creating the circle and invoking the proper power words. It is the use of the proper power words which is the most difficult, for they must be surmised from the circle's purpose and its other symbols.

Each time a player wants to discover if his character has deduced the correct creation/invocation of a circle, he must actually create the circle and attempt to activate it with the proper word sequence. Then and only then does the G.M. allow the player to roll percentile dice for a successful deciphering of the circle. If the roll is successful, the circle will function exactly as it should. If the roll is unsuccessful, the character has not deciphered the correct circle invocation and must roll on the following table for reactions.

Incorrect Circle Invocation Table

01-10 small explosion, 3-18 damage
11-19 paralysis 1-4 hours
20-24 big explosion, 6-36 damage
25-30 teleports 50 miles away
31-35 blind 2-8 days
36-44 hideous hallucinations, roll once on random insanity table: trauma.
45-50 summon gargoyle
51-55 summon lesser demon
56-60 summon lesser devil
61-65 summon greater demon
66-70 summon greater devil
71-75 turn self invisible for 1-4 days
76-80 berserker rampage, attacks everyone encountered for 1-4 hours
81-89 fear, hides, cringing in corner for 1-6 hours
90-00 dimensional rift (cannot be closed), 01-40 demon dimension, 41-80 devil dimension, 81-00 elemental dimension.

Note: Incorrect circle invocation will react differently each time it is invoked.

THE DIABOLIST O.C.C.

Attributes required: I.Q. 12

O.C.C. skills: knows all symbols, knows all power words, knows all runes, knows wards (ward activation table), magic combat, read/write (+40%) decipher circles.

Knows all symbols: the diabolist is an expert in the study of symbols. Knows all mystic symbols, arrows, swords, animals, colors, and stones.

Knows runes: the diabolists are the only ones who can read and write in this ancient, secret language.

Knows all power words: power words are the keys to the activation of wards and circles. The diabolist is familiar with all power words and their meanings.

Knows wards: being the scholars of secret languages, diabolists know and understand the meanings and symbology of all ward symbols. This means they can create and use any ward. However, the diabolist is limited by the exact number of wards he can create every 24 hours. **The Ward Activation Table** indicates the total number of wards a diabolist can create per level of experience.

Decipher circles: The ability to deduce an unfamiliar circle's function and to decipher the correct invocation to create or activate the circle. (Similar to a wizard's scroll conversion). See decipher circles tables for details.

	Magic Combat
Level 1	+1 save vs. circles
2	+2 save vs. wards
3	Recognize enchantment 40%
4	+2 ward strength
5	+1 save vs. spell magic
6	Recognize magic items 58%
7	+1 circle strength
8	+3 ward strength
9	+2 save vs. spell magic
10	+3 save vs. wards
11	+2 circle strength
12	+4 ward strength
13	+2 save vs. circles
14	+4 save vs. wards
15	+3 save vs. spell magic

Ward activation table	
Level 1	3
2	4
3	5
4	6
5	8
6	10
7	12
8	14
9	16
10	18
11	20
12	22
13	24
14	26
15	28

Deciphering circles (Diabolist)

Level	Deduce function	Decipher Invocation
1	18%	8%
2	28%	16%
3	38%	24%
4	48%	32%
5	62	40
6	76	48
7	84	56
8	88	64
9	91	72
10	93	80
11	95	88
12	96	90
13	97	93
14	98	95
15	99	97



Elective skills: Choose 4 at level one, 3 at level three, 3 at level eight and 3 at level twelve.

Secondary skills: Choose 6 at level one, 4 at level four, and 4 at level ten.

Elective skills
Study Circles (magic)
Disguise (+8%)
Forgery (+20%)
Hand to Hand: Non-men at arms
Horsemanship: General
Identify plants/Fruits (+4%)
Medical
Pick locks
Pick pockets
Prowl
Use poison (+4%)
W.P. Throwing Axe
W.P. Blunt
W.P. Knives
W.P. Short sword
W.P Staves
W.P. Spears
W.P. Small shield
W.P. Sling
W.P. Cross bow

Secondary skills (*Choice of any, but the following have O.C.C. bonuses*).
Demon and Devil Lore (+20%)
Faerie Lore (+10%)
Mathematics (+30%)
Paint (+15%)
Preserve food (+6%)
Racial Histories (+10%)
Read/write additional language (+40%)
Religious doctrine (+20%)
Sense of direction (+10%)
Ventriloquism (+5%)
Speak additional language (+50%)

Levels of Experience
Diabolist

1	0 - 1950
2	1951 - 3900
3	3901 - 8800
4	8801 - 17,600
5	17,601 - 25,600
6	25,601 - 35,600
7	35,601 - 50,600
8	50,601 - 70,600
9	70,601 - 95,600
10	95,601 - 125,600
11	125,601 - 175,600
12	175,601 - 225,600
13	225,601 - 275,600
14	275,601 - 325,600
15	325,601 - 375,600

Summoner

The summoner, also known as "the mad mage" and "circle master", is the most feared of all the men of magic; he is feared because of the sacrifices and self-inflicted wounds required to activate the dreaded circles; feared because of the malevolent forces that are summoned and controlled; feared because of the evil that walks within the shadows of the summoner, consorter of demons.

THE SUMMONER O.C.C.

Summoners are men and women who will sacrifice anything to attain their goals. Some believe themselves to be of a good alignment able to control the dark forces they summon. Most are slowly corrupted until they are as evil as the beings they hope to command. For those who consort with demons and devils often fall victim to them in one way or another.

ALIGNMENT

A summoner may be of any alignment but the foul nature of the circles and components and sacrifices needed to activate them usually limit the alignments to selfish or evil.

MULTIPLE O.C.C.

There are no restrictions prohibiting a summoner from forsaking the study of his black arts to explore other O.C.C.'s. Of course the character must fulfill the requirements of the new occupation. They are most likely to turn to other magic O.C.C.'s or clergy.

SUMMONERS AND WEAPONS

Any type of weapon may be used by a summoner and a fairly large selection of W.P. electives are available. Their favorites are blade or pointed weapons.

SUMMONERS AND HAND TO HAND COMBAT

Same as wizard.

HAND TO HAND COMBAT ELECTIVE

Only the hand to hand: non-men of arms elective skill is available. Same as wizard.

SUMMONERS AND ARMOUR

Same as wizard.

RELIGIOUS PREFERENCES

Most summoners lean toward the Gods of Darkness, particularly the Gods of Taut, demon and devil lords, and the Old Ones. They may follow any religion, sect, cult, or church.

SPECIAL SUMMONER KNOWLEDGE/ABILITIES

Power words
Mystic symbology
Recognize wards
Circle magic: summoning, protection, and power.

POWER WORDS

Summoners know all the power words and their symbolic meanings and references. See diabolist: power words for details.



SUMMONER AND BAAL-ROG DEMON

MYSTIC SYMBOLOGY

Mystic symbology is the study of secret magic symbols and their meanings. They include mystic symbols, swords, arrows, animals, stones, and colors. Summoners recognize and understand all of these symbols.

Mystic symbols are particularly significant as they are key components in the creation of circle magic. See comments and illustrations in the diabolist section.

RECOGNIZE WARDS

Although summoners do not understand or use wards, they are familiar with the concepts behind them and are familiar with the ward motif. Consequently, a summoner will recognize (90% chance) a ward when he sees one. He may not know what it does but he knows that it is a ward. See ward descriptions and illustrations in the diabolist section.

RUNE SYMBOLS

Just to avoid confusion, rune symbols are not included in mystic symbology. Thus, runes mean little more than unintelligible carvings of a forgotten, archaic language to the summoner.

CIRCLE STRENGTH

As the summoner grows in experience, so too does his magic strength and ability increase. This is indicated by circle strength in the magic combat tables. The circle strength bonus is added to the number needed to save vs. circles, making it more difficult to save.

SAVING THROWS VS CIRCLES

Summoning: 13 or better
Power: 13 or better
Protection: 16 or better

CIRCLE MAGIC

Circles of Protection
Protection from Angels
Protection from Devils
Protection from Demons
Protection from Elementals
Protection from Elemental Forces
Protection from Evil
Protection from Faerie Folk
Protection from Good
Protection from Ghosts/spirits
Protection from Jinn
Protection from Magic (simple)
Protection from Magic (superior)
Protection from Old Ones
Protection from Undead
Protection from Witches
Protection from Were-beasts

Circles of Summoning
Angels
Animals
Demons/Devils (lesser)
Demons/Devils (greater)
Elementals
Elemental Forces
Faerie Folk
Gargoyles
Ghosts
Insects
Pawn
Serpents
Spirits
Undead

Circles of Power
All Seeing
Animate Dead
Command
Death
Dimensional Rift
Domination/control
Force
Healing
Invisibility
Insanity
Knowledge
Pain
Passion
Power
Power Leech
Power Matrix
Strength
Teleport
Wonder

CIRCLES OF PROTECTION

All circles of protection prevent harm from befalling the occupants within the circle only. A protective circle will either prevent something or some force from entering its protective confines and/or provide bonuses to save vs. attacks from a particular force.

Saving throws to save vs. a protection circle (enable the creature to enter unharmed) *are much higher than any other circle* requiring a roll of 16 to 20 to save (not including any circle strength bonuses). Other circles require only a 13 or higher.

Attacking from within a protective circle using missile weapons or magic is allowed. Likewise, people within a circle of protection may also be vulnerable to attacks from missile weapons or magic.

Summoners know all protection circles. Note: it takes 15 to 20 minutes to create and activate a protection circle depending on its complexity.

Range: All protection circles only protect those within its radius.
Duration: Permanent until destroyed.

PROTECTION CIRCLE DESCRIPTIONS

Protection from Angels
Angels cannot enter the circle. Those within the circle are +3 to save against any attack by angels.
Components: drawn with any substance , lump of salt, dish of water, burning candle and an empty sealed jar.
Power words: *Erva yin Tao-bo*

Protection from Devils
Devils cannot enter the circle. Those within the circle are +3 to save against any attack by devils.
Components: drawn with holy water
Power words: *Acba yin keron*

Protection from Demons
Demons cannot enter the circle. Those within the circle are +3 to save against any attack by demons.
Components: drawn with holy water
Power words: *Acba yin Pein*

Protection from Faerie Folk
Faeries cannot enter the circle. Those within the circle are +3 to save against faerie magic.
Components: circle must be drawn in salt
Power words: *Ya-blik*

Protection from Elementals
Elementals cannot enter the circle. Those within the circle are +3 to save against elemental magic.
Components: circle can be drawn with any substance, dish of water with a pearl, dish of salt, lit candle, ruby, and a diamond (symbols of the four elements).
Power words: *Acba Tharsis-mycn yin Ariel-Rapere-kyn yin Seraph-mytyn yin Cherubot-kyn*

Protection from Elemental Forces
All elemental forces, natural and magic, do half damage to those within the circle.
Components: emeralds, onyx, topaz, sapphire, circle can be drawn in any substance
Power words: *Acba Lo-kum yin Tao-bo*

Protection from Evil
Evil creatures cannot enter the circle.
Components: drawn with any substance.
Power words: *Acba yin Ya-blik*

Protection from Good
Good creatures cannot enter the circle.
Components: drawn with any substance.
Power words: *Acba Tao-bo*

Protection from Ghosts/Spirits
Ghosts and spirits cannot enter the circle.
Components: circle drawn in green color, burning incense of sweet aroma.
Power words: *Erva yin acba yin agu*

Protection from the Jinn
Jinn cannot enter the circle. Those within the circle are +6 to save against elemental magic cast by Jinn.
Components: dish or water with a pearl, dish of salt, ruby diamond, lit oil lantern, the circle can be drawn in any substance.
Power words: *Pein yin Erva yin Ya-ank-met*

Protection from Magic (simple)
Those within the circle are +2 to save against all magic attacks (spells, circles, wards, and psionics).
Components: can be drawn with any substance.
Power words: *Kym-nark-mar yin acba*

Protection from Magic (superior)
Those within the circle are +6 to save against all magic attacks.
Components: must be sealed with the blood of the circle maker.
Power words: *Acba yin kym-nark-mar yin acba*

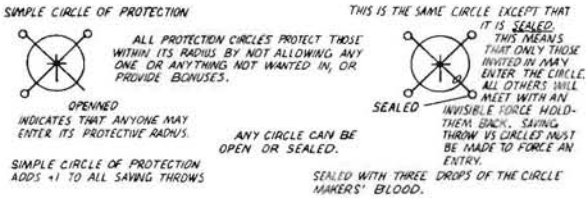
Protection from the Old Ones
Old Ones cannot enter the circle. Those within the circle are +6 to save vs. insanity and magic.
Components: must be drawn with holy water using the quill of an angel's feather, must be sealed with the blood of the circle maker.
Power words: *Agu yin Tao-bo yin Kym-nark-mar*

Protection from the Undead
Undead cannot enter the circle.
Components: silver cross, garlic clove, circle can be drawn in any substance.
Power words: *Pein yin Erva*

Protection from Witches
Witches cannot enter the circle. Those within the circle are +4 to save vs. magic cast by a witch.
Components: the circle must be made of salt, three iron nails are driven into the circle's center.
Power words: *Acba Keron yin Peon*

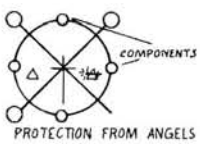
Protection from Were-beasts
Were-beasts cannot enter the circle.
Components: circle is made of silver and sprinkled with holy water.
Power words: *Acba yin Lictalon yin Erva*

Protection Circles



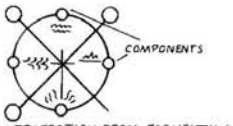

PROTECTION FROM DEVILS


PROTECTION FROM DEMONS

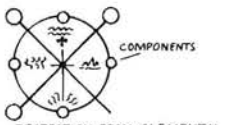


PROTECTION FROM ANGELS

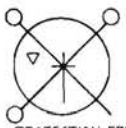

PROTECTION FROM FAERIE FOLK

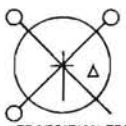


PROTECTION FROM ELEMENTALS

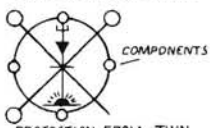


PROTECTION FROM ELEMENTAL FORCES

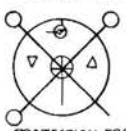

PROTECTION FROM EVIL


PROTECTION FROM GOOD


PROTECTION FROM GHOSTS

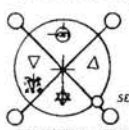


PROTECTION FROM JINN


PROTECTION FROM MAGIC (SIMPLE)



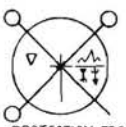
PROTECTION FROM MAGIC (SUPERIOR)



PROTECTION FROM OLD ONES



PROTECTION FROM UNDEAD


PROTECTION FROM WITCH


PROTECTION FROM WERE-BEASTS

SUMMONING CIRCLES

The art of circle magic is an ancient, nearly extinct, form of magic. Summoning, in particular, has been abandoned because of the hazards involved.

Summoning circles create a temporary dimensional gateway calling forth a particular type of nether world inhabitant. Summoning circles can also be used to call forth mortal creatures such as people, animals, and insects.

Summoning devils, demons, elemental, and angels. To summon one of these creatures, the appropriate circle, symbols, components, and sacrifices must be made, and the specific type of creature inscribed in the circle. Shortly after the circle has been activated (2-12 melees) the type of creature summoned will appear through the dimensional gateway created by the circle. As long as the summoner stays within the protective area of the circle, he is safe from any attacks by that creature. Should he step outside that area he becomes completely vulnerable to attack.

As soon as the creature appears a mental battle of wills is begun. The creature must roll *above the summoner's mental endurance (M.E.)* to save against submission, 3 out of 5 times. If it fails to so so it will be totally subservient to the summoner, obeying all commands except to reveal its true name. *If the creature does not become subservient* it will become agitated and hostile. It must be sent back, but there is a 30% chance that it will not return to its world. If it refuses to return, it will do so in anger, snarling and insulting the summoner in hope of luring him from the protective circle area. It is likely to threaten all sorts of things, ransack the area, and remain in this world for 2-8 hours. There is a 10% chance that it will remain in this world indefinitely, ignoring the summoner and fleeing to establish a domain elsewhere on this planet. Should the summoner step out of the circle, the creature will attack him, incapacitating and torturing the summoner, but will leave him alive to remember his folly. Of course the summoner may attack the thing from within the protective summoning circle.

Subservient creatures

The summoner can command one or several of these monsters, depending on his level of experience. The devils, demons, elementals, or angels will obey his commands casting magic, engaging in combat, steal, spy, etc. **Note:** Angels will commit suicide before they take the life of an innocent, or even harm or steal from an innocent (77% chance). **Number of submissive servants**

One lesser devil, demon, sub-demon, faerie folk, minor elemental, ghost, or animal per every two levels of experience.

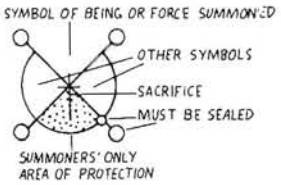
One greater devil, demon, gargoyle mage, major elemental, or angel per every four levels of experience. With the exception of the Kukulcan, dragons cannot be summoned.

NOTE: the summoner can summon a specific type of devil, demon, faerie, etc. by inscribing the name of the type in the circle. 60% chance of summoning the specific type, G.M.'s discretion for the type of creature if it's not the desired type.

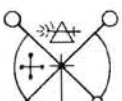
The battle of wills continues with the submissive creature challenging the summoner's will power. *Lesser creatures* will test mental endurance once every two months. Faeries, all mortals, ghosts, spirits, and animals fall into the category of lesser creatures.

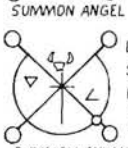
Greater creatures will attempt to break the hold once every two weeks. Re-roll the battle of wills each time for each individual creature.

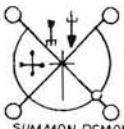
Summoning Circles

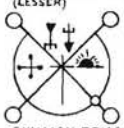


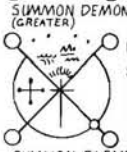
Summoners know all summoning circles.

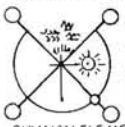

DRAWN IN SILVER
SACRIFICE: BUTTERFLY
POWER WORDS: ACBA YIN TAO-BO
SUMMON ANGEL

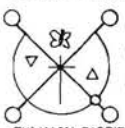

DRAWN IN ANIMAL BLOOD
SACRIFICE: ANY ANIMAL
POWER WORDS: ACBA YIN ACBA YIN AGU
RANGE. 20 MILE RADIUS
SUMMON ANIMAL

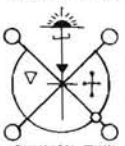

DRAWN IN ANY SUBSTANCE
SACRIFICE: GOAT
POWER WORDS: PEIN YIN KERON
SUMMON DEMON/DEVIL (LESSER)

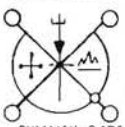

DRAWN IN BLOOD OF A DOVE
SACRIFICE: 3 DOVES
POWER WORDS: XY YIN PEIN YIN KERON
SUMMON DEMON DEVIL (GREATER)


DRAWN IN CHARCOAL
SACRIFICE: FRUIT
ELEMENTAL SYMBOLS: EMERALD·ONYX·RUBY·SAPPHIRE.
POWER WORDS: ACBA YIN LOKUM
SUMMON ELEMENTAL

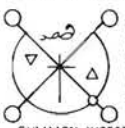

DRAWN IN IRON DUST
SACRIFICE: HAWK
POWER WORDS: YA-AHK-MET
SUMMONS ELEMENTAL FORCES EQUAL TO THE ELEMENTAL MAGIC OF AN AIR OR WATER WARLOCK.
SUMMON ELEMENTAL FORCE

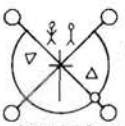

DRAWN IN FLOWER PETALS
SACRIFICE: LAMB
POWER WORDS: ACBA YIN LIC TALON
SUMMON FAERIE FOLK

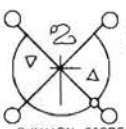

DRAWN IN BLACK
SACRIFICE: 4 RATS
POWER WORDS: PEIN YIN ERVA.
SUMMON JINN

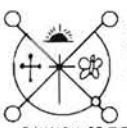

DRAWN IN MUD
SACRIFICE: A LIZARD
POWER WORDS: PEIN YIN ARIEL-RAPERE-KYN
SUMMON GARGOYLE

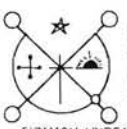

DRAWN IN OWLS' BLOOD
SACRIFICE: 2 TOADS
POWER WORDS: AGU YIN NETOSA
SUMMON GHOST


DRAWN WITH MANGLED INSECTS
SACRIFICE: SPIDER (GIANT)
POWER WORDS: YABLIK YIN ACBA
SUMMONS 20-120 INSECTS PER EACH LEVEL OF CIRCLE MAKER.
RANGE: 20 MILES
SUMMON INSECTS


DRAWN IN SILVER
SACRIFICE: LAMB
POWER WORD: TARM-KIN-TOE
THE TRUE NAME OF THE PERSON SUMMONED MUST BE INSCRIBED. . . THAT PERSON WILL BE INEXORABLY DRAWN TO THE SUMMONERS' LOCATION.
SUMMON PAWN


DRAWN IN THE BLOOD OF A SNAKE.
SACRIFICE: A SNAKE
POWER WORD: YA-BLIK
SUMMONS 4-24 SNAKES PER EACH LEVEL OF CIRCLE MAKER. 50% OF SUMMONING 1 KUKULCAN
RANGE: 20 MILE RADIUS.
SUMMON SERPENTS


DRAWN IN LAMBS' BLOOD
SACRIFICE: RAM
POWER WORDS: AGU YIN ERVA
SUMMON SPIRIT


DRAWN IN SCORPIONS' BLOOD
SACRIFICE: A BAT
POWER WORDS: NETOSA YIN ERVA.
SUMMON UNDEAD

CIRCLES OF POWER

There are two types of power circles; those that affect persons within the circle and those that affect people outside the circle. The visual distinctions between the two are simple: *those that affect persons within a circle* must bear the *symbol of directed power* (drawing force inward) and is an *open seal circle, circles that affect persons outside the circle* must bear the *symbol or force* (outward) and is a *sealed circle*.

Duration is conditional, and differs from circle to circle. Some have a fixed duration, some depend on the level of the circle maker, others remain active while occupied by the circle maker, and a few are permanent.

Cancelling a circle's effect can be done at will by the circle maker or if the circle maker leaves the circle. If the circle maker is rendered unconscious there is a 76% chance the circle's effects will be cancelled, otherwise it will continue to be active for its maximum duration.

The length of time required to create a circle of power is about 30 to 60 minutes (protection takes 3 to 20 minutes and summoning 30 to 90 minutes). Passion, pain, domination/control, and power each takes 90 to 120 minutes; while power matrix takes six hours plus the creation of each individual linked circle. Reactivating a circle takes 4 to 12 minutes.

Reactivation of circles is not possible in all cases. Generally a power circle can be reactivated by incorporating new/fresh components. However, some (of which 3 are permanent circles)) can be activated only once. In order to recreate the powers of the circle it must be completely redrawn with all new components. *Circles that can be reactivated include:* animate dead, command, domination/control, force, knowledge, power, power leech, power matrix, and teleport. Insanity, invisibility, and dimensional rift remain permanently active.

Sealed circles of power do 4-24 damage (per melee) to anyone not authorized to enter them. Only the circle maker and those whose names are inscribed in the circle may enter it.

Components and symbols: only the correct components and symbols activate a circle.

Power words are the final components in the activation of a circle. If the wrong power words are used roll on the decipher error table in the diabolist section for side affects.

Circles of power can be acquired by stealing, gift, purchase, or decipherment.

CIRCLES OF POWER DESCRIPTIONS

All Seeing power circle
Range: unlimited
Duration: active as long as occupied by the circle maker.
Saving throw: none

Like a crystal ball, this circle will locate and create a clear visual image of the person or plane sought in a smoky haze of the candle. To do this, the circle must be properly activated and the TRUE name of the person or plane to be located must be inscribed in the circle. Without the true name the circle is inoperable. Through the circle the observer can clearly hear and see everything his target says or encounters. The image will follow the target wherever he goes for the duration of the circle. The circle can locate anyone, anywhere within the same dimension.

Components: mystic symbol of directed power. The circle must be drawn with the juice of a mandrake root, the symbols drawn in the blood of an eagle. A three hour candle burn in the center into which the ground bones of a dragon (dragon dust) must be sprinkled (one ounce is needed).

Power words: *Lictalon yin Lictalon-acba*

Animate (and control) Dead power circle
Range: affects all who bear the symbol of death
Duration: active as long as it is occupied by the circle maker
Saving throw: none

This is a circle that enables the circle maker to animate and control the dead (corpses, skeletons, etc.) The animated dead function and react exactly as those animated by spell magic. However, the process of animating the dead using a power circle is not as random or as limited as the spell equivalent. The circle will animate ALL dead things on whom the mystic symbol of death has been painted. The death symbol must be painted in the blood of a freshly killed salamander. All corpses bearing the symbol will rise and follow the commands of the circle maker. **Note:** All commands must be made from within the circle. After stepping beyond the circle the circle maker has no power over them (thus they will obey only the orders given while the mage was in the circle). Maniacal diabolists and summoners have been known to raise entire armies of the dead through the power of this circle.

Components: mystic symbol of force; The circle must be drawn in the blood of a vampire, the symbols in the blood of a freshly killed salamander.

Power words: *Xy yin Lo-kum yin Nestosa yin Erva*

Command power circle
Range: 60 foot radius
Duration: 1-4 melees per level of the circle maker
Saving throw: standard

By the power of this circle the maker can impose his will upon other living creatures, forcing them to obey his commands. Fortunately the circle's power cannot be made to make someone commit suicide, but it can force its victims to attack friends, reveal secrets, names, etc. The effects are limited in both duration and range but can be reactivated repeatedly.

Components: mystic symbol of force; The circle must be made of lotus petals (either laid or glued on the floor), the mystic symbols are drawn in vegetable oil.

Power words: *Kym-nark-mar*

Death power circle
Range: 40 foot radius or special
Duration: 10 melees per level of the circle maker
Saving throw: standard

This circle has two types of attacks:

General damage enables the circle maker to inflict 1-4 points of damage per level of experience upon anyone within the circle's 40 foot radius, as long as the maker is aware of their presence.

Specific attack assaults a particular person inflicting 1-8 points per level of experience of the circle maker. The range of the circle is 500 miles. To strike down a person in this way the circle maker must *Know the target's true name, have a clipping of his hair, and one personal item* belonging to that person. The circle is invoked, the victim's true name is written in a solution of resin and quicksilver and the attack is launched. If the person is within 500 miles the circle magic will locate and strike him. Standard saving throw.

Components: mystic symbol of force; the circle must be drawn with the poisonous venom of a snake (color may be added), the symbols drawn in quicksilver

Power words: *Tarm-kin-toe yin Tarm-kin-toe*

Dimensional Rift power circle
Range: special
Duration: special (permanent?)
Saving throw: none

This circle creates a dimensional gateway to any other dimension. Unlike similar spells, the circle maker does not have to have first hand knowledge of the other world. Rather, all that is needed is a rudimentary knowledge of the other dimension and the circle components. Once the circle is activated a hole is ripped through the fabric of space and time providing a bridge between two worlds. The rift appears as a dark oval shaped opening suspended in thin air. Strange winds often whistle through the gap as well as unusual odors and sounds.

The dimensional rift is a two way portal which allows creatures from both worlds to come and go as they please. Once opened the rift remains opened until the circle maker closes it. If the circle maker dies before closing the rift it will remain open for all time. Only magic barriers can temporarily seal it or, more likely, the area off.

Components: mystic symbol of directed power; the circle must bear the true name of its maker. The circle itself must be drawn in the blood of the circle maker, the symbols drawn in the excrements of a devil or

demon, and a still warm dragon's heart must be stabbed three times while the power words are invoked.
Power words: *Acba yin Lokam yin Kym-nark-mar*

Domination/Control power circle
Range: 30 foot radius or specific person
Duration: 10 melees per level of the circle maker
Saving throw: standard

Through this circle the maker is able to mentally dominate all who fall under his power. The force of his will is absolute and all those affected within the circle's radius of influence will obey his every demand without question (Note: suicide, or a demand that directly contradicts the character's professed ethics, affords him the chance to break the enchantment at +3 to save vs.circles/wards.)

Domination of individuals at much greater distances is also possible. The circle maker must know his victim's true name and possess clippings of that persons hair and nails. He can then mentally control that person like a puppet at up to 1000 miles away. Long range control can be attempted three times a day. The victim has a standard saving throw. A thin symbolic link is established in the case of continuing domination enabling both victim and master to sense if the other dies. The victim is also likely to develop insanity as a result of this mental possession. (roll on random insanity once every six months of active domination). The victim will develop an intense emotional anxiety toward the circle maker either hating/seeking his destruction (01-50) or becoming fearful and submissive to him (51-00). In such cases the victim will instantly recognize the circle master even if they have never met before.

The circle of domination/control remains active as long as the victim lives and his hair and nail clippings remain in the circle. Only one individual can be controlled in such a manner, thus the circle is completely oriented to that person. A separate circle must exist for each specific person controlled.
Components: mystic symbol of force; The circle is created from stretched cat's entrails, the symbols are inscribed in gold. The victim's true name and clippings of his hair and nails are placed in a flask or pouch in the center. Note: A general area affect circle of domination requires no names, but once a name is inscribed the circle has influence over that person only.
Power words: *Pein yin Lictalon*

Force power circle
Range: circle area only
Duration: 15 melees per level of the circle maker
Saving throw: none

This circle creates an impenetrable enclosure of force that encompasses the circle's entire radius (or all circles in a power matrix). The force can sustain an infinite amount of damage and prevents stenches, clouds, etc. from penetrating it. However, psionic attacks, charms, and mesmerism are quite effective means of countering the force field. A dispel magic barriers will temporarily negate the circle of force, but the circle is +3 to save against that spell and will regenerate within six melees.

The circle can be reactivated at any time by the invocation of the power words. If the circle of force has been previously activated for its entire duration it cannot be reactivated for a two hour interval.
Components: mystic symbol of directed power; The circle can be drawn in any substance, likewise the symbols. However, a white dove must be sacrificed while the power words are recited.
Power words: *Ya-ahk-met yin Ya-ahk-met*

Healing power circle
Range: the circle area only
Duration: affects are permanent, circle activation 6 melees per level of the circle maker
Saving throw: none

The mystic energies created by the healing circle automatically heals anyone within it radius. Hit points are restored at a rate of 2-12 per melee; there is a 15% chance of removing curses (one time only). It adds +10% to save vs. coma and it adds +2 to save vs. poison and insanity.
Components: mystic symbol of directed power; The circle is drawn in silver and its symbols are drawn with the powdered wings of butterflies.
Power words: *Acba yin Tao-bo yin Agu*

Invisibility power circle
Range: the objects within the circle
Duration: permanent, 10 melees per level of the circle maker
Saving throw: standard

This circle will turn the circle maker and anyone entering the circle invisible for 10 melees per level of the circle maker. This is an enchantment placed upon any who enter the circle and as such, the invisibility cannot be cancelled at will. The invisible person will remain so until the enchantment wears off.

The circle of invisibility remains constantly active until the toad skeleton is removed.
Components: mystic symbol or directed power; The circle is drawn with the powdered bones of toads, the symbols in clear wax. The complete and unbroken skeleton of a toad must also be placed within the circle's radius but turns invisible once the circle is activated. Only the circle and symbols remain visible.
Power words: *Acba yin Cherubot-kyn*

Insanity power circle
Range: circle radius
Duration: permanent
Saving throw: standard

This circle attacks the mental endurance of all who enter or pass over it (maximum range is 20 feet high). The unfortunates who fall victim to this circle must roll once on the random insanity tables for each three melees spent within the circle or upon each re-entry.

Only those whose true names are inscribed in the circle are unaffected. The circle is permanently active until it is washed away.
Components: mystic symbol of directed power; The circle is drawn with the mangled bodies of scorpions, the symbols in paint or ink (any type of color). Two live scorpions are tied to a post in the circles center.
Power words: *Keron yin Lictalon*

Knowledge power circle
Range: circle radius
Duration: 15 melees per level of the circle maker
Saving throw: none

The circle of knowledge instills a temporary aura around the circle maker and/or any one in the circle. Burning the tongue of an owl will provide the following enchanted abilities: +10% on all skills and understand and speak all languages. The burning of a goblin's tongue provides the knowledge and abilities of a sixth level thief. The burning of a wolfen tongue provides the knowledge and abilities of a sixth level ranger. The burning of a wizard's tongue instills the knowledge of that wizard at sixth level proficiency. The burning of a dragon's tongue provides the ability and knowledge to speak, read, and write all languages, any symbols, +20% on all skills. This circle can be used repeatedly.
Components: the mystic symbol of directed power; The circle is painted in yellow, the symbols in blue. A small brazier sits in the middle with hot coals to burn the tongue. It is the burning of the tongues and the invocation of the power words that activate the circle.
Power words: *Lictalon yin Kym-nark-mar-Agu*

Pain power circle
Range: special
Duration: 6 melees per level of the circle maker
Saving throw: standard

Only those whose true names are inscribed in the circle are affected by a circle of pain. The circle maker first draws the circle and then fashions a straw or cloth doll (human shape) symbolizing the victim. The hair or nail clippings or a personal article of the intended victim must be tied to the doll. Pins, needles, or nails are then driven through

the effigy while the power word are chanted. The victim will receive sharp, stabbing pains corresponding to where the pins are driven in the doll. This circle is devised to inflict pain and suffering, not death (although it can kill). Consequently only 1-4 points of damage is inflicted per melee. The victim automatically rolls to save vs circle magic *each melee*. If a successful save is made there is only a slight twinge of pain and no damage is done.

Components: mystic symbol of force; The circle is drawn with the bodies of mangled spiders, the symbols are painted in black.

Power words: *Netosa yin Tarm-kin-toe*

Passion power circle
Range: special
Duration: 6 melees per level of the circle maker
Saving throw: standard

This circle functions in a similar fashion to the circle of pain. It only affects the person whose true name is inscribed in the circle. A small human effigy is made of straw or cloth on which the hair or nail clippings or personal item of the intended victim is attached. The doll is then sprinkled with powdered mistletoe and suspended above a small flame. The circle maker concentrates on the type of passion he hopes to instill in the victim (love, lust, hate, jealousy, anger, etc.) while chanting the power words. Maximum range 1000 miles. Saving throw standard. Those who fail to save will suddenly be engulfed by irrepressible emotion.

Components: mystic symbol of force; The circle is created with lotus petals, the symbols are painted in blue. A small fire and the prepared doll are placed in the center. A goat is sacrificed at the very beginning of the chanting.

Power words: *Pein yin acba-Seraph-mytym yin Lictalon*

Power power circle
Range: the people within the circle, and projected power
Duration: active until circle maker leaves or cancels it
Saving throw: standard

This circle confers great primal magic power to the people within it. It taps into and focuses magic energy upon the circle area, endowing those within it with unlimited power. The circle area seems to glow and undulate with light and color as if it were a cosmic prism. The rush of energy envelops the circle's occupants. **The Power:** Occupants are then +5 on all saving throws, +2 spell strength (in addition to any other bonuses; spell magics only), bio-regeneration (1-6 points per melee), and enables them to create/cast the following (doing 1-6 points per level of the circle maker): ball of flame, call lightning, wall of fire. It also creates the following affects: (duration, as long as the circle remains active) charm, charismatic aura, weightlessness (area affect 20 feet beyond the circle), mesmerism (area affect 20 feet beyond the circle), animate/control dead (1-6 dead per level of the circle maker), control the beasts (1-6 animals per level of the circle maker), and metamorphosis (affects only those within the circle). Note: all abilities/powers are equivalents to the spell magic of the same title.

The circle is activated and reactivated by invoking the proper power words and by wearing a helm fashioned from the skull of a cockatrice or kukulcan (dragons).

Components: mystic symbol of directed power; the dragon helm must be inscribed with the symbol of force.The circle and symbols must be drawn using a bone from an elf in any substance.

Power words: *Xy yin Lo-kum-yin Kym-nark-mark*

Power Leech power circle
Range: 30 foot radius per level of the circle maker
Duration: active only while circle maker remains in the circle
Saving throw: -2 to save vs circle magic

The power leech drains all mystic energies within its radius of influence. Magic spells (including elemental magic), wards, and other circles are all reduced to half their normal strength, power, and duration. Thus a mage or cleric of sixth level experience will cast spells as if he were only third level. The power leech also absorbs all energy that is directed at it; if, for example, a lightning bolt or fire ball were shot at the circle it will be completely absorbed doing no damage to the circle or its occupants.

Components: the mystic symbol of directed power must be inscribed in the circle while a helm fashioned from the skull of a cockatrice or kukulcan is inscribed with the symbol of force. The symbols are painted in brown. The circle is created from the soft mangled bodies of leeches, a light (candle, lantern, fire, etc.) is placed in the center and two live leeches are applied to each arm of the circle maker. Should a leech drop off, the circle is cancelled. The power leech circle can be reactivated, even if the leech bodies composing the circle have dried, at any time as long as the dragon helm is worn and the power words invoked.

Power words: *Ya-ank-met yin Lictalon*

Power Matrix power circle
Range: special
Duration: active while the circle maker occupies the circle
Saving throw: none

A power matrix is the linking of 2 to 4 circles so that the circle maker can use the abilities/powers of each without physically stepping out of one into the other. As long as each circle is composed of the correct components and appropriate power words for each have been invoked, the circle maker can manipulate them all while standing in the power matrix core circle. It can be reactivated at any time by invoking the power words.

Components: mystic symbol of unbridled power is the linking symbol and focus of the power matrix. All symbols of unbridled power must be drawn in real gold. The dragon helm must also be worn and the circle maker must paint the eleven power words of forces on his skin (painted in any substance).

Power words: *Acba yin Xy yin Xy yin Ya-ank-met yin Lo-kum*

Wonder power circle
Range: special
Duration: active while the unicorn horn burns (6-24 melees)
Saving throw: standard

The circle of wonder is an extremely powerful circle with incredible healing properties.

The Powers affect the occupants of the circle: remove curse 93%, healing touch (restores 2-12 hit points per melee), exorcism 96%, resurrection 89%, all saving throws +8 while in the circle.

Area affects (60 feet beyond the circle): healing touch (1-6 hit points restored per melee), +2 on all saving throws, protection from demons and devils.

It can be reactivated by burning a unicorn horn and invoking the proper power words.

Components: mystic symbol of unbridled power; The circle and symbols can be drawn in any substance. The complete horn of a unicorn must be saturated in a flammable oil and set on fire (allowing it to burn completely).

Power words: *Tao-bo yin acba yin Agu*

Teleport power circle
Range: circle area/ distance 1800 miles
Duration: instant
Saving throw: none

This circle will teleport its occupants to whatever location within range that is inscribed, in chalk, in the circle. The usual hazards and conditions of teleportation apply (see spell magic teleportation).

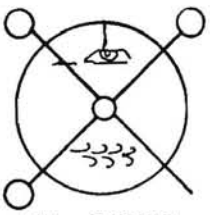
Flawless teleportation can be established by teleporting from one teleport circle to another.

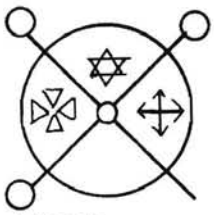
This circle can be reactivated at any time by rubbing out the old destination and writing a new one in; the power words must then be invoked and the wings of a faerie burnt. It is also one of the few circles that can be used by someone who did not create it.

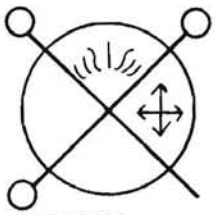
Components: mystic symbol of force; The symbols and circle can be drawn in any substance. Only burning a pair of faerie wings will activate the circle.

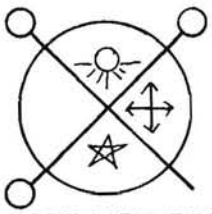
Power words: *Acba yin Lo-kum yin Cherubot-kyn*

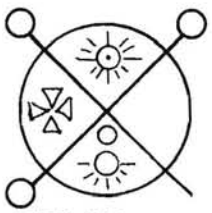
Power Circles

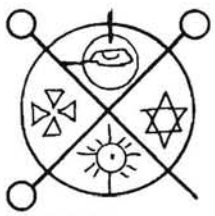

ALL SEEING


FORCE

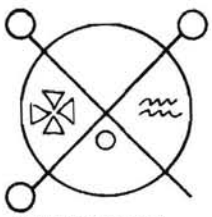

PASSION

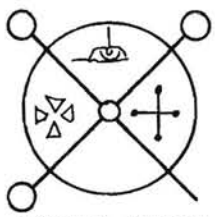

ANIMATE DEAD

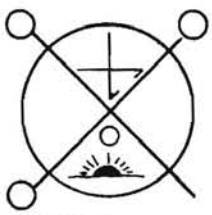

HEALING

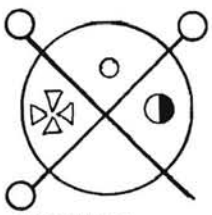

POWER

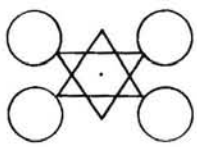

COMMAND

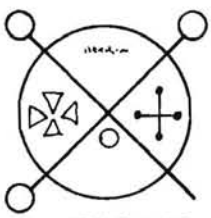

INVISIBILITY

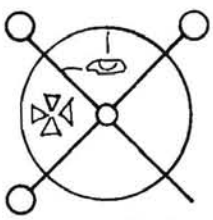

POWER LEECH

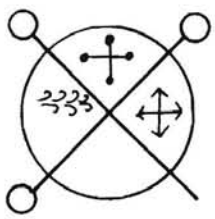

DEATH

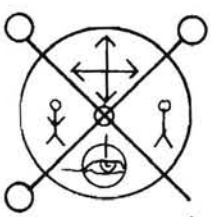

INSANITY

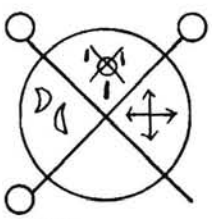

POWER MATRIX

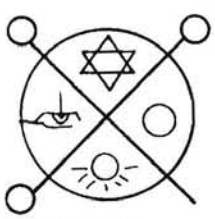

DIMENSIONAL RIFT


KNOWLEDGE


TELEPORT


DOMINATION/CONTROL


PAIN


WONDER

THE SUMMONER O.C.C.

Attributes required: I.Q. 10, M.E. 14

O.C.C. skills: knows all symbols, knows all power words, recognizes wards (90%0, circle magic, decipher circles, magic combat, read/write (+30%).

Knows all symbols: the summoner is an expert in the study of mystic symbols (magic, swords, arrows, animals, colors, and stones).

Knows all power words: power words are keys to the activation of circles, thus, they are all known and understood by the summoner.

Recognize wards (90%): Although they do not use ward magic, summoners are able to recognize a real ward 90% of the time.

Circle magic: knows all circles of summoning and protection. Actively study and seek power circles.

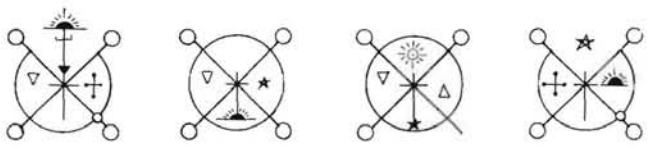
Decipher circles: The ability to deduce an unfamiliar circle's function and to decipher the correct invocation to create or activate the circle. (Similar to a wizard's scroll conversion). See decipher circles tables and diabolist section for details.

Magic Combat

Level 1 +1 save vs. circles
2 +1 circle strength
3 Recognize enchantment 48%
4 +1 save vs. spell magic
5 +2 circle strength
6 +2 save vs. wards
7 Recognize magic item 40%
8 +2 save vs. circles
9 +3 circle strength
10 +2 save vs. spell magic
11 +3 save vs. circles
12 Sense evil 50%
13 +3 save vs. wards
14 +3 save vs. spell magic
15 +4 save vs. circles

Decipher circles (Summoner)

Level	Deduce Function	Decipher Invocation
1	20%	10%
2	30%	20%
3	40%	30%
4	50	40
5	65	50
6	80	60
7	90	70
8	92	80
9	93	85
10	94	90
11	95	92
12	96	94
13	97	96
14	98	98
15	99	99



Elective skills: Choose 5 at level one, 3 at level two, 2 at level eight and 2 at level twelve.

Secondary skills: Choose 6 at level one, 4 at level four, and 4 at level ten.

Elective skills

Disguise (+6%)
Forgery (+4%)
Hand to Hand: Non-men of arms
Horsemanship: General
Medical (+6%)
Pick locks
Pick pockets
Prowl
Use poison (+6%)
W.P. Throwing Axe
W.P. Battle Axe
W.P. Blunt
W.P. Knives
W.P. Short swords
W.P. Large swords
W.P. Spears/Forks
W.P. Small shield
W.P. Sling
W.P. Cross bow

Secondary skills (*Choice of any, but the following have O.C.C. bonuses*).

Demon and Devil Lore (+30%)
Faerie Lore (+15%)
Mathematics (+22%)
Paint (+10%)
Racial Histories (+15%)
Read/write additional language (+24%)
Religious doctrine (+30%)
Sense of direction (+8%)
Speak additional language (+30%)
Imitate voices (+6%)
Ventriloquism (+8%)
Recognize poison (+10%)

Levels of experience
Summoner

Level 1 0 - 2100
2 2101 - 4200
3 4201 - 8400
4 8401 - 17,800
5 17,801 - 26,800
6 26,801 - 36,800
7 36,801 - 51,800
8 51,801 - 71,800
9 71,801 - 96,800
10 96,801 - 136,800
11 136,801 - 176,800
12 176,801 - 226,800
13 226,801 - 276,800
14 276,801 - 327,800
15 327,801 - 377,800

The Mind Mage

A mind mage is any man or woman who possesses great natural psionic (powers of the mind) abilities. Although these people cast no spells nor dabble with circles or symbols, their powers are great, making the mysterious mind mage one of the most feared of all men of magic.

THE MIND MAGE O.C.C.

Mind mages draw their spectacular abilities from themselves. They need no spells, no power words to invoke, no mystic symbols; their powers are the powers of the mind. Although many people may possess some latent psionic or E.S.P. type abilities, it is the mind mage who has unlocked its secrets and mastered them.

Because mind mages draw their powers from their inner self (Inner strength/Inner strength points: I.S.P.), they tend to be very self-assured, cocky arrogant people who believe themselves superior to all other men of magic (as well as most everyone else). As a result of this pride in being totally self-reliant, mind mages are not likely to study any other magic O.C.C. with any real enthusiasm.

MULTIPLE O.C.C.

Since the mind mage prides himself on his abilities as a mind mage, he will be extremely reluctant to cease their development to explore another O.C.C.. Mind mages express a particular contempt (although respect) toward the other types of magic and are least likely to adopt another magic O.C.C.. However, the decision is up to the player and he/she can choose to study any other O.C.C. for the character as long as the requirements can be filled.

PSIONICS REQUIRED

To be a mind mage the player's character must possess strong natural psionic abilities. All characters get to roll to determine if they have any latent psionic abilities (see Psionics for details). The possible outcome is **no appreciable psionics (1-59%), minor psionics (60-79%), major psionic (80-89%), and master psionic (90-100%).** *Only* a major or master psionic can aspire to be a mind mage.

PSUEDO-MIND MAGE

Characters with **major psionic abilities** are limited in the scope and strength of their abilities. Although impressive, compared to a true mind mage they are but mere children.

A major psionic must roll to determine which abilities he is aware of and can use. The chance of his being aware of his abilities is 60%. Thus, at first level percentile dice are rolled for each individual ability to see if the psionic has the knowledge to use it (1-60% indicates an active/useable ability; 61-100% indicates an unknown/unusable ability). At first level only the level one abilities are available (roll for each); at second level the second level abilities manifest themselves (again, roll for each ability), at third level the level three psionic abilities become available (roll for each). Unfortunately, the third level range of psionics is the limit of the major psionics' abilities. He can never gain nor learn any abilities beyond level three because he just does not possess those abilities. However, as the major psionic grows in additional experience (level 4, level 5, etc.), his mastery over his psionic abilities (levels 1-3 only) all increase in duration and strength, as well as increasing inner strength points.

Inner Strength Points (I.S.P.) are the individual's personal inner body strength. When a particular psionic ability is used, the person must concentrate, drawing upon his inner self/strength or astral body.

Inner Strength Points are determined by the character's mental endurance (M.E.) plus 1-8 for each additional level of experience **(see Psionics).**

THE TRUE MIND MAGE

Those rare individuals (90-100%) who are **master psionics** are the only ones who can become a true Mind Mage, utilizing the full range of psionic abilities.

Only the mind mage, who has dedicated his life to the exploration, understanding, and development of his mental abilities, can use the entire range of psionics with few limitations. Even other master psionics individuals who have chosen other O.C.C.s do not have the full scope of abilities that the mind mage possesses.

As the mind mage (master psionic) grows in experience, the psionic abilities which manifest themselves at each level are **all** *automatically* at his disposal. Thus, at first level experience the mind mage knows and can use **all** the level one psionic abilities. At second level his adds **all** the second level abilities to his knowledge; at third level he gains **all** the level abilities, and so on up to level ten. There are no rolls to determine the mind mage' powers; this is his occupation, to know himself and his powers.

Inner Strength Points are determined by the character's M.E. (I.S.P. Base), then roll one 20-sided die and add the number to the I.S.P. Base. As each new level of experience is achieved, 10 additional I.S.P. are added. The mind mage has far greater I.S.P. because he has dedicated his life to developing his natural mental abilities to become the master of his mind, body, and fate.

ALIGNMENTS

The mind mage can be of any alignment, good, selfish or evil, and may worship any god(s).

PSIONIC ABILITIES

Psionic powers are the ability of the mind to control and manipulate the forces around it. Although no magic in the sense of spells and mysticism (psionics is a natural phenomenon), its affects are quite dynamic and certainly seem to be a thing of magic. After all, anyone who can heal himself, turn invisible, walk on water, move objects with a mere gesture, and kill people with his eyes (evil eye) is a manipulator of unknown magic forces. **See Psionics** *for specific descriptions.*

NOTE: Unlike most of the other magics, no words or components are required to perform any of the psionic abilities. Thus being bound or unable to speak will not impair the mind mage's abilities. Even blinded, he can search out/attack by using telepathic probes and presence sense.

MIND MAGES AND WEAPONS

Mind mages are able to use most types of weapons with quite a selection of weapon proficiencies available to them.

MIND MAGES AND HAND TO HAND COMBAT

Like all non-fighting classes, they have only one attack per melee. See Wizards and Hand to Hand Combat. Same as wizard.

HAND TO HAND COMBAT ELECTIVE

Same as wizard. Only the Hand to Hand: Non-men of arms elective skill is available.

MIND MAGES AND ARMOUR

Same as wizard. Tend to wear hard leather, studded leather, chain mail and double mail.

RELIGIOUS PERSUASIONS

A mind mage can be a follower of any religion or god(s). The particular type of religion or god(s) chosen will probably be reflective of the character's alignment. **NOTE**: Some religions believe that psionics is the sign of the devil and destroy that person as a witch.

THE MIND MAGE O.C.C.

Attribute requirements: I.Q. 9 (major or master psionics)
O.C.C. skills: Read/write (+50%), speaks 3 additional languages (+40%), magic combat.
Elective skills: Choose 7 at level one, 3 at level three, 3 at level eight and 3 at level twelve.
Secondary skills: Choose 10 at level one, 4 at level four and 4 at level ten.

Elective skills

(magic electives same as wizard)
Recognize runes
Study circles
Study symbols
Study wards

Disguise
Dowsing (+15%)
Forgery (+6%)
Hand to Hand: Non-man of arms
Horsemanship (general)
Locate secret compartments/doors (+10%)
Medical (+4%)
Pick locks (+2%)
Pick pockets (+2%)
Prowl (+4%)
Trap/skin small animals
W.P. Throwing axe
W.P. Battle axe
W.P. Blunt
W.P. Knives
W.P. Short swords
W.P. Large swords
W.P. Staves
W.P. Small shield
W.P. Sling
W.P. Cross bow

Secondary skills

(*Choice of any, but the following have O.C.C. bonuses*).
Demon and devil lore (+10%)
Faerie lore (+8%)
Imitate voices (+8%)
Mathematics (+20%)
Racial histories (+12%)
Read/write additional language (+30%)
Recognize poison (+6%)
Religious doctrine (+10%)
Sense of direction (+20%)
Speak additional language (+40%)
Ventriloquism (+10%)

Magic Combat (mind mage)

Level 1	+1 save vs. psionic attack
2	Recognize illusions 39%
3	+1 save vs. spell magic
4	2 psionic attacks per melee
5	+2 save vs. insanity
6	+2 save vs. psionic attack
7	+1 save vs. circles/wards
8	Recognize illusions 69%
9	+3 save vs. psionic attack
10	+2 save vs. spell magic
11	+3 save vs. insanity
12	+2 save vs. circles/wards
13	Recognize illusions 92%
14	+4 save vs. psionic attack
15	+4 save vs. insanity

Levels of experience Mind Mage

Level 1	0 - 2200
2	2201 - 4400
3	4401 - 8800
4	8801 - 17,700
5	17,701 - 25,700
6	25,701 - 35,700
7	35,701 - 50,700
8	50,701 - 70,700
9	70,701 - 95,700
10	95,701 - 135,700
11	135,701 - 185,700
12	185,701 - 225,700
13	225,701 - 275,700
14	275,701 - 325,700
15	325,701 - 375,700



Psionics, or Extra Sensory Perception (E.S.P.) are para-normal powers of the mind such as telepathy, empathy, telekinesis, and so on. They are hereditary traits shared by humans and intelligent lifeforms across the universe. Although many creatures have greatly developed psionic abilities humans are not that fortunate. Humans (and most of the non-human races of the Palladium world) are either born with active psionic abilities or not.

DETERMINING PSIONICS

With rare exceptions (hob-goblins, orcs, trolls, troglodytes, and gnomes) *anyone* can have some degree of psionic ability. **All players (except those races with no psionic history) get to roll ONCE to determine psionics.**

To determine if a person has any psionic abilities the player rolls percentile dice **one time only.** Game masters should always supervise these rolls for psionics is a rare thing.

PSIONICS TABLE

01-60 no appreciable psionic abilities
61-79 minor psionic
80-89 major psionic (pseudo-mind mage)
90-00 master psionic (mind mage)

If no psionics is rolled the character has no psionic abilities nor can he ever develop any.

If minor psionics is rolled this indicates that the person has a very limited range of psionics **restricted to level one abilities only.**

If a major psionic is rolled it indicates a wider range of mental powers including selections from psionic levels 1-3. This character may choose to become a pseudo-mind mage O.C.C.

If master psionic is rolled it indicates the person possesses the full range of psionic abilities levels 1-10. This character is a natural to become a mind mage.

DETERMINING PSIONIC ABILITIES AND INNER STRENGTH

Minor psionic characters are limited to level one abilities only. They can never gain, learn, or use any abilities beyond level one because their mind just does not have the capacity to do so no matter how hard they may try. At the character's first level or experience his mental powers manifest themselves. To determine which of the twelve first level psionic abilities that character possesses **roll percentile dice for each one.** The character has a 60% chance of knowing each ability.

Inner Strength Points (I.S.P.) are the person's inner mental strength. A person's base I.S.P. is his Mental Endurance. As the psionic individual grows in experience an additional roll of 1-6 is made and added to the base I.S.P. This is done each time the character reaches a new level of experience in his O.C.C.

Major psionic characters are limited to levels one through three. They can never gain, learn, or use any abilities beyond level three. At the major psionic's first level of experience the level one abilities manifest themselves. Just as with the minor psionic, the player must roll percentile dice to determine which of the twelve first level abilities the character possesses. When the major psionic reaches second level experience in his O.C.C. the level two psionic abilities surface. Again the player rolls percentile dice for each of the thirteen psionic abilities listed under level two. At third level the procedure is repeated again. No further psionic abilities are gained past level three.

Inner Strength Points: the character's M.E. is his base plus 1-8 I.S.P. added for each level of experience.

This character may want to become a pseudo-mind mage even though his abilities are somewhat limited. (see Mind Mage O.C.C.)

Master psionic characters are the only ones who have the full range of psionic abilities (levels 1-10) available to them. At first level of experience the master psionic abilities manifest themselves. Just as with the previous two psionics, the player must roll percentile dice to determine which of the psionic abilities he possesses (60%). The difference is that he continues to gain a new psionic level for each level of experience; thus at level four he gains the level four psionic abilities (roll for each), at level five the fifth level psionics, and so on up through level ten.

Inner Strength Points: the character's M.E. is his base plus 1-8 I.S.P. are added for each level of experience.

Master psionic/Mind Mage

The mind mage is dedicated to the exploration, understanding, and development of his mental abilities. As a result, mind mages have total control over their mental abilities achieved through meditation, concentration, study, and practice. Thus the mind mage's abilities surpass even those who are master psionics but have turned their attention toward developing other skills.

The mind mage automatically knows and can use all psionic abilities as they manifest themselves (no roll is required).

The Inner Strength Points of a mind mage are determined somewhat differently than the others as his mental powers far outstrip the others. The M.E. is the base I.S.P., then roll one twenty sided die and add the result to the base. As the mind mage grows in experience, 10 I.S.P. are added for every level gained. **See mind mage for specific details.**

INNER STRENGTH POINTS

The use of a particularly psionic ability requires concentration and will power, drawing upon the astral body or inner strength of the individual. Each specific psionic power will indicate exactly how many I.S.P. are required to perform that ability. When a psionic has exhausted all of his I.S.P. he is unable to perform any more psionic feats until he has had sufficient rest.

The recovery of I.S.P. can be done in two ways: **total relaxation** and/or sleep at a rate of 4 I.S.P. for every two hours or **meditation** will restore I.S.P. at a rate of three per hour.

SAVING THROWS AGAINST PSIONIC ATTACKS

There is always a chance of fighting off a psionic attack or probe through the force of one's own will and mental endurance. Because psionic attacks directly assault the brain or physical body, however, it is extremely devastating and difficult to defend against. The saving throw tends to be higher than other saving throws. Those who have psionic abilities have a much better defense against such attack than those who do not.

Non-psionic must roll 15 or higher to save.
Minor and Major psionics must roll 12 or higher to save.
Master psionics must roll 10 or higher to save.

PSIONICS

LEVEL ONE

aura of truth
detect psionics
hypnotic suggestion
meditation/trance
object reading
presence sense
resist cold
resist thirst
resist fatigue
see aura
sense good or evil
sense magic

LEVEL TWO

bio-regeneration
commune with spirits
death trance
empathy
levitate
limited telepathy
limited telekinesis
mind block
nightvision
resist fire
resist hunger
spontaneous combustion

LEVEL THREE

extended telepathy
mental bolt of force
precognition
see the invisible
teleport object
turn invisible
evil eye
despair
paralysis
stun
sleep
fear
blind
pain
death

LEVEL FOUR

astral projection
commune with animals
float
fuel flame
mind wipe
sense traps

LEVEL FIVE

basic force field
cure insanity
cause insanity
dispel spirits
extended telekinesis
mentally possess others
negate poison
water walk

LEVEL SIX

create illusion with sound
heal others
mass hypnotic suggestion
mind bond
psychic surgery
resist vacuum
teleport self

LEVEL SEVEN

generate personal aura
induced catatonic state
induced nightmares
recurring nightmares
multiple phantoms

LEVEL EIGHT

advanced trance state
group mind block
insert memory

LEVEL NINE

alter personality
fantasy experience

LEVEL TEN

death trap

Aura of Truth level one
Range: 12 yards/line of vision
Duration: 2 melees
I.S.P. 2 per two melees

This enables the psionic to differentiate lies from the truth by intensely observing the person's aura. Base chance 30% (+10% per additional two I.S.P. applied).

Saving throw: Standard, non psionic must roll 15 or better, minor or major must roll a 13 or better, and a master psionic must roll a 10 or better to save. A successful save means the person is not affected.

Detect Psionics level one
Range: 60 yards
Duration: 2 melees
I.S.P. 2 per two melees

This mental probe will detect psionics in others. Unfortunately there is a 75% chance that the probe will be detected by a fellow psionic revealing your own psionic nature.

Saving throw: none. However a mind block reduces such a detection to 9%.

Hypnotic Suggestion level one
Range: 12 feet
Duration: unknown
I.S.P. 2 per suggestion

With this ability the psionic may induce his will upon another through the power of suggestion. This is a subversive mental attack that requires eye contact and verbal suggestion. The verbal suggestion should be weaved into a conversation and take the form of a simple request or demand.

Saving throw: standard

Meditation/Trance level one
Range: self
Duration: varies
I.S.P. none

This is a simple self hypnotic trance which allows the psionic to completely relax. During such trances the psionic regains 3 I.S.P. per hour.

Saving throw: none

Object Reading level one
Range: touch
Duration: 1 melee
I.S.P. 3

This uncanny ability enables the psionic to tap into the psychic emanations of the object's owner. This is done by holding the object and concentrating on the owner or history of the object. If successful, he will be flooded with images revealing anything from past history to the last owner's present location and condition. The psionic performing object read must direct himself to a particular block of information:

operation and history 30%
present location of previous owner 15%
present condition of previous owner 22%

The more I.S.P. spent the better the percentage of success. Add 10% for every 3 additional I.S.P. applied to the reading.

Saving throw: none. However, another psionic may use a mind block to prevent the discovery of his present location or condition.

Presence Sense level one
Range: 100 foot radius
Duration: 4 melees
I.S.P. 4

Presence sense enables the psionic to detect the presence of any corporal or spiritual entity. This allows him to sense the exact location of any invisible foe. (its location not its nature). This ability is excellent for determining if anyone is behind closed doors.

Saving throw: none

Resist Cold level one
Range: self
Duration: 2 hours
I.S.P. 2 or more

This mental discipline is one of many mind over matter abilities. It enables the psionic to suffer no ill effects or discomfort from even prolonged exposure to cold conditions. Two I.S.P. are required for every 10 degrees below freezing. The psionic will suffer half damage from extreme or unnatural cold. Five full minutes of concentration is required to prepare for the resistance.

Saving throw: none

Resist Fatigue level one
Range: self
Duration: 4 hours
I.S.P. 2

This ability also enforces the psionic will over physical matter. This allows the psionic to operate normally even under taxing conditions. It takes five minutes to prepare.

Saving throw: none

Resist Thirst level one
Range: self
Duration: 8 hours
I.S.P. 2

This ability allows the psionic to suspend any desire for water. Although the ability may be handy wandering through a desert, it does not negate the physical dehydration of the body. It takes five minutes of concentration to prepare.

Saving throw: none

See Aura level one
Range: 120 feet/within line of vision
Duration: one melee
I.S.P. 4

All things, organic or inorganic, possess an aura. The aura indicates many things, such as the health or power of a creature or object. Thus seeing an aura will indicate the following:

The general alignment (good, evil, neutral)
Estimated level (never exact)
Physical condition
Presence of magic
Probable nature (human, demon, etc.)

There is a 15% chance per level of experience that the psionic will recognize an aura or type of aura he has seen before.

Saving throw: none

Sense Good or Evil level one
Range: 90 feet
Duration: instant
I.S.P. 2

The psionic will instantly know the general alignment (good, evil, neutral) of any person or object within range.

Saving throw: none except mind block.

Sense Magic level one
Range: 60 feet
Duration: instant
I.S.P. 2 or more

This ability enables the psionic to open himself to magic emanations in general and will indicate the presence of magic. Seeking magic by drawing on the emanations is also possible but requires an additional 6 I.S.P. Using this method there is a 69% probability of tracing the exact location of the source of magic (but not its level).

Saving throw: none

LEVEL TWO

Bio-regeneration level two
Range: self
Duration: permanent
I.S.P. 8

This is the ability used by psionics to mentally heal themselves of disease or physical damage. Unfortunately this ability is limited to healing oneself and not others. It takes a full ten minutes of concentration to successfully bio-regenerate. This ability restores 2-12 hit points but does not restore missing limbs.

Saving throw: none

Commune with Spirit level two
Range: self
Duration: 8 melees
I.S.P. 4

This is the ability by which mediums are able to communicate with the dead. The psionic serves as a transmitter, sending a general call into the spirit world. This does not necessarily mean that a spirit will comply. The spirit will usually communicate by temporarily possessing another person. That person may or may not be the psionic caller. The spirit will select the most susceptible person present to use as its speaking medium.

In seances like this the unknown factors are high. The psionic may contact a different spirit than the one he seeks. Many spirits are hostile and will provide little information while teasing and lying to the questioner. Consult the following table:

01-08 exactly the spirit sought
09-50 morose (30% chance of helping)
51-80 hostile (15% chance of helping)
81-90 friendly (60% chance of helping)
91-00 evil (5% chance of helping)

Remember the spirit will react according to his alignment and background. The chance of successfully contacting the spirit world is 7% per level of experience.

Saving throw: none

Death Trance level two
Range: self
Duration: 10 melees
I.S.P. 4

This takes the slowing of the metabolism to the maximum degree. The process places the psionic in a temporary state of suspended animation, slowing his body's metabolism to a crawl, simulating death. While in this deathlike state the psionic will not respond to any type of stimulation, making the illusion of death complete.

Saving throw: none

Empathy level two
Range: 160 feet
Duration: 8 melees
I.S.P. 4

The psionic is able to send and receive emotions within a 160 foot radius. In some ways empathy is a primitive telepathy, allowing the psionic to project his emotions rather than words or images. It is incredibly difficult to mask one's true feelings, making it virtually impossible to emit a false emotion. However, a person could transmit his own fear or hate to others creating fear or apprehension in them.

Opening oneself to unknown emotions can be dangerous. To expose yourself to intense emotion can be like a physical blow causing the following reactions.

Disorientation, for 1-6 melee rounds (-4 to hit or dodge) or Stunned, (temporarily incapacitated) for 1-6 melee rounds.

The psionic has a base chance of 30% plus 6% per experience level to survive such an experience without any side effects as described above.

Saving throw: standard, this applies to the person being bombarded by such an emotional onslaught.

Levitate level two
Range: 90 feet/line of vision
Duration: 10 melees
I.S.P. 6

Levitation can be used by the psionic to lift himself, or an object, into the air. The greater the experience level, the greater the weight the psionic can levitate. Levitation is different from telekinesis in that the psionic can only move the object up or down.

The base weight a psionic is capable of levitating is 100 pounds plus 20 pounds per level of experience. The psionic is also limited to a base (30 feet) height plus fifteen feet per level of experience.

Saving throw: none

Limited Telepathy level two
Range: 160 feet
Duration: 8 melees
I.S.P. 6

This ability allows the psionic to pick up the surface thoughts of others, as well as send simple messages. Remember, because this is limited to surface thoughts, the person/creature whose thoughts are being read will reflect only what is on his mind at the time.

Saving throw: Any non-psionic with a M.E. of ten or higher as well as all psionics get a saving throw against a psionic attack, even if he is not aware that his thoughts are being read.

Limited Telekinesis level two
Range: 120 feet
Duration: 8 melees
I.S.P. 6

Telekinesis is the ability to move physical objects through the power of thought. This means the psionic is able to cause objects to float, hover, fly, slide, etc. by mental manipulation. The only requirements are that the object must be clearly visible and within 120 feet of the psionic.

The psionic can manipulate up to ten pounds per level. This means

that the psionic can manipulate as many objects as desired so long as they do not exceed his weight limitation. Objects under three pounds can be used as missile weapons.

Saving throw: none

Mind Block level two
Range: self
Duration: 8 melees
I.S.P. 4

The mind block is a mental wall that prevents the penetration of telepathy, empathy, sense good or evil, and detect psionics. It can be a valuable protective mask when dealing with other psionics.

Saving throw: none

Nightvision level two
Range: self
Duration: 10 melees
I.S.P. 4

This allows the psionic to see thirty feet in the dark. Although the vision is not keen enough to discern fine detail or color, shapes and contours can be easily seen.

Saving throw: none

Resist Fire level two
Range: self
Duration: 10 melees
I.S.P. 4

This is the amazing mind over matter ability that allows the psionic to juggle hot coals or walk through a wall of flame unharmed. This ability is self induced and cannot be cast upon others. The psionic will take half damage from intense heat (above 400 degrees). The psionic can raise his heat tolerance at the cost of 4 I.S.P. per 100 degrees.

Saving throw: none

Resist Hunger level two
Range: self
Duration: 8 hours
I.S.P. 4

This is yet another example of mind control in which the psionic can wipe out the desire for food. This can be particularly handy if caught in a situation with limited food supply. The person employing resist hunger will function normally even while dying of malnutrition. As with resist thirst this ability does not negate the physical damage of starvation.

Saving throw: none

Spontaneous Combustion level two
Range: 90 feet/line of vision
Duration: instant
I.S.P. 4

This pyrotechnic ability enables the psionic to manipulate any combustible material causing it to ignite. Spontaneous combustion creates only the spark to start a fire and not a roaring wall of flame. Combustible material must be present to burn, whether it be dry grass or fine cloth.

Saving throw: none

LEVEL THREE

Extended Telepathy level three
Range: 330 feet
Duration: 10 melees
I.S.P. 8

Extended telepathy functions much like limited telepathy except that the psionic can delve deep into another's mind. Likewise, conversations can be transmitted through extended telepathy.

Saving throw: Any non-psionic with a M.E. of 10 or higher automatically gets a saving throw against a psionic attack, even though he is not aware of having his thoughts read. The same save applies to all psionics.

Mental Bolt of Force level three
Range: 120 feet
Duration: instant
I.S.P. 12

The psionic is able to tap into his own electromagnetic force and fire an energy bolt capable of inflicting 2-12 points of damage. The target must be within the line of vision; the bolt has a +4 to hit.

Saving throw: dodge only

Precognition level three
Range: self
Duration: 2 melees
I.S.P. 6

This is the ability to pick up psychic emanations and glimpse a few moments of the future. This future insight may be a few moments or a couple of hours; time is a very tenuous element caught up in continual change. This means the potential future can be altered or avoided.

Using precognition on an unopened door may reveal what lays beyond. The psionic may actually see himself engaged in battle or working on something. (GAMEMASTERS: Try not to reveal the actual outcome of an incident or event. Describe the inception of a battle or the elements that may lead to danger or success. The fewer hard facts the better, after all, the future is open to speculation.)

Saving throw: none

See the Invisible level three
Range: 200 feet/line of vision
Duration: 10 melees
I.S.P. 8

This simply allows the psionic to see invisible creatures/objects. As with most psionic abilities, only the psionic is affected.

Saving throw: none

Teleport Object level three
Range: touch
Duration: immediate
I.S.P. 8

This is the ability to cause physical matter to disappear and reappear at a different location. Such teleportation is limited by the level of the psionic. A psionic can teleport 10 pounds per level of experience a distance of 50 feet per level of experience. This is one way teleportation, since to teleport an object it must be touched by the psionic. (Note: a personal possession that has belonged to the psionic for at least two years may be brought back, 46% chance.)

Saving throw: none

Turn Invisible level three
Range: self
Duration: 10 minutes
I.S.P. 8

The powers of the mind are awesome and this is but one of the more spectacular abilities. Scholars are not certain exactly how this effect is achieved but apparently light is manipulated in such a way as to create the illusion of invisibility. The physical body is still corporeal though unseen. The invisible psionic can still be struck by a weapon or heard moving or speaking. Attackers against a invisible foe have a -5 to hit and a -3 to dodge/parry.

Saving throw: none

Evil Eye level three
Range: 150 feet
Duration: varies
I.S.P. varies

There are eight types of evil eyes affecting a different part of the brain. Each affects only one creature/person per attack.

Despair Duration: 2-12 melees, I.S.P. 10

Evil eye despair instills its victims with great feelings of depression, defeat, and hopelessness. An afflicted person will be prone to surrender (40%) or attack, dodge, or parry at -2. Duration can be extended 2-12 melees per 10 I.S.P. spent.

Saving throw: standard, non-psionics must roll a 15 or higher, minor and major psionics must roll a 12 or higher, and master psionics must roll a 10 or higher to save.

Paralysis Duration: 2-12 melees I.S.P. 10

This evil eye totally immobilizes the motor section of the brain, causing the arms and legs to cease functioning. An affected person will be incapacitated for 2-12 melees. The duration can be extended 2-12 melees per each 10 I.S.P. expended.

Saving throw: standard

Stun Duration: 2-12 melees I.S.P. 10

This disorients and confuses its victims for 2-12 melee rounds. Victims forfeit one attack and hit, dodge, and parry at -4. The duration can be extended 2-12 melees per 10 I.S.P. spent.

Saving throw: standard

Sleep Duration: 2-12 melees I.S.P. 10

This instantly sends the victim into a sound slumber. The duration can be extended 2-12 melees per additional 10 I.S.P. spent.

Saving throw: standard

Fear Duration: 2-12 melees I.S.P. 10

The victim will become wracked with fear, running away 50% of the time or cowering in a corner, attacking only when attacked (-2 to hit, dodge, or parry), the rest of the time.

Saving throw: standard

Blind Duration: 2-12 melees I.S.P. 14

This evil eye temporarily knocks out the victim's optics, rendering him quite helpless (-9 to hit, dodge, or parry). The duration can be extended by 2-12 melees per additional 14 I.S.P. extended.

Saving throw: standard

Pain Duration: 2-12 melees I.S.P. 18

This attack sends its victim reeling in agony, inflicting terrible pain shooting throughout his body. The victim attacks, dodges, and parries at -6 and takes one point of damage per melee affected. The duration may be extended by applying an additional 18 I.S.P..

Saving throw: standard

Death Duration: instant I.S.P. 20

The victim of this vicious assault takes one point of damage for every I.S.P. applied. The minimum damage is twenty points as this is the minimum I.S.P. needed to use this eye.

Saving throw: standard, non-psionics (only) take one-fourth damage if a save is rolled.

Astral Projection level four
Range: self
Duration: 4 melees per level of the psionic
I.S.P. 10

This spell functions very much like the natural psionic ability. When a person astral projects his physical body falls into a death-like trance. The astral body enters the vast plane of the astral world. It is a pleasant world of rolling clouds and endless yellow sky. In this dimension the astral body is free to fly great distances in mere moments and gaze from the astral plane into the world containing its physical body. This provides a great spying vehicle, since only psionic presence sense can detect an astral body and only psionic attacks (from both the physical and astral planes) can harm the astral body. The astral body can be killed psionically by being prevented from returning to its physical body. Psionic hypnotic suggestion, stun, sleep, mind wipe, dispel spirits, and possession are all powerful weapons against the astral traveler.

The person has a 50% chance of successful travel through the astral plane and peering into the physical world. In astral form he cannot be seen or heard nor can he touch anything. He may make psionic contact through telepathy, empathy, or telekinesis.

Although hostile astral travelers can cause trouble (psionic attacks only), the real danger lies in returning to the physical body before the time limit elapses (4 melees per level of the psionic). If the person becomes lost and cannot return to his body, the astral body is forever trapped in the astral plane. The physical body will die in 1-6 days. It is not wise to wait until the very last melee to return to the physical body.

Roll percentile dice to determine the state of mind and sense of direction. Roll percentile dice up to three times per melee to find the physical body. The player may keep trying until he succeeds or time elapses. The player must roll "definitely certain" to return.

01-30 hopelessly lost
31-50 uncertain/confused
51-80 fairly certain of location
81-00 definitely certain of location

Saving throw: none

Commune with Animals level four
Range: 250 feet
Duration: 8 melees per level of the psionic
I.S.P. 10

This ability is a combination of empathy and telepathy. The commune with animals (mammals, birds, reptiles, and amphibians--not insects or fish) ability makes the creatures totally accept the psionic as one of their own. The ability enables the psionic to send, receive, and understand emotions and thought images of animals. The affected animals will not harm the psionic and will usually (87%) obey him. He can commune with two animals per level of experience.

Saving throw: standard, animals save as non-psionics and need a 15 or better.

Float level four
Range: self
Duration: 2 hours
I.S.P. 8

This ability controls the distribution of body weight and creates a mild sort of telekinetic field which enables the psionic to effortlessly float on water or one foot in the air per level of experience. Floating in air can break a fall by slowing the rate of descent until he is gently hovering above the ground.

Saving throw: none

Fuel Flame level four
Range: 400 feet per level of the psionic
Duration: 2 melees
I.S.P. 8
This pyrotechnic ability quadruples the size of the flame by feeding it with psychic energy. The area affected is a 150 foot radius per level of experience.
Saving throw: none

Sense Traps level four
Range: self/120 foot radius
Duration: 2 melees
I.S.P. 8
This sense is similar to precognition, enabling the psionic to sense danger within a 120 foot radius. The psionic has only a 12% chance of knowing the exact nature and location of the danger/trap. This ability picks up on hostile emanations only, like a stalking beast, ambush, booby trap, and will not indicate anything that is not specifically a trap
Saving throw: none

Mind Wipe level four
Range: others by touch
Duration: special
I.S.P. 10
This is just one of the psionic's abilities to control the thoughts and will of others. The psionic must make physical contact, touching his victim's temples and telepathically probing his thoughts, to erase whatever he desires. This is done via verbal suggestion and can erase any past event, knowledge, skill, etc. The process takes about six melee rounds to complete. SPECIAL: Exerting 40 I.S.P. can totally wipe blank a human mind.
Saving throw: Standard. Those who successfully save vs psionic attack are totally unaffected. Duration of mind wipes are usually not permanent. Victims will begin to slowly remember unless the psionic continues to reinforce the effect by repeating it every ten days. If he does not, the victims with a M.E. of 11 or less have a 20% chance of regaining memories; M.E. of 12-15 has a 35% chance, M.E. of 16-20 a 48% chance. Roll once every day after the initial ten. Those with M.E. of 21-24 have a 56% chance of regaining memory.

LEVEL FIVE

Basic Force Field level five
Range: self
Duration: 8 melees per level of the psionic
I.S.P. 12
The force field will have a S.D.C. of 20 and an A.R. of 18. The S.D.C. of the field can be increased by one for each additional I.S.P. expended. The force field blocks all attacks before any personal armour is affected.
Saving throw: none

Cure Insanity level five
Range: others by touch
Duration: special
I.S.P. 40
Any insanity except for the organic variety can be cured. Once cured the subject has a 10% chance of reverting to the insanity every week. Schizophrenia, organic retardation, and organic damage are not affected by this cure.
Saving throw: standard

Cause Insanity level five
Range: others by touch
Duration: special
I.S.P. 20
Anyone affected by this ability contracts one insanity. This lasts at least one month, thereafter a normal saving throw vs psionics is rolled once every week to determine remission; if successful the insanity is gone. Insanity is specified by the psionic and can be either a neurosis, or phobia. Use of this ability does not inform the psionic of any prior insanity.
Saving throw: standard

Dispel Spirits level five
Range: 120 feet
Duration: instant
I.S.P. 10
Any spirits of the dead will be forced to flee to the spirit world. This does no damage to the spirit but breaks any communication that it may have with another psionic.
Saving throw: the spirit receives no saving throw but if a psionic had summoned the spirit, then he can roll to maintain contact after it is dispelled.

Extended Telekinesis level five
Range: 120 feet
Duration: 10 melees per level of the psionic
I.S.P. 16
Identical to the level two ability, however, Duration: 10 melees per level of the psionic, Range: 120 feet, and Weight: 40 pounds per level of the psionic.
Saving throw: none

Mentally Possess Others level five
Range: touch
Duration: 10 melees per level of the psionic
I.S.P. 18
The psionic completely takes over and controls another person or creature. A portion of the controlling mind is actually transferred to the possessed body. While in the victim's body the psionic retains his own knowledge and identity. The body of the psionic will lapse into a trance-like state for the duration of the possession.
Saving throw: standard

Negate Poison level five
Range: self
Duration: permanent
I.S.P. 12
After a poison (or suspected poison) has been introduced into the body of the psionic, this ability is used to negate it. Because of the difficulties in expelling poisons from the body, it takes a full hour of intense concentration to succeed. Once this process is started no further damage will take place.
Saving throw: none

Water Walk level five
Range: self
Duration: 1 hour per level of the psionic
I.S.P. 10

By altering the molecular texture of the water, the psionic can move freely about on the surface. The water will react as good traction and can be used for running without slippage. The only limit to the amount of weight that the water can hold is the strength of the psionic: 70 pounds per level. It can also be used for sitting, crawling, or sleeping on water.

Saving throw: none

LEVEL SIX

Create Illusion with Sound level six
Range: 90 feet
Duration: special
I.S.P. 24

The psionic can create and direct a single illusionary object or being. This object will appear realistic with respect to both sight and sound. The illusionary person can be made to walk around and talk freely. The psionic can move and speak normally but is incapable of any other psionics while the illusion is maintained. The psionic must also remain conscious.

Saving throw: psionics only have a standard saving throw.

Heal Others level six
Range: touch
Duration: permanent
I.S.P. 18

This psionically heals burns, cuts, bruises, poison, etc. It functions similarly to Bio-regeneration but it affects others. Restores 3-18 points.

Saving throw: none

Mass Hypnotic Suggestion level six
Range: 90 feet
Duration: unknown
I.S.P. 2 per subject

An entire group of sentient beings will obey the suggestion of the psionic. It requires a verbal suggestion and should request a unified group activity. (See level one hypnotic suggestion for further details.)

Saving throw: standard

Mind Bond level six
Range: touch
Duration: instant
I.S.P. 24

This creates an instant mind link between the psionic and the victim. When this happens each will learn EVERYTHING there is to know about the other. This can cause insanity in either of the two. Likewise, either or both of the bonded minds may retain some of the skills of the other. Memory is only complete for 2-12 hours, after that roll under 15% to recall any particular item. After one month all memories usually disappear.

Psionic	Victim	Mind Bond Table
1 - 70%	1 - 50%	No ill effect
71 - 80%	51 - 70%	Contract insanity from other; if other has no insanity, then roll on **Neurosis Table**
81 - 85%	71 - 80%	Absorb Multiple Personality traits; roll on **Classic Psychosis Table.**
86 - 89%	81 - 89%	Other Personality takes over until a save is rolled; roll once a week.
90 - 98%	90 - 98%	Temporary retention of other Personality's skills; 10% chance of loss per week.
99%	99%	Permanent retention of other Personality's Skills.
100%	100%	Accidental Personality transfer; the psionic's persona will end up in the victim's body and vice-versa.

Saving throw: standard

Psychic Surgery level six
Range: touch
Duration: permanent
I.S.P. 19

This ability is really a combination of object reading, bio-regeneration, and limited telekinesis. It is used to actually perform some type of physical manipulation within a living body. This can be the expulsion of a cancer, implant, or growth; the setting of bones, ribs, or other fractures; and even the removal of internal organs. The psionic cannot perform psychic surgery on himself.

Saving throw: none

Resist Vacuum level six
Range: self
Duration: 10 melees
I.S.P. 12

By the use of special body resistance and limited telekinesis, the psionic can survive for a short time without an atmosphere. While this ability protects against explosive decompression and lack of oxygen, it will not protect against the light and radiation from direct exposure to a sun. This cannot be used again until the psionic has had at least five minutes of normal breathing.

Saving throw: none

Teleport Self level six
Range: 500 feet
Duration: instant
I.S.P. 24

The psionic can teleport himself along with ten pounds per level of carried objects. The psionic must be able to see or exactly visualize the destination. This can be anywhere in immediate sight or the 'other side of that tree, wall, etc.' An attempt to teleport into a solid object will always fail.

Saving throw: none

LEVEL SEVEN

Generate Personal Aura level seven
Range: self
Duration: until cancelled or elapses
I.S.P. 32

Anyone attempting to read the aura of the psionic will encounter an artificial aura. The psionic specifies the general alignment, level,

physical condition, and nature to be projected. The artificial aura can last one week per level of the psionic. This will not work against sense good or evil.

Saving throw: none

Induced Catatonic State level seven
Range: touch
Duration: special
I.S.P.: 40

This puts the victim into a complete catatonic coma. The subject is incapable of ANY kind of action: physical, mental, or psionic. There is a 17% chance of recovery every day after the first two. The P.E. of the victim is the maximum number of days he can be in this state before death results.

Saving throw: one-half standard for psionics, standard for non-psionics.

Induced Nightmares level seven
Range: 60 feet
Duration: 1-6 hours
I.S.P. 24

This will affect all sleeping creatures within range. While in the state of induced nightmares, it is impossible to wake up. The subject, consumed with terror, has a 10% chance of contracting Recurring Nightmares (see below).

Saving throw: one-half standard

Recurring Nightmares level seven
Range: touch
Duration: permanent
I.S.P. 32

Once the subject has been inflicted with these dreams, he will have a 87% chance of happening each time sleep comes. Once in the grip of the nightmares, the victim cannot wake himself for 1-6 hours but can be woken by others. The victim must roll on **affective disorders** and **psychosis** from the insanity tables every time the nightmare is experienced. See Insanity Tables page 10-11.

These are temporary insanities that last 24 hours. Roll again for each night that a nightmare occurs. If nightmares continue for six weeks, there is a 60% chance of permanent Affective Disorder (roll every 6 weeks.)

Saving throw: standard

Multiple Phantoms level seven
Range: 120 feet
Duration: special
I.S.P. 32

The psionic can create a number of illusionary beings or objects, and totally direct and control them. The maximum number of phantoms is equal to the psionic's level. Each of the illusions will be entirely convincing in every way except touch. The strain of controlling all these separate phantoms means that the psionic cannot move, speak, or engage in other psionic activities.

Saving throw: psionics only

LEVEL EIGHT

Advanced Trance State level eight
Range: self
Duration: until dispelled
I.S.P. 48

In this state of meditation, the physical body is completely motionless. Physical and psionic healing can take place at the same time. Each hour the body recovers 3-18 hit points and 6 I.S.P. or the psionic can remain in a state of suspension like the death trance. The difference is that the user has full use of psionics. Any abilities can be used while in the advanced trance state.

Saving throw: none

Group Mind Block level eight
Range: 120 feet
Duration: 8 melees per level of the psionic
I.S.P. 32

This erects a mind block exactly like the level two ability, except that it covers a group instead of an individual. The psionic can cover a number of beings equal to his level.

Saving throw: none

Insert Memory level eight
Range: touch
Duration: permanent
I.S.P. 48

An artificial memory can be implanted into the mind of the subject. This memory is completely convincing and will affect all related actions of the victim. For example, the psionic could tell the victim: "Your brother was captured and tortured by wolfen when you were a child." This would mean that the subject would have a good reason to hate wolfen. However, there is no guarantee that the subject will react in any particular way. In our example the subject might hate his real brother. The only chance that the victim has of detecting the artificial memory is when it conflicts with reality (he might not have a brother). Even if the victim disbelieves the memory, it still remains.

Saving throw: none

LEVEL NINE

Alter Personality level nine
Range: touch
Duration: permanent
I.S.P. 64

The victim will undergo basic changes in personality. This can include alignment, loyalties, emotional states, and personality traits. The effect is permanent, but there is a percentage chance of remission if the change is drastically different from the original personality (G.M.'s discretion).

Fantasy Experience level nine
Range: 120 feet
Duration: until dispelled
I.S.P. 64

The psionic can manufacture a complete illusionary fantasy for a group of beings. The group can be up to the number of the psionic's level. The psionic and all of the subjects will remain motionless and



otherwise unoccupied for the duration of the fantasy. The fantasy will be real in all respects, and the group can be made to believe that they are moving great distances or enduring long journeys. Once in the grip of the fantasy, there is no way out. Because of the incredible intensity of concentration required, the psionic is completely unaware of any type of physical or psionic activity outside the fantasy; there is a 60% chance the psionic will lose himself in the fantasy, believing it is real. Telepathic probe may rouse him from the fantasy (55%) or mind wipe (96%).

Saving throw: psionics only

LEVEL TEN

Death Trap level ten
Range: self
Duration: permanent
I.S.P. 180

This the ultimate psionic performance; the ability to leave the physical body and become a being of pure psionics. It can only be performed the instant before certain death is about to visit the psionic. The psionic then completely consumes the physical body and discorporates into pure mind. From that point on, the psionic spirit must maintain any needed I.S.P.'s from bodies it possesses. All psionics are possible.

Saving throw: if the psionic rolls under 5, irrevocable death occurs.

Alchemist



THE ALCHEMIST (N.P.C.)

The alchemist is a non playing character (N.P.C.) class, meaning that it is not an O.C.C. available to players. However, the alchemist can be an important addition to an ongoing campaign.

ALIGNMENTS

An alchemist can be of any alignment (many tend to be selfish).

RELIGION

The alchemist can be a follower of any religion or god.

WEAPONS, HAND TO HAND COMBAT, AND ARMOUR

Same as wizards.

ALCHEMIST

The alchemist is a magic broker, buying, making, and selling all types of magic including spells, scrolls, potions, magic armour, magic weapons, holy weapons, flaming swords, and all sorts of other magic charms and paraphernalia. Every large town or city has at least one alchemist shop. The prices are often steep but the product is well worth the price.

Alchemists are well versed in all magics; frequently adept in spell magic, symbols, wards, and circles. Unlike the other men of magic, the alchemist openly sells his knowledge, skills, abilities, and lesser mystic secrets to any who can afford them.

SELLING SPELL MAGIC

See wizard.

SELLING SCROLLS

See wizard.

CREATING SCROLLS

Only spell magic can be converted to scrolls which are basically one time magic spells of varying duration and strength. They can be read and activated by any who can decipher the language or languages that it is written in. Scrolls can be written to be easily read or as difficult as desired. Scrolls created by clergy tend to be less complicated than most others. *See wizard for details.*

SCROLL CONVERSION BY ALCHEMIST

See wizard.

WARDS AND THE ALCHEMIST

Alchemists will not teach or discuss the finer points of ward magic or symbols with anyone including alleged diabolists. Their secrets are just too precious to risk losing, especially to a conman. However, alchemists will place simple wards of protection or alarm on items for others. The only danger in this is that the purchaser MUST reveal his true name and proper spelling. If a false name is given the ward will either be useless or react against the purchaser.

COSTS (All in Eastern Gold)

Alarms
silent 300 gold, sound 200 gold, trigger 500 gold
Colors
50 gold for any
Protection from: (sixth level strength)
magic, energy, invisibility, undead cost 1000 gold each; mystic energy drain 8000 gold, all others 500 gold each
Protection by infliction: (sixth level strength)
death, agony, blind, burning pain, energy, invisibility, fire cost 2400 gold each; all others 1200 gold each

Alchemists will rarely sell an inflict or multiple ward and will never sell permanence, power, or mystic energy drain. (Of course extenuating circumstances may tempt the alchemist to break that rule but it will

cost dearly, probably some powerful magic item or knowledge.)

See diabolist for details about wards. **Note:** Diabolists may also sell these same services (although not necessarily at sixth level strength) at 10 to 30 percent less. More potent wards will cost two to four times more.

CIRCLES

Alchemists may also teach a diabolist or summoner how to create circles, but will teach only true students of circles and symbols their secrets. The authenticity of the client can be determined by a few deft questions about power words. The foolish who attempt to trick an alchemist are commonly treated with extreme harshness (and may find himself used as a guinea pig for experiments or used as components). Just as with the teaching of spell magic, the alchemist will teach only ONE person at a time.

Remember, an alchemist does not know all circles, in fact, he may only know a half dozen.

Protection circles: cost 3000 to 120,000 gold

Summoning: cost 6000 to 100,000 gold

Power: cost 30,000 to 120,000 gold (some like dimensional teleport, teleport and death cost 250,000 or more).

Note: Diabolists may teach circles but only to other diabolists and possibly summoners. Summoners will not teach circles to anyone unless the circle is of little significance, and then only to a diabolist. Neither diabolists or summoners are likely to teach anyone a power circle.

GAME MASTERS NOTE

The magic or special weapons, armour, potions, powders, and items are as much a part of the Palladium world as any other source of magic. However, these items are not common and are expensive, frequently out of the reach of player characters. The items should have a limited market availability, perhaps some on the common market while others are only available on the black market; some might not be available at all. They should also be an important source for treasure and booty, discovered or won through the course of adventuring. Try to be fair with their disbursement and make them appropriate for your particular scenario. The attainment of a particular item or cache of items may be an adventure in itself.

MAGIC ARMOUR

Special color: bright yellow, white, gold, silver, blue, green, red, or violet; cost 600 gold

Continual glow: cost 1200 gold

Invisible armour: Only the wearer can see the armour or those who can see the invisible; cost 12,000 gold

Lightweight: half normal weight; cost 5000 gold

Weightless: weighs no more than one ounce, wearer suffers no speed penalties even if wearing heavy armour; cost 15,000 gold

Fire resistant: fire does half damage; cost 2000 gold

Impervious to fire: fire does no damage; cost 5000 gold

Noiseless: armour makes no sound; wearer suffers no penalty to prowl; cost 12,000 gold

Magic S.D.C.: 20 S.D.C. magical added to normal armour. Costs 300 gold per each 20 S.D.C. endowed up to a 200 maximum for heavy types and 100 for light types. Magic S.D.C. cannot be repaired except by magic.

Cloak of armour: A.R. 14, S.D.C. 50 (additional S.D.C. may be added up to a maximum of 250 at a cost of 600 per additional 50). Garment appears to be an ordinary cloth cloak with hood; cost 12,000 gold

Leather of iron: can be soft, hard, or studded leather armour. From all appearances it is a normal suit of leather armour but is enchanted with an A.R. 15 and S.D.C. 60 (additional S.D.C. may be added up to 300 at a cost of 700 gold per each extra 60); cost 15,000 gold

MAGIC WEAPONS AND ARMOUR

Although the days of the powerful rune swords are over, special weapons possessing magic properties not only exist but can still be manufactured. There are numerous ways this can be done, usually by combining the secrets of alchemy and ward magic; using such high powered wards as permanence, energy, power, and area affect. Unfortunately, these magic weapons are extremely expensive and often rare.

MAGIC WEAPONS

The following are the possible mystic properties a weapon may possess and the cost in Eastern gold coins. **Special weapons** may be constructed by powerful alchemists (tenth level or higher) but take 2 to 8 months to create and cost 25% more because it is a special commission (half payment at the time of commission and the balance paid upon delivery). A weapon may possess more than one ability but the cost for each is included in the total cost. Magic weapons rarely possess more than four special abilities. *Most abilities are at third or fourth level spell strength.* **Note:** Prices may vary (usually higher) by as much as 200%.

MAGIC WEAPON PROPERTIES

Odd color: any color weapon (red, blue, etc.), cost 400 gold

Blinding flash: three times daily, same as elemental magic, cost 3000 gold

Impervious to fire: cannot be melted (even by magic), cost 6000 gold

Indestructible: cannot be destroyed by any means, cost 25,000 gold

Invisible weapon: only the wielder can see it (+2 to strike and parry). Note: Those who can see the invisible can also see the weapon negating the bonuses, cost 20,000 gold

Demon slayer: does normal damage to all creatures except demons doing double damage, cost 7000 gold

Devil slayer: does normal damage to all creatures except devils doing double damage, cost 6000 gold

Flaming sword: a sword of living flame attached to a fire impervious handle; does 4-24 damage and needs special scabbard that is impervious to fire, cost 40,000 gold

Eternally sharp blade: a blade that never dulls and is +3 to damage, cost 26,000 gold

Spits fire balls: a weapon that can shoot out fire balls three times per day; range 40 feet, damage 3-18+2, costs 35,000 gold

Spits lightning: a weapon that can shoot out a lightning bolt three times a day; range 40 feet, damage 3-18+4, cost 45,000 gold

Thunder hammer: applies to ALL blunt weapons (excluding ball & chain types) does 2-12 extra damage and lets out a booming thunderclap each time it strikes or is struck, cost 26,000 gold

Turns holder invisible: upon mental command three times daily; duration 10 melees, cost 35,000 gold

Turns holder fire resistant: (fire does half damage) four times daily; duration 10 melees, cost 30,000 gold

Returns to wielder when thrown: usually applies to throw weapons such as knives, axes, hammers, and javelins. Returns to thrower immediately after striking the target (mentally commanded); maximum range 120 feet, cost 50,000 gold

Teleports wielder: teleports wielder twice daily up to five miles; usual limitations as per limited teleport spell magic, cost 200,000 gold

HOLY WEAPONS

These weapons are very special, usually created by powerful clergy or gods.

A simple holy weapon will have two abilities from those listed and costs 9000 gold.

A greater holy weapon will have four abilities from those listed and costs 20,000 gold.

All glow faintly and register magic; they can be any type of weapon. The glow is white, yellow, red, or blue. **NOTE:** Holy weapons are not generally available on the open market and those that are have been stolen, pawned, or found. Holy weapons are predominately given to church members and clergy for outstanding deeds in the name of that church or god.

POSSIBLE HOLY WEAPON ABILITIES

Remove curse: 50% chance (used one time only per person)
Turn 4-24 dead: 80% chance by raising the weapon above one's head for all to see.
Healing touch: 1-8+2 or 2-12 points 6X daily
Damage bonus, +6
Magic save bonus, +1
Sense evil: usually indicated by a color change, 20 foot radius
Expel devils and demons: lesser 89%, greater 49%; this is accomplished by raising the weapon over one's head for all to see. Some can be thrown into the air where it will hang suspended until the demons or devils are expelled and then slowly drop back to earth.
Circle of protection: 5 foot radius; repels devils, demons, undead, and animated dead preventing them from entering the area unless a 17 to 20 is rolled to save vs circle magic. The weapon must be raised above one's head and then struck to the ground. 6 melees per level of the wielder.

RUNE SWORDS/WEAPONS

The greatest weapons ever made of metal and magic were the rune swords. The secret of their construction is forever lost; they are the most powerful and coveted of all magic weapons. It is believed that only one or two hundred exist throughout the world and even that may be an exaggeration. Kings have forsaken entire kingdoms to possess one (costs in the millions).

ALL rune weapons have the following:
1) Independent personality with an average to high I.Q.
2) Communicate through limited telepathy
3) Are totally indestructible, the blades never dull
4) Made of black, dark grey, blue grey, or dark red metal and lined from tip to handle with runes.
5) Do no less than 4-24 damage.
6) Link themselves to their wielder/owner within six months of constant contact. Thus both man and weapon can sense each other presence if separated within a two mile radius. Adds +1 to all saving throws.
7) Can be used only by a person of a particular alignment (good, evil, or selfish). Persons not of a compatible alignment take 1-8 points of damage each time they touch the weapon.

Other abilities not common to all:
Some wield elemental magic (offensive spells). Such rune swords will be able to cast four spells per day. All four spells will be of the same elemental force (water, earth, air, or fire). The weapon will know only four spells but may cast them in any combination. The spells known are selected from level 1-6; level of proficiency: sixth.
Some have clerical abilities including
Healing touch (2-12) six times per day, remove curse 56% four times daily, turn 3-18 dead 55% four times daily, animate/command 2-12 dead 64% four times daily (duration four hours each)
Some have major psionic abilities with all level one through three abilities, I.S.P. 30-120, sixth level proficiency.

The simplest rune weapon will have only the seven abilities common to all.

The typical rune weapon will have the seven attributes and either possess elemental powers, the clerical abilities, or psionic abilities. (Elemental magic is the most common.)

The most powerful will possess two sets of additional abilities (it could be two of the same set or two different sets). In addition to the common attributes and extra powers it also *drinks souls*. The drinking of souls is the actual absorption of one's life essence. The victim's blood must be drawn before the rune weapon can devour its soul. This may be done slowly or in a spectacular flash. A victim devoured by a rune weapon is forever lost. Most soul drinkers are limited to a maximum of 1-6 souls per day. Victims of a soul drinking attack usually suffer double damage (if not automatically engulfed at the drawing of first blood). Even some deceptively simple or typical appearing rune weapons are soul drinkers.
Note: Seventy percent of all rune weapons are the legendary rune swords, most of them very large.
Roll 14 or higher to save vs. soul drinking attack.

RINGS, CHARMS, MEDALLIONS, AND TALISMANS

Special items or objects that possess magic powers exist, but tend to be expensive and uncommon (some downright rare such as metamorphosis and teleport). All such items affect only the person wearing or using the item. All have limits as to how frequently the item can be used, the duration of the magic, and powers provided. All these items incorporate spell magic-type powers and function exactly as described in the spell magic section except for duration. The maximum duration time or each enchantment and the number of times it can be activated per day is noted. The cost of these magic items vary only slightly in regard to whether it is a ring or medallion, unless special gems or craftsmenship is included. The costs listed are the average market price in Eastern gold currency. The type of magic affects apply to any enchanted items.

MAGIC POWERS OF ITEMS

Chameleon: 20 melees, twice daily, cost 40,000 gold
Diminish: 30 melees, twice daily, cost 47,000 gold
Fleet feet: 20 melees, twice daily, cost 30,000 gold
Fly (as an eagle): 60 melees, twice daily, cost 60,000 gold
Invisibility: 30 melees, twice daily, cost 46,000 gold
Impervious to fire: 60 melees, twice daily, cost 30,000 gold
Impervious to cold: 60 melees, twice daily, cost 28,000 gold
Levitation: 20 melees, three times daily, cost 25,000 gold
Metamorphosis: 30 melees, twice daily, cost 65,000 gold
Multiple image: 20 melees, twice daily, cost 30,000 gold
Nightvision 50 feet: 60 melees, three times daily, cost 20,000 gold
Resist fire: 2 hours, three times daily, cost 4000 gold
Resist cold: 2 hours, three times daily, cost 4000 gold
Sense evil: 6 melees, three times daily, cost 5000 gold
Sense magic: 6 melees, twice daily, cost 8000 gold
Size of the Behemoth: 20 melees, three times daily, cost 22,000 gold
Strength of Utgard Loki: 16 melees, twice daily, cost 30,000 gold
Protection from spell magic: constant, +1 to save, cost 30,000 gold
Protection from circles/wards: constant, +2 to save, cost 30,000 gold
Protection from psionics: constant, +1 to save, cost 30,000 gold
Protection from witches: constant, +1 to save, cost 28,000 gold
Protection from undead: holds them at bay, costs 12,000 gold
Telepathy: 15 melees, twice daily, cost 34,000 gold
X-ray vision: twice daily, lasts 12 melees, cost 39,000 gold

MAGIC POTIONS

All magic potions are sold in single doses and last for ten melee rounds. Longer lasting potions cost the going rate for each ten melees of duration.

POTION TYPES

Charm: same as spell magic, costs 500 gold
Love charm: same as spell magic, costs 600 gold
Chameleon: same as spell magic, costs 600 gold
Fleet feet: same as spell magic, costs 700 gold
Fly (as the eagle): same as spell magic, costs 800 gold
Foresee the future: divination same as clergy, costs 600 gold
Healing: 1-8 points restored, costs 550 gold
Healing (superior): 2-12 points restored, costs 900 gold
Invisibility: same as spell magic, costs 800 gold
Impervious to fire: fire does no damage, costs 600 gold
Impervious to cold: cold does no damage, costs 400 gold
Negate magic potions: 65% chance of negating any magic potion but causes nausea for 1-6 hours, costs 1000 gold
Sleep: victim falls into enchanted, unwakeable slumber for 1-6 hours, costs 600 gold
Shrinking (reduce to six inches): same as magic spells, costs 800 gold
Size of the Behemoth: same as spell magic, costs 900 gold
Strength of Utgard Loki: same as spell magic, costs 1000 gold
Speed of the snail: same as spell magic, costs 600 gold
Turn self into mist: same as spell magic, costs 1200 gold

Truth serum: forces victim to tell the truth, costs 800 gold
Youthful appearance: reduce age appearance (only) by twelve years (lasts 12 hours), costs 500 gold
Metamorphosis: same as spell magic, costs 3000 gold
Blind: same as spell magic, costs 1000 gold
Mute: same as spell magic, costs 800 gold
Tongues: same as spell magic, costs 600 gold
Swim as a fish: same as spell magic, costs 600 gold
Might of the Palladium: adds one additional attack per melee and a bonus of +2 to strike, parry, dodge, and damage, costs 1500 gold

NOTE: Standard spell magic saving throws apply if a person either is testing a potion or is forced to drink one.

POISONS

INGESTIVE

All are sold in single doses, generally require 2-8 melees to take affect. Most are colorless or nearly colorless, all must be ingested, all are quite deadly. **Saving throw:** 14 or higher.
Hemlock: heavy, sweet odor and taste, does 4-32 + 10 damage per dose, costs 100 gold
Nightshade: slight taste, virtually no odor, does 5-40 + 10 per dose, costs 200 gold
Mandrake: bitter taste, virtually no odor, does 4-32 damage per dose, costs 100 gold
Dragons venom: slight after taste and no odor, does 8-64 + 10 per dose, costs 300 gold
Viper: slight tart taste, slight odor, does 6-48 damage per dose, costs 150 gold

OTHER POISON

Saving throw: 14 or higher

Contact poisons affect victims by touching their flesh. Injected poisons must enter the bloodstream via a cut, wound, or injection.
Scorpion's blood: (actually a mixture of scorpion, spider, and snake venom) does 4-32 damage, injected, costs 120 gold; yellow/green color.
Witch bane: (blend of toxins) does 4-32 + 4 damage, contact, costs 150 gold
Basilisk's eye: (a mixture of nerve toxins) does 3-24 damage plus paralysis for 10-40 melees (15% chance of permanent paralysis; victim dies in 2-8 days), injected, costs 100 gold
Dragon's breath: (deadly blend of poisons) does 6-48 + 6 damage, injected, costs 200 gold

Acid (organic) does 2-16 per melee for four melees, costs 200 gold
Acid (cleanser) does 3-18 per melee for three melees, costs 300 gold
Acid (metal dissolver) does 3-18 per melee for four melees to metal. Does 1-8 damage for four melees to organic material, costs 500 gold.
No saving throw against acid except dodge.

NATURAL POTIONS, POWDERS, AND DRUGS

All potions and powders are sold in single doses, generally require 2-8 melees to take effect, and their duration varies widely from person to person. Cost is in Eastern gold pieces. The following list indicates symptoms, effect, and duration. All of these come in both powder and potion and are made from natural substances. All must be ingested or injected; saving throw 13 or higher.

SYMPTOMS, DURATION, AND EFFECTS

Blurred vision: 20-80 melees, -3 to strike, parry, or dodge; costs 300 gold
Convulsions: 20-80 melees, reduce speed by half, reduce attacks by half, -2 to strike, parry, or dodge; costs 800 gold
Coughing: 10-40 melees, -1 to parry, -30 to prowl; costs 200 gold
Sneezing: 10-40 melees, -1 to parry or dodge, -20 to prowl; costs 200 gold
Dizziness: 10-60 melees, speed reduced by three quarters, -3 to strike, parry, or dodge; costs 600 gold
Fever: 1-4 hours, -2 to strike, parry, or dodge; costs 600 gold
Itching: 20-80 melees, discomfort, -1 to parry; costs 200 gold
Mental confusion: 10-60 melees, chance of memory loss (temporary) roll for each subject, no sense of direction, easily startled, -6 on initiative; costs 800 gold
Nausea: 10-60 melees, reduce speed by half, -2 on initiative, discomfort; costs 300 gold
Paralysis: 3-18 melees, total incapacitation; costs 1000 gold
Sleep: 10-40 melees, renders victim unconscious; cost 500 gold
Stomach cramps: 20-80 melees, reduce speed by half, reduce attacks by half, -1 to strike, parry, or dodge; costs 400 gold
Weakness: 20-80 melees, reduce speed by half, reduce P.E. duration (vs fatigue) by half, -4 to damage, -1 to strike or parry; costs 400 gold
Hallucinations: 10-60 melees, reduce speed by one third, -10 on initiative, disoriented, no sense of direction, 50% chance to attack nearest person, 56% moan and scream in fear or laugh and shout gleefully, 66% chance of not recognizing enemy or danger. (Roll for each once every four melees and enemy recognition as applicable.) Costs 1000 gold.

MAGIC POWDERS

These are contact poisons and are sold by the ounce (2 doses).
Sneezing powder: must be blown or thrown in the victim's face. Victim will sneeze uncontrollably for 1-6 melees; -3 to strike, parry, or dodge. Costs 200 gold
Itching powder: very uncomfortable, lasts for 1-4 hours or until washed off. Victim is -4 on initiative. Affects bare skin only. Costs 200 gold.
Fire dust: causes intense burning pain for 3-24 melees or until washed off. Victim takes 1-4 damage from initial shock of the irritant, -6 on initiative, -4 to strike, parry, or dodge. Affects bare skin only. Costs 1500 gold.
Pixie dust: shrinks victim to half normal size for 3-24 melees. Costs 600 gold.
Goblin dust: must be thrown into victim's face, 40% chance of temporarily blinding him for 1-4 melees. Is supposed to have special properties especially effective against goblins, hob-goblins, orcs, and kobolds. It will be suggested that the person should hit the goblin in the head with the bag using all his might. The bag it's sold in is especially designed to burst on impact. This is really an old alchemist con in which he sells a five pound bag of soot, ash, and dirt packed in a shabby bag. These are scrapings from furnaces and fire places. **Note:** The goblin dust does really work sometimes (40% chance). Costs 25 gold.
Moon beams: a luminous powder sold in an 8 ounce container. Costs 300 gold.
Heart of flame: a phosphorus, quick burning powder that makes a torch sized fire grow three times its size for 1-4 melees. Costs 200 gold.
Ground crystal: ground glass; costs 50 gold.

FUMES

Saving throw: 14 or higher

Fumes appear as smoke or vapor which produces the following special effects. They are sold as candles or incense.
Drive away evil spirits: 6 foot radius, prevents ghosts, spirits, and undead from entering the radius unless an 18 to 20 is rolled vs magic. One hour duration per stick; costs 400 gold.
Divination: same as clergy, 66% chance of inducing a true vision of divination. Twenty melee per stick duration; costs 300 gold.
Raise strange shapes: shadows seem to take form and begin to move. Affects a 10 foot radius, sweet smelling, heavy odor. Takes 2-8 melees to induce the hallucinations; 60% chance of terrifying victims causing them to cringe or hide. One hour per stick duration; costs 500 gold.
Apparitions: all types of terrible wraith-like creatures spring to life, assaulting the victims of this fume. Affects a 10 foot radius, oppressive heavy smell. Takes 1-6 melees to induce the hallucinations; roll to save vs insanity (13 or higher). Those who fail to save must roll on the random insanity table. One hour duration per stick; costs 600 gold.
Daze: affects a 12 foot radius, victims become dizzy, speed reduced by half, -4 on initiative, -2 to strike, parry, or dodge. A light flowery aroma. One hour duration per stick; costs 300 gold.
Vapors of weakness: affects a 12 foot radius, victims are -2 to strike, parry, or dodge; speed reduced by half, all saving throws are -2. Stale, oppressive odor. Forty minute duration per stick; costs 1700 gold.

Smoke bombs are about two inches round and six inch long tubes with a quick burning wick. To set off the smoke the wick must be lit. It ignites within eight seconds and fills a 20 by 20 foot area with billowing smoke in two melee rounds.

All smoke bombs impair the vision of anyone within their smoky confines. Victims cannot see beyond the cloud, eyes and nostrils sting, and they are -2 to strike, parry, or dodge while in the cloud. **No saving throw.**

Smoke bombs come in a variety of colors and scents: **black**, thick and heavy; **grey**, thick charred scent; **red**, smells of decay; **yellow**, sulfur odor; **purple**, sickeningly sweet; and **blue**, cinnamon smell. All have a duration of 4-16 melees and cost 60 to 75 gold each.

Stink bomb: releases a putrid smelling yellow vapor that fills a 12 foot radius. People within the radius will gag, eyes water, and vomit unless they flee the area. Victims staying in the area are -2 on initiative, -1 to strike, parry, and dodge, and speed is reduced by one third. Duration is 3-12 melees each and they cost 100 to 150 gold.

Fire candles: shoot out sparks doing 1-4 damage; range 6 feet; duration four melees; cost 25 gold.

Roman candle: shoots out one bolt of sparks. Does 1-6 damage as a weapon. Accuracy as a weapon 12 feet; range as a flare 200 feet up. Duration one melee; cost 40 gold.

OTHER ARTICLES OF MAGIC

Cloak of shadows: add 25% to prowl; cost 8000 gold

Cloak of invisibility: turns wearer invisible for a maximum of 60 melees daily; cost 30,000 gold

Cloak of protection: A.R. 12, S.D.C. 50, Impervious to fire; cost 29,000 gold

Boots of fleetness: doubles natural speed; cost 30,000 gold

Flying carpet: holds six human sized passengers, speed 30 mph, A.R. 6, S.D.C. 50; cost 32,000 gold

Flying broom: holds three human sized passengers, speed 35 mph, A.R. 8, S.D.C. 60; cost 30,000 gold

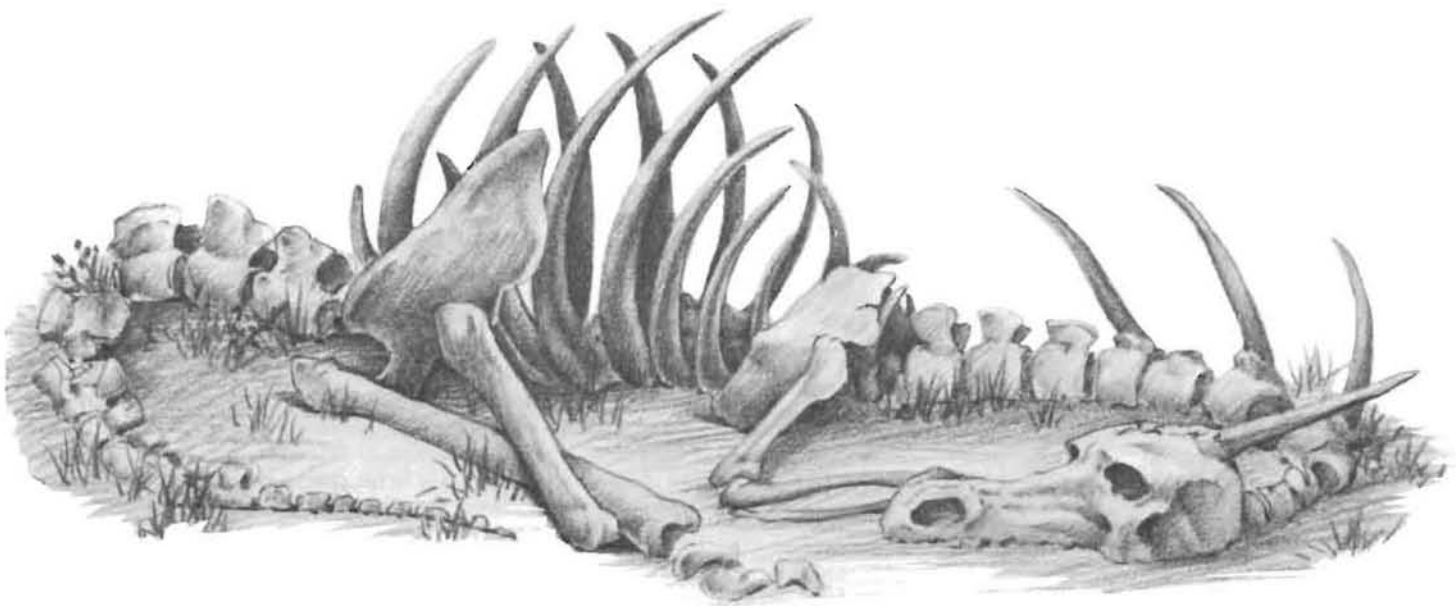
Crystal balls are rare and quite expensive. A crystal ball enables the user to gaze into it to locate any person, creature, or place within a 2000 mile radius. The only limitation is that the user must be familiar with the person, creature, or location. Two to eight melees are required to find the target. When located the crystal will enable the viewer to see and hear all within his viewing area. Men of magic above third level may sense the presence of enchantment when a crystal is used on them (40% chance).

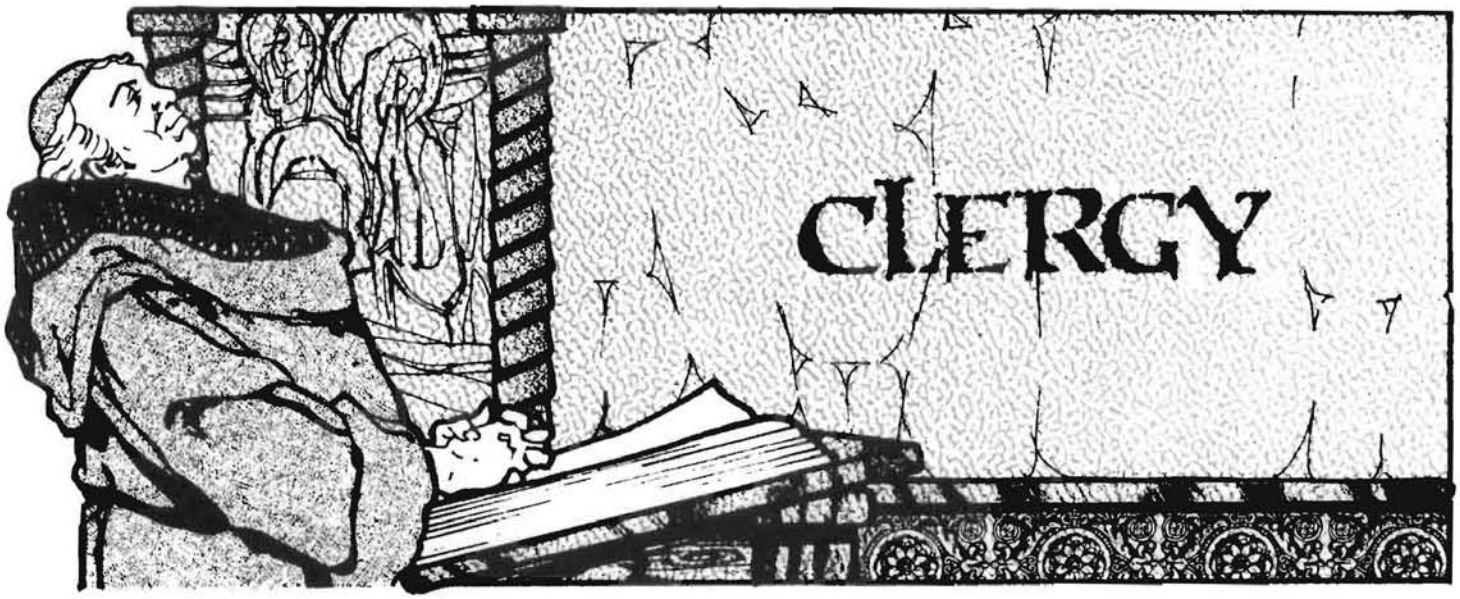
Divination is another ability of the crystal ball enabling the viewer to glimpse the near future with a 52% chance of success. Same as clergy ability. Divination can be attempted only once per day.

Alchemists also stock magic components, herbs, incense, candles, roots, bones, solutions, salves, and even livestock. Use your discretion on costs.

Dragon dust 20,000 gold per ounce (ground dragon bones)
Dragon bones 10,000 gold per ounce
Dragon heart 50,000 gold
Dragon teeth 10,000 gold each
Dragon tongue 40,000 gold
Dragon blood 8000 gold per ounce
Dragon eye 20,000 gold
Faerie wings 20,000 gold each
Demon (or devil) blood 6000 gold per ounce
Demon (or devil) bones 6000 gold per ounce
Unicorn horn 100,000 gold and up
Lotus petals 100 gold per dozen
Elf bones 600 gold per ounce.
Hydra's tooth, powdered 300,000 gold per ounce.
Hydra's tooth, whole 40,000 gold or 12,000 per ounce.
Unicorn horn, powdered 32,000 gold per ounce.
Angel feather 20,000 gold.
God or Godling bone 40,000 gold per ounce.
*Goblin tongue 500 to 1000 gold.
*Wolfen tongue 4000 gold.
*Wizard tongue (low or unknown level) 25,000 gold.
*Wizard tongue (mid or high level) 60,000 gold.

* NOTE: Wizard tongues may cost as much as 200% more, while a known wizard's tongue can cost as much as 1000% times more. The selling of tongues *is* outlawed in most civilized regions and may be available only on the black market, if at all.





PRIEST / PRIESTESS

THE CLERGY: PRIEST AND PRIESTESS O.C.C.

PRIESTS IN GENERAL

In the context of the Palladium role playing game, we shall direct our attention to only the most dedicated members of the clergy, the priest and priestess, leaving such possible O.C.C.s as friar, deacon, monk, and so on to the Game Master and players, or future books.

Most members of the clergy are men or women who have dedicated their lives to a particular religious organization and god(s). They are not trained as men of arms nor as men of magic. Rather, they are most **noted as** *healers, men of learning , and liaison between men and gods*. Priestly duties vary depending upon the religious organization, orientation and needs. See Religions.

ALLEGIANCE TO A GOD/ALIGNMENTS

To play a priest or priestess, the player **must choose** a god, gods, and/or religion which his/her character can devote his life . While a definitive affiliation with an existing religious organization is not absolutely necessary (although it is easier for the Game Master and game continuity), an obvious and practiced allegiance to a particular god, gods, or pantheon is a *definite requirement*. Think about it; how can you be a priest without a god? Players should choose a god(s) with a compatible alignment, meaning a good character is not going to worship a god of darkness, unless he is looking to change his alignment to selfish or evil.

CLERGY: GODS OF LIGHT

CLERICAL KNOWLEDGE AND ABILITIES

SPELL CASTING

The priests gain their abilities directly through their deity(s) and their faith. The spells and spell effects are *identical to the spell magic of wizardry*. The difference lies in how the spells are attained, not how they function. Priests, as in witchcraft, are endowed with the ability to cast spells by their deity. It is not a learned nor practiced skill. Most clergy know nothing about the ways of magic. The spells of priests are invoked by the chanting of their god's name and the type of spell needed. In wizardry, verbal incantations, power words and mental manipulation are the means of conjuring and directing a spell. To the diabolist, the circles and symbols are the focal element in his magic, as is true about summoner magic as well. For the mind mage, the magic focus is self and meditation; to the clergy it is their gods and beliefs. Note: The spell casting table indicates the total number of spells a priest can cast per day (24 hours) per level.

CHOOSING AND GAINING SPELLS

Among the other clerical abilities granted to a priest through, or by, his deity(s), is the ability to cast spells. The exact number of spells the priest or priestess can cast is listed under the spell casting table of the clergy O.C.C.. As a priest reaches a new level of experience, he/she is allowed to select one or two new spells (See spell casting table for each level). The level of the spell is limited by the priest experience level, because a priest/priestess cannot select a spell higher than his experience level. Consequently, a first level priest can only choose one spell from any of the first level **spell magic** (*as listed under magic and wizard*). At second level of experience, the priest is again allowed to choose any one spell, but can make his selection only from spell magic listed under levels one and two, and so on.

The spells available are limited by the deity's spell knowledge. Thus, if a god only knows spell magic levels one through five, the priest can never be given a spell higher than fifth level, even if the priest is tenth level. The god can only provide what he knows. This includes divine intervention (prayer or otherwise).

When a priest selects a spell, it is a sign of his growth in faith and the church. Each selection is limited to his god's knowledge, and his level of experience, and is a *one time, permanent selection*. This means that upon reaching a particular level of experience, the character is allowed to choose a new spell to add to his abilities. Once that spell is chosen, the priest cannot change his mind and exchange that spell ability for a different spell. If charm is chosen, the priest will always be able to cast a charm spell, and so on.

Under no conditions can a priest learn additional spells to add to his repertoire of spells. Remember, the priest is not a man of magic, but a man of god with magic abilities bestowed upon him by his god.

The selection of a new spell is either provided through a religious rite

and high priest, or through a vision or dream in which the god informs the priest of which spells and levels of spell magic are available for selection. Once the priest chooses a spell he is immediately endowed with that ability.

MAGIC COMBAT

The priest O.C.C. will list the specific abilities and bonuses priests possess when engaged in magic combat. The same terms, descrip - tions, and explanations as found under **the Wizard O.C.C.** *apply* to the clergy, as well. *See magic combat/wizard.*

PENANCE AND SACRIFICE

The techniques used for *self-denial* and the *exploration* of one's self and environment include meditation, fasting, vows of abstinence, and vows of silence. As a result, priests can resist thirst for 2 days per level of experience, and resist hunger for 3 days per level of experience. As with all resist type bio-manipulation, the physical body does suffer physical damage (dehydration, starvation, etc.), although the priest is able to ignore the pain and discomfort, and function at close to normal.

CLERICAL ABILITIES

Exorcism, Healing Touch, Penance, Remove Curse, Resurrection, Turn Dead

REMOVE CURSE

Priests are able to remove magic curses by means of a religious rite similar to exorcism. If a remove curse is successful, all the effects of the curse are permanently removed (unless cursed again, later). *Success ratio*: 7% per each level of experience. Can be attempted *only* **ONCE** by the same priest.

RESURRECTION

This is one of the most awesome of all clerical abilities, to actually breath life into the dead. Impressive as it may be, there are a number of *limitations and conditions.*

1. **The body** must have all of its parts (it may be dismembered, but all major limbs, bones and organs must be present). Small portions such as fingers, ears, toes may be missing, but will remain missing when resurrected.

   Resurrection is just that, a restorative process, not a regenerative one (not in the full sense of total regeneration). Thus, a character cannot plop down an ex-comrad's foot and say "Okay, priest, do your stuff".
2. **The deceased** should not have been dead for more than 2 to 4 weeks. The longer (and the more deteriorated) dead, the more difficult the resurrection. Note: refrigeration techniques can add up to 6 months to the 4 week limit if really well applied.
3. **A resurrection penalty** of minus 3% is applied for each month beyond 4 weeks since the time of death. Deceased over one year only have a 7% chance for a successful resurrection.
4. The priest **may decline** to perform the resurrection for almost any reason of conscience, religious conviction, political or economic reason. Priests have no obligation towards non-members of his church, god(s), or philosophy.
5. Is likely to impose **a fee**. This is when the cleric has the players by the garbonzo beans. *A fee* can be anything from a massive donation (usual minimum is 4000 gold per level of the deceased), mass conversion, special assignment or any manner of trade for services. Often the priest will try to arrange for the character(s) requesting a resurrection to vow to fulfill some sacred (extremely dangerous/lethal) mission or quest.
6. A **resurrection** can be attempted *only* **ONCE** by the same priest. Another (or several other priests) can attempt to resurrect the same body, but only one time each. If the resurrection attempt *fails* that particular priest can *NEVER* attempt to resurrect that same dead corpse.

The ability to perform a resurrection does not become a clerical ability *until* the priest reaches *fifth level.* At fifth level, the priest has a *20% chance* to perform a successful resurrection; *plus 3%* for each additional level beyond level five. Example: sixth level priest 23%, seventh level priest 26%, eighth level priest 29%, and so on.

EXORCISM

Considering the spiritual nature of priests and their corresponding link(s) with their deity(s), they have certain abilities inherent to their class.

One of the most notable is the rite of **exorcism**; another is **Turning the dead.** While a simple rite of turning (the dead) is effective against lesser evils (dead things), it is not effective against the more powerful, intelligent supernatural creatures; for them an exorcism is required.

A successful exorcism will drive out/banish these loathsome monsters from a possessed person, animal, dwelling or area. The exorcised creatures cannot return to the place (or person) of exorcism for at least 6 months and are likely to never return (86% likelihood of never returning). A successful exorcism performed in an area such as a graveyard, tomb, etc. will *destroy* all *animated skeletons, corpses, and mummies* which inhabit the area of exorcism. *Ghouls and zombies* will be banished for 10 months, while the greater supernatural creatures, including *lesser devils and demons, vampires, ghosts, wraiths, and spectres* are banished for 6 months.

The Rite of Exorcism

1. An exorcism requires *1-6 hours of* **prayer** and **meditation** to perform the rite depending on the strength of the possessing/inhabiting force.
2. Although not required, it is wise to have **2 to 8 assistants** to provide aid, support, and possibly to battle the possessing force. *NOTE*: should the priest lose consciousness before the rite of exorcism is complete, the exorcism is void, and must be begun again from the beginning. Roll percentiles for each attempted exorcism.
3. Use **prayer of strength** when needed.
4. **Materials needed**: holy symbol (cross, etc.), holy water (water blessed by a high priest/sixth level or higher), water sprinkler; chalk or wax or paint to inscribe holy symbols, weapon(s) for protection and or/combat. The weapons are optional.

Success ratio: 7% per level of priest's experience. A second level priest has a 14% chance for a successful exorcism, third level 21%, fourth level 28%, and so on. Roll percentile dice. *Note*: A priest may perform the rite of exorcism in the same place *as often* as he likes until the desired results are achieved.

Area affected: is the person(s) or area that is sprinkled or encircled with holy water.

HEALING TOUCH

Priests are famed healers with the divine touch. Some are so powerful and/or holy that they are able to resurrect the dead.

The **healing touch** *restores 1-8 hit points*, miraculously healing cuts, burns, bruises, and all manner of physical afflictions (excluding disease). Priests can perform the healing touch *once every other melee* round (maximum), but this great gift *can not be used to heal themselves, only others. The healing touch does not* manifest itself *until* the priest reaches **second level**.

Priests are also, quite often, highly trained in medical skills and knowledge; herbs, poisons and potions.

TURN DEAD

The rite of turning the dead is similar to an exorcism, except that it can be enacted almost immediately (2 melees) and affects only *animated skeletons and corpses, mummies, and ghouls.* This ability enables the priest to turn/repel the dead by commanding them to leave in the name of his deity(s). Although the priest can command the dead to leave, he cannot enforce his will or any other commands upon them; they will

simply stop what they were doing and go away.

Vampires, ghosts, wraiths, and spectres may be temporarily kept at bay (at few feet away), hesitating (one or two melees) to attack and repulsed by the holy symbol. Devils and Demons are not affected at all.

Success ratio: 20% at first level, plus 5% for each additional level of experience (second level priest 25%, third level 30%, fourth 35%, etc.)

Area affected: 20 ft. radius or line of vision.

Duration:

1. Duration of the turning of dead can be *maintained* as long as the priest concentrates on it and does not engage in other activities, thoughts, spells or prayers.
2. The animated dead, mummies, and ghouls that have been turned from that area *will not return* to it for at least 1 to 6 hours.
3. Can be performed once every 3 melees.

Saving throw: None

Equipment needed: Holy symbol or holy water.

PRAYERS

Strength

Communion

Intervention

All prayer inspire the priest or grant him an added temporary strength, insight, or ability.

PRAYER OF STRENGTH

Limited to two attempts per day (24 hour period).

Duration: 3 melees per level of priest's experience.

Success ratio: 20% at first level, plus 8% for each additional level of experience.

Abilities: Endows the priest with spiritual strength; +2 on ALL saving throws, +10% to turn dead, +20% exorcism, +2 spell strength, +2 to damage in hand to hand combat.

COMMUNION (WITH DEITY)

Limited to: two attempts/prayers per day (24 hour period).

Duration:3 to 18 melees.

Success ratio: 30% at level one, plus 6% for each additional experience level of the priest.

Abilities: This prayer will create an inspirational vision which will motivate and encourage the priest. There is a 60% chance of *divination*: warning of impending danger, treachery, or good fortune. The visions are often very symbolic, somewhat cryptic, and always concern people and matters close to the priest. These usually pertain to only one or two per vision.

PRAYER OF INTERVENTION

Limited to: once per day (24 hour period).

Duration: Temporary, often very short duration.

Success ratio: 9% per each level of the priest' experience (first level priest 9%, second level 18%, third 27%, and so on).

Abilities:

1. Enables the priest to cast **ANY spell**, of any level, that his god(s) knows. This means that his god(s) temporarily grants him the knowledge and ability to cast any spell in the god's repertoire. The priest is able to cast the spell with the effects, spell strength, and duration **5 levels higher than his current experience level**. *Example*: a third level priest would be able to cast a spell as if he were eighth level.
2. Or the prayer of intervention can be used to gain temporary knowledge of spell magic so that it can be sold, granted, and/or taught to a wizard. This knowledge is granted ONLY to priests of sixth level or higher. *See Wizards purchasing magic: Clergy section* for details.
3. Or intervention can be used to gain temporary knowledge to create clerical magic scrolls. *See Wizards: scroll section* for details. Again, this knowledge is limited to priests of sixth level or higher.

NOTE: An intervention prayer can be used for only one of the three abilities at a time.

SELLING THE HEALING TOUCH

Clergy may offer their ability to heal others for *free* or *may* charge a fee depending on circumstance and church edict. **Fees** run as low as *10 gold* per touch/laying of hands to *600* gold per touch (depending on circumstance), but *averages at about 25 or 30 gold* per touch.

SELLING SPELL MAGIC

See Wizard

CREATING AND SELLING SCROLLS

See Wizard

CIRCLES: THE STUDY AND USE OF

Same as Wizard

SYMBOLS: THE STUDY AND USE OF

Same as Wizard

CLERGY AND WEAPONS

The use and restrictions of weapons by clergy vary radically from religion to religion. Non-violent religions prohibit the use of all weapons except those used as tools, such as axe, knife, and staff. Others have no restriction on the use of weapons or type of weapons, while still others encourage a knowledge and skill in arms and armour. Unless specifically stated in religious doctrine or decree of the god(s), the clergy can *generally use any* type of weapon (W.P.) except the lance and long bow. **Game Masters**: Much of the weapons, hand to hand combat skills, religious rites and dogma will be left up to you. Even in the religion section, the religions mentioned only draw a sketchy outline about their orientation, laws, and rules. Probably, the average civilized religious organization would be familiar with the same types of weapons as a wizard; all the basic, not the fancy stuff.

CLERGY AND HAND TO HAND COMBAT

All non-fighting O.C.C.s have only one attack per melee round. This means a priest with no training in hand to hand combat has only one attack per melee, in contrast to a man of arms O.C.C., which may have as many as 4 or 5 attacks per melee round. Even a tenth level priest with no combat training (hand to hand) has only one attack per melee.

HAND TO HAND COMBAT ELECTIVES

Again, depending on the orientation and church laws, the priest *may* be able to practice hand to hand combat. Those with *no real military background* or interest will have the **Hand to Hand: mercenary** skill available. Those *trained for combat* will have the **Hand to Hand: soldier** skill available.

While some of the *Dark or evil* religious *may* train their priests in the **Hand to Hand: thief** *or* even **Assassin** skill, the priest would have to have all the attribute requirements of an assassin to be eligible for that combat skill. The hand to hand combat skills of knight, palladin, ranger and long bowman are **not** available to clerical orders.

CLERGY AND ARMOUR

Generally, clergy fall into the same category as wizard and witch, preferring light armour (*See Wizards and armour*). However, if the priest is trained in a man of arms O.C.C. Hand to Hand combat skill, then he is also trained in the use of both light and heavy armour and does not suffer the penalties listed under Wizards and armour. *See armour under the men of arms section.*

ALIGNMENTS

To be a priest or priestess of the *gods of light*, the person must be of *principled, scrupulous, or unprincipled alignments*. Those of *anarchist* alignment *may* also be a priest of light, but has to be careful to live up to religious doctrine. *Followers* (non-clergy) can be of *any* alignment; good, selfish, or evil.

PRIEST/PRIESTESS O.C.C. - CLERGY OF GODS OF LIGHT

Attribute requirements: I.Q. 7 (devoted to a god).

O.C.C. skills: Spell casting, magic combat, clerical abilities, prayers; speak one additional language (+25%).

Elective skills: Choose 6 at level one, 3 at level three, 3 at level eight and 3 at level twelve.

Secondary skills: Choose 6 at level one, 4 at level four and 4 at level ten.

Elective skills
(Magic same as Wizard)
Study circles
Study symbols
Disguise
Forgery
Hand to Hand Combat: varies
Horsemanship: General
Identify plants/fruits
Locate secret compartments/doors (+3%)
Medical (+10%)
Prowl (+2%)
Read/write (+30%)
Use poison (+8%)
W.P. Throwing axe
W.P. Battle axe
W.P. Blunt
W.P. Knives
W.P. Pole arms
W.P. Spears/Forks
W.P. Short sword
W.P. Large sword
W.P. Staves
W.P. Small shield
W.P. Sling
W.P. Short bow
W.P. Cross bow

Secondary Skills (*choice of any, but the following have O.C.C. bonuses*).
Demon and Devil lore (+20%)
Faerie lore (+10%)
Mathematics (+4%)
Paint (+5%)
Play string instrument (+8%)
Play wind instrument (+8%)
Racial Histories (+10%)
Read/write additional language (+20%)
Recognize poison (+8%)
Sing (+10%)
Speak additional language (+25%)
Religious doctrine (+30%)

Levels of Experience
Priest/Priestess

Level 1	0 - 1930,
2	1931 - 3860
3	3861 - 7720
4	7721 - 15,200
5	15,201 - 23,300
6	23,301 - 33,400
7	33,401 - 48,500
8	48,501 - 68,600
9	68,601 - 93,700
10	93,701 - 123,800
11	123,801 - 163,900
12	163,901 - 204,200
13	204,201 - 254,400
14	254,401 - 304,600
15	304,601 - 364,800

Level	Spell Casting	Magic Combat
1	1	+1 Save vs. Spell magic
2	2	+1 Save vs. Circles/wards
3	3	+1 Spell Strength
4	4	Sense Evil 40%
5	5	2 Spell Attacks per melee
6	6	Recognize enchantment 30%
7	8	+2 Save vs. Spell magic
8	9	+2 Save vs. Circles/wards
9	11	+2 Spell Strength
10	12	Sense Evil 65%
11	14	Recognize enchantment 50%
12	15	+3 Save vs. Spell magic
13	17	+3 Spell Strength
14	18	+3 Save vs. Circles/wards
15	20	Recognize enchantment 71%

CLERGY: GODS OF DARKNESS

CLERICAL KNOWLEDGE AND ABILITIES

SPELL CASTING

Identical to Clergy: Gods of light. The spell casting table indicates the total number of spells a black priest can cast per day (24 hour period).

CHOOSING AND GAINING SPELLS

Identical to Clergy: Gods of light.

MAGIC COMBAT

Identical to Clergy: Gods of light.

CLERICAL ABILITIES

Animate/command dead
Curse
Healing Touch
Penance
Remove Curse/exorcism
Resurrection

ANIMATE/COMMAND DEAD

This ability is very *similar* to the animate/control dead Wizard spell magic, but it has some distinct differences as well.

The black priest can animate and command/control any dead person, monster, animal or skeleton. These zombie-like automatons have no will of their own, nor any intelligence. They will obey any simple command such as "Protect me", "Slay him", and so on, but will only obey the priest.

Animated dead can be destroyed by normal weapons, fire, or magic (charms, slumber, stench, mesmerism type magic have no effect; remember, these are dead robots with no mind or personality). A turn dead spell or clerical ability will repel them.

Dead animated by clergy have the following abilities.
Hit points: 2 (per each dead) per level of priest.
Normal dayvision only
One attack per melee
Damage: 1-6 human size, 1-4 if smaller, 2-12 if giant.
Average strength: (P.S. 10)
Speed: 6 (slow moving)
No bonuses of any kind

No memory or I.Q.
Priest can animate 1-4 dead per level of experience.

In addition to the animation and control of dead things, this clerical ability also enables the priest to command other dead creatures as well. These include other dead or skeletons animated by another person, mummies, and ghouls. If the priest roles a successful animate/control dead he/she is able to keep these creatures at bay (not turn or repel them, but keep them at bay) with simple commands such as "Stay back", "Move away", "Let us pass", "Stop", etc. These commands may have to be repeated continually.
Saving throw: Commanding dead things animated by another, mummies and especially ghouls is not an easy task. *Each* of the dead things get to roll a saving throw to fight off the priest's over-riding command, a 17 or higher is required to save against the command. Those that fail to save will obey the priest, but those who do save will follow their original orders.

Success ratio: 8% per each level of experience.

Area affected: 20 ft. radius or line of vision.

Duration: This ability can be maintained as long as the priest concentrates on it and does not engage in other activities, thoughts, spells or prayers.

CURSE

Black priests and priestesses are infamous for placing curses upon their enemies. All curses are dehabilitating and potentially deadly. The priest chooses the particular type of curse he inflicts.

Pox within 24 hours after the curse, the curse victim will break out in open, running sores which will cover both face and body. The sores are ugly, puss filled, and itchy. *Physical beauty (P.B.) is reduced by ½, physical endurance (P.E.) is minus 3, and hit points are minus 4.* These conditions are *permanent* until the curse is removed or the curse duration lapses. Healing touch or potions or salves *cannot* cure or ease the sores, pain, or itching, nor return the hit points.
Duration: 1-6 months per level of the priest (meaning a second level black priest's lasts 2-12 months, third level priest's 3-18 months, etc.).
Saving throw: Standard save vs. magic.

The Fever is another dehabilitating curse which inflicts its victim with a constant fever that impairs sleep, eating, thought, and activities. As a result, victims are minus 3 from I.Q. (the character isn't stupid or dumb, but rather cannot focus his thoughts or remember as clearly as normal), minus 3 to strike, dodge and parry, and -1 on all saving throws. These conditions are permanent until the curse is removed or the curse duration lapses. No other remedies can cure or relieve the symptoms.
Duration: 1-6 months per level of the priest.
Saving throw: Standard save vs. magic.

Ill luck may sound like a kind of frivolous curse; after all, it has no (immediately) dehabilitating effect on its victim, in fact, this curse often remains undetected (all the more serious).

Ill luck is just that, bad luck. **Game Masters take Note**: The curse of ill luck causes all bad, evil, unpleasant things to befall its victim. If someone is looking for a fight, the curse victim will be his first target. A thief picking pockets, arguments, brawls, prejudice, anger, hostility, deceit will all befall this person. *He will* **always** *be the first target of any foul or deadly action.* The curse victim will be the first one attacked in a melee round, the first one to be tortured; bad luck will draw all manner of evils to him. He is the hapless victim of ill fate until the cures is removed or the duration elapses (if he lives that long).
Duration: 1-6 months per level of the priest.
Saving throw: Standard save vs. magic.

Curses can be cast upon a person, place or object. When placed upon the latter two, anyone using that place or object will feel the full effect of that curse. If the cursed place or object is abandoned, the person will return to normal within 24 hours.
Success ratio of casting a curse is 6% per each level of the priest's experience. This is considered the casting of magic, thus the spell strength bonuses (requiring victims to roll higher to save vs. magic) apply.

Area affected: one or two people (maximum), or a 30 ft. radius, or one or two objects (maximum).

Limitations: priests can only attempt to inflict a curse *2 times a day* (24 hours). A curse can only be inflicted upon something within the priest's *line of vision* (90 ft. max. range) *or by touch.* A loud *verbal statement/curse* must be spoken, although the specific curse does not have to be identified in the statement (a simple "Suffer my curse, so and so" will suffice). This *curse will remain* even after the priest's death. *ONLY a remove curse magic spell or clerical rite can remove a curse before it has run its full duration.*

HEALING TOUCH

Identical to Clergy: Gods of light.

PENANCE

Identical to Clergy: Gods of light.

REMOVE CURSE/EXORCISM

Is identical to the *Remove curse* and *exorcism* abilities of the Clergy: Gods of light, **except** that the disciples of darkness are not as proficient at either one of these tasks.
Success ratio: 5% per each level of experience.

RESURRECTION

Identical to Clergy: Gods of light.

PRAYERS

Strength of the Damned
Communion
Summon the minions of Darkness

All prayers inspire the priest or grant him an added temporary strength, insight, or ability.

STRENGTH OF THE DAMNED

Limited to two attempts per day (24 hour period).
Duration: 3 melees per level of priest's experience.
Success ratio: 15% at first level, plus 8% for each additional level of experience.
Abilities: Endows the priest with spiritual and physical strength; +2 on ALL saving throws, +8 to summon the minions of darkness, +1 spell strength, +4 to damage and +2 to dodge/parry in hand to hand combat.

COMMUNION (WITH DEITY)

Identical to Clergy: Gods of light.

SUMMON THE MINIONS OF DARKNESS

Limited to two attempts/prayers per day (24 hour period)
Duration: 5 melees or special tasks/quests.
Success ratio: 8% per each level of the priest's experience.
Abilities: Enables the priest to summon forth one *lesser* devil or demon or gargoyle (sub-demon) to aid the priest for 5 melees (per each level of priest's experience) whether it be in combat or the performance of a simple quest.

In the case of a simple quest (and I do mean simple, like "Find this or that and tell me the location", "Kill so and so", or "Bring me that item", etc.), the creature summoned will remain until its task is completed or it is slain.

As to whether a devil or demon or gargoyle should be summoned depends on the priest's gods, orientation and demonic affiliations. Some gods even have their own minions/creatures of servitude that would be summoned. All such creatures obey the priest without question.

SELLING THE HEALING TOUCH
Same as Clergy: Gods of light.

SELLING SPELL MAGIC
See Wizard.

CREATING AND SELLING SCROLLS
See Wizard.

CIRCLES: THE STUDY AND USE OF
Same as Wizard.

SYMBOLS: THE STUDY AND USE OF
Same as Wizard.

COMBAT
Weapons, hand to hand skills/electives, and armour are identical to *Clergy: Gods of light.*

ALIGNMENTS
To be a priest or priestess of the *gods of darkness*, the person must be of *anarchist, miscreant, aberrant or diabolic alignment. Followers: can be any* alignment; good, selfish, or evil.

PRIEST/PRIESTESS O.C.C. - CLERGY OF GODS OR DARKNESS
Attribute requirements: I.Q. 7 (devoted to a god)
O.C.C. skills: Spell casting, magic combat, clerical abilities, prayers, speak one additional language (+26%).
Elective skills: choose 6 at level one, 3 at level three, 3 at level eight, and 3 at level twelve.
Secondary skills: choose 6 at level one, 4 at level four, 4 at level ten.

Note: *O.C.C. skills*: **Spell casting** *and* **magic combat** *are identical to Clergy: Gods of light.*

Elective skills
(Magic same as Wizard)
Study circles
Study symbols
Disguise
Forgery
Hand to Hand Combat: varies
Identify plants/fruits
Locate secret compartments/doors (+6%)
Medical (+5%)
Pick locks
Pick pockets
Prowl (+4%)
Read/write additional language (+30%)
Use poison (+10%)
W.P. Throwing axe
W.P. Battle axe
W.P. Blunt
W.P. Knives
W.P. Pole arms
W.P. Spears/Forks
W.P. Short sword
W.P. Large sword
W.P. Staves
W.P. Small shield
W.P. Sling
W.P. Short bow
W.P. Cross bow

Secondary skills (*choice of any, but the following have O.C.C. bonuses*).
Demon and Devil lore (+30%)
Faerie lore (+10%)
Mathematics (+4%)
Paint (+5%)
Play string instrument (+8%)
Play wind instrument (+8%)
Racial histories (+10%)
Read/write additional language (+20%)
Recognize poison (+10%)
Sing (+10%)
Speak additional language (+26%)
Religious doctrine (+30%)

Levels of Experience
Priest/Priestess

Level 1	0 - 1930
2	1931 - 3860
3	3861 - 7720
4	7721 - 15,200
5	15,201 - 23,300
6	23,301 - 33,400
7	33,401 - 48,500
8	48,501 - 68,600
9	68,601 - 93,700
10	93,701 - 123,800
11	123,801 - 163,900
12	163,901 - 204,200
13	204,201 - 254,400
14	254,401 - 304,600
15	304,601 - 364,800

Level	Spell Casting	Magic Combat
1	2	+1 Save vs. Spell magic
2	3	+1 Save vs. Circles/wards
3	4	+1 Spell Strength
4	5	Sense Evil 40%
5	7	2 Spell Attacks per melee
6	8	Recognize enchantment 30%
7	10	+2 Save vs. Spell magic
8	11	+2 Save vs. Circles/wards
9	13	+2 Spell Strength
10	14	Sense Evil 65%
11	16	Recognize enchantment 50%
12	17	+3 Save vs. Spell magic
13	19	+3 Spell Strength
14	20	+3 Save vs. Circles/wards
15	22	Recognize enchantment 71%

DRUID

DRUID O.C.C.

Druids and their abilities are very different than those of the priest and priestess. While druids are priests, or clergy, they are priests of nature and the elements. They believe that all things, mankind, dirt, trees, flowers, clouds, wind, water, (even the gods) and so on are all facets of the world ... of nature. As such, druids accept all people, races, religions and gods that do not directly oppose (or more importantly, endanger) the ways of nature. Yet, even the few people and organizations that seek to destroy or harness nature have their rightful place as predators and scavengers in the druid philosophy.

While entire communities of druids, numbering into the hundreds, can be found, they have no real religious doctrine or status structure/rank (such as priest, bishop, cardinal, etc.). Large communities are the exception, not the rule. Generally, druids live away from civilizations, often wandering throughout the land, exploring forests, deserts, mountains, jungles, etc., eventually settling down in some pleasant woodland or near a small farming community. **Note**: Druids may enjoy the splendor and solitude of nature, but they are *not* loners, and almost always live near or with other people or druids. They just hate the larger kingdoms and cities fouled by civilization. However, even druids have been known to be corrupted by the power and wealth available through the ways of civilized man.

Among communities large and small, it is usually the elder or council of elders that make decisions and pass judgement.Thus, the rules and edicts of each druid community will be different. Although druids are legendary for their arcane magic and wisdom, the latter is not necessarily a requirement.

ALIGNMENTS

Druids can be of **any alignment**; good, selfish, or evil. There have been just as many cruel, vindictive, and greedy druids as there have been just, kind and humble one. Druids tend to be very *primal* in many respects, as their abilities might indicate. Sometimes their primal, backwoods attitudes seem very crude or barbaric (animalistic) to civilized folk.

DRUIDIC KNOWLEDGE AND ABILITIES

SPELL CASTING AND MAGIC COMBAT

are alien to a druid, for they have absolutely NO spell casting abilities.

THE FORCES OF NATURE

Druids draw their strength from nature and the elements (but they do not believe that the 4 elements are the 4 parts of life, but are just a part of nature. Thus, they cannot speak to elementals, or draw power directly from elementals). They worship, study and draw their powers *from life and nature*. They worship established gods, nymphs, floral, fauna, and land masses/regions, all of which are a part of the forces of nature. NOTE: Druids usually become quite knowledgeable about faerie folk and often become quite endeared to the little folk. **Note**: this special relationship between druid and faerie occurs only after the druid has lived in the area for a few years. However, once developed, the faerie folk can be extremely protective of "their" druid.

Druids believe in the sanctity and power of the *living earth*. They will never *recklessly use* or *abuse* the land or its children (animals). They live off the land, foraging and hunting only what they need to survive comfortably. They **NEVER** hunt for sheer pleasure, and will often replace (replant, nourish, care for) what they have used.

DRUIDIC ABILITIES

Animal totem
Empathic rapport with animals
Metamorphosis
Familiar link

ANIMAL TOTEM

A druid *must* choose an animal totem, his symbol and link to the forces of nature. This is done immediately at first level because it will directly affect his other druidic abilities. By **second level** the druid will identify so strongly with his *totem animal* **type** that he will gain some of the animals abilities (but not until second level).

The five totem types are:
Rodent (Rat, mice, squirrel, weasel, bat, etc.)
Fowl (Birds: hawk, owl, pigeon, sparrow, etc.)
Hooved: (Horse, goat, deer, bison, bull, pig, boar, etc.)
Feline (Cat: tiger, lion, etc.)
Canine (Dog, bear, wolf, etc.)

The abilities gained from the totem type at third level are:

Rodent: scale walls/climb 70%
Prowl 57%
Nightvision 60 ft.
+4 to dodge (only)

Fowl: Peripheral vision 180° arc
Nightvision 120 ft.
Sense of direction 78%
+2 to parry and dodge

Hooved: Natural speed doubled
Recognize quality/type of hooved animals 86%
+6 to damage
+2 to dodge (only)

Feline: Cat stalk/prowl 80%
Scale walls/climb 76%
+2 to strike
+2 to parry/dodge

Canine: Identify tracks 83%
Track 79%
+4 to damage
+2 to parry/dodge

Note: A druid can choose *ONLY one* totem type. This is a life time decision and can *never be changed*. The abilities *do not* increase as the druid grows in experience. *Bonuses* to strike, dodge and parry are in addition to any O.C.C. or skills or attribute bonuses.

EMPATHIC RAPPORT WITH ANIMALS

Druids become so attuned to the children of nature (animals) that they develop an empathic rapport with *all* animals. This empathy enables them to perform the following:
Befriend (animal won't attack druid)
Calm (reduce the animal's hostility and/or fear)
Control (direct or command animal)
Summon totem

Befriend enables the druid to empathically send out positive, friendly feelings to the animal(s) so that it will accept him as one of its own. *Note*: pack animals (particularly canine and hooved) will follow the actions and desires of the pack leader. Thus, by befriending the leader a druid could enter a lion's den without fear of harm.
Duration: 8 melees per level of druid's experience.
Limitations: affects only 1-8 animals per level of experience. *Only befriends druid (no others) to animal.*
Success ratio: See tables.

Calm enables the druid to empathically calm animals from running or attacking or sounding alarm. Again, pack animals will usually follow the pack leader.
Duration: 8 melees per level of the druid's experience.
Limitations: affects only 1-8 animals per each level of the druid's experience. Unlike befriend, calm will reduce the hostility and/or fear of the animals toward both druid and companions.
Success ratio: See tables.

EMPATHIC RAPPORT TABLES

	Befriend	Calm	Control	Summon Totem General	Summon Specific Totem
Level 1	24%	28%	24%	26%	24%
2	34	32	30	34	32
3	44	40	38	44	40
4	54	48	46	54	48
5	64	56	54	64	56
6	74	64	62	74	64
7	80	72	70	80	72
8	84	80	78	84	80
9	88	88	80	88	84
10	92	90	86	92	88
11	93	92	90	93	92
12	94	93	92	94	94
13	96	94	94	96	96
14	97	95	95	97	97
15	98	96	97	98	98

Control enables the druid to actually control the animals much as one controls or commands a pet. The controlled animals will obey *simple commands* such as "Quiet", "Stay", "Attack", "Fetch", etc.
Duration: 8 melees per each level of the druid.
Limitations: affects 1-8 animals per each level of experience. When control ends, the animal will revert to its wild state, and being confused by recent occurrences, is likely to attack if near druid (or companions) 68% chance of attacking.
Success ratio: See tables.

Summon Totem enables the druid to mentally call, or summon, the animals of his totem type (only) to him. *Any totem type* animal within a *3 mile radius* will respond. There are two types of summonings, *general* in which any random number of animals of that totem type will respond, or *specific* which calls only one or two specific kinds of animals within the totem type group. Animals closest will be the ones to respond, so think about the locale before doing a summon totem, especially a general summons. **Example**: *General summon of Totem* will bring a variety of animals in that totem category, composed primarily (70%) of the most common totem in the area. If *Rodent* were the totem summoned in or near a city, it is likely to produce a few dozen rats, some mice, a couple of squirrels, and a bunny.

The totem animal types that respond will obey the druid and follow simple commands.
Duration: 10 melees per each level of experience.
Limitations: calls 3-18 *Rodent totem* per level of the druid's experience, or 2-12 per level of the druid's experience for *all other totems.*

Physical Endurance (P.E.) drained. The summoning of totem animals requires 2 full melee rounds of concentration and temporarily drains one point from the druid's P.E. **each time** *it is attempted* (successful or not). This is a temporary condition that lasts only 24 hours, but if the P.E. is reduced to 4, there is a 89% chance of lapsing into a coma for 48 hours.
Success ratio: See tables.

NOTE: *All the empathic rapport abilities* can be attempted repeatedly (once every other melee round). *Success or failure* is determined by the roll of percentile dice; if the roll is under the number indicated in the tables, it is a success and the ability functions exactly as described. If the roll is higher it is an unsuccessful attempt. No effect? Try again.

METAMORPHOSIS

This is one of the most awesome of the druid's abilities, but is also one of the most dangerous. The druid is able to *completely transform* himself into any one animal from his totem category. This is a *complete* transformation from man into animal, with all the animal's abilities (unlike the metamorphosis spell). Only the druids can do this type of metamorphosis. Only the druid's hit points and (hopefully) I.Q. remain unchanged; all other attribute stats and natural abilities are those of the animal's. See specific animal for abilities (and/or adopt real biological data). Druids *CAN NOT* metamorphosis into *creatures of magic.*

The metamorphosis process is complex and dangerous (especially at lower levels of experience). There are THREE *tables that must be rolled upon to successfully complete a metamorphosis.* Roll percentile dice for all.

1. **Induce metamorphosis** - this is the percentage chance of successfully beginning the metamorphosis process. If the roll is unsuccessful, there is no effect; the character may try again once every 4 melees. When a successful roll is made the transformation takes place (takes 2 full melees to complete the metamorphosis). Remember, the animal must be from the druid's totem, no other.
2. **Temporary reversion to animal I.Q.. (Lasts 3-18 melees)** This is a dangerous process, and the druid may temporarily forget his human origins and turn into a complete animal (only Hit points stay the same), running away or attacking his companions and so forth, with no memory or I.Q., only animal senses and instincts. This disorientation will last only 3 to 18 melees (minutes) until the *human identity resurfaces to take command*, but he will remember none of what transpired while in a total animal state.

   The tables list the percentage chance of temporarily reverting into animal I.Q., thus the player must roll higher than the number listed. As the character grows in experience, the lesser the risk becomes. **Example**: a first level druid must roll a 71 or higher to avoid temporarily reverting to animal; at second level he must roll a 61 or higher, at level three, 51 or higher; as the druid grows in experience, the risk drops. **NOTE**: *there is also less risk in assuming the shape of herbivores (plant eaters) than carnivores (meat eaters).*

METAMORPHOSIS TABLES

Level	#1 Induce	#2 Temp. revert to animal I.Q. Herbivore	Carnivore	#3 Temp. Frozen Herbivore	Carnivore	#4 Permanent Herbivore	Carnivore
1	22%	70%	80%	30%	40%	25%	30%
2	30	60	70	20	30	20	25
3	38	50	60	15	20	15	20
4	48	40	50	12	14	12	16
5	58'	30	40	10	12	10	14
6	68	20	30	9	10	9	12
7	78	15	20	8	9	8	10
8	88	10	15	7	8	7	9
9	90	8	10	6	7	6	8
10	92	7	8	5	6	5	7
11	93	6	6	4	5	4	6
12	94	5	5	3	4	3	5
13	95	4	4	2	3	2	4
14	96	3	3	1	2	1	3
15	97	2	2	1	1	1	2

3. **Temporarily frozen in animal form.** When the druid desires to resume his natural humanoid form (or the metamorphosis duration time elapses), there is a chance of the druid being temporarily frozen in that animal form (1-6 weeks). The player must roll on the frozen table to see if the druid can regain his normal shape. If not, he will retain his human I.Q. and hit points, but remain in animal form with its abilities.

The table is like the reversion table in that the risk of being temporarily frozen in animal form decreases as the druid grows/increases in experience levels.

If the druid IS NOT temporarily frozen in that form, he can successfully return to humanoid form without fear or side-effects. **(Do not roll on table #4).**

However, if the druid *is temporarily frozen* in animal form, he *may* remain in that form permanently, losing all human memory and I.Q. The player temporarily frozen MUST roll on the permanent animal table.

4. **Permanently becomes the animal.** At the end of the temporary frozen animal time (1-6 weeks), that player must roll to see if he can metamorphosize back to humanoid or slip away completely, becoming an animal permanently.

The table, like the two preceding, lists the likelihood (risk) of remaining an animal. Thus, the player must roll above the percentage number listed to successfully avoid becoming an animal permanently.

If the druid *is successful* he will resume (at long last) his natural humanoid form with no additional side effects.

If the druid is *not successful* he remains in the shape of the animal, *losing all* human memory, intelligence (I.Q.), skills and so on, becoming a total animal with animal senses and instinct.

Possible salvation. *Another druid* may be able to reach the lost human memory through empathic rapport (control), and force the metamorphosis back to humanoid with no additional side effects (28% chance). Or, a *mind mage*, through telepathic probing and manipulation, may activate the metamorphosis back to humanoid with a 20% chance of success per each level of the mind mage's experience (i.e. a second level mind mage has a 40% chance, third level a 60% chance, etc.) This can be attempted twice a day

When (or if) the druid regains his true humanoid form, his memory, skills, I.Q. also return, but all memories while in total animal form are lost .

FAMILIAR LINK

This druidic ability operates *exactly* like the *fourth level wizard spell* of the same title. *See Spell magic descriptions*. Druids may familiar link at second level.

COMBAT

DRUIDS AND WEAPONS

Druids are not trained in combat or in the use of weapons. However, they can, and do, become quite proficient in the use of some weapons, particularly with the staff, sling and short bow. The major limitations placed on the use weapons is more a matter of philosophy than training.

Druids *dislike the use of metal* and/or steel, as it is not truly a part of the "living" earth. Thus, with the exception of an occasional knife, their utensils, tools and weapons are made of wood or wood and stone (or even wood and metal, but only rarely).

Druid weapon proficiencies include: Axe (stone), blunt (stone and/or wood, such as cudgel, war club, club, etc.), knives (metal), spears, staves, sling, short bow, cross bow, small shield (wood).

HAND TO HAND COMBAT ELECTIVE

Only the *Hand to Hand:* **Non-men of arms** elective skill is applicable to druids. This instills a rudimentary skill knowledge in hand to hand combat, but don't forget the possible bonuses to strike, dodge and parry that the druids get from their totem animal at level three.

DRUIDS AND ARMOUR

Again, the druid's aversion to metal restricts the type of armour worn to **light armour**; cloth, padded, quilt, soft leather, hard leather, and studded leather (even if studded with metal). Will rarely wear chain ½ suit, and never scale, splint, or plate.

DRUIDS, MAGIC AND SCROLLS

Although a druid cannot cast spells, he can use magic items, potions, powders and read/use scrolls if literate (which many are not).

THE DRUID O.C.C.

Attribute requirement I.Q. 9, P.E. 12

O.C.C. skills: dowsing (+20%), identify plants/fruit (+20%), druidic abilities, speak two additional languages (+20%)

Elective skills: Choose 7 at level one, 3 at level three, 3 at level eight, and 3 at level twelve.

Secondary skills: Choose 8 at level one, 4 at level four, and 4 at level ten.

Elective skills

Disguise
Hand to Hand: Non-men at arms
Horsemanship: Knight
Identify tracks (+10%)
Medical (+10%)
Prowl (+8%)
Read/write (+5%)
Track (+10%)
Trap/skin small animals (+15%)
Trap/skin large animals (+6%)
Use poison
W.P. Axe (stone)
W.P. Blunt
W.P. Knives
W.P. Spears/Forks
W.P. Staves
W.P. Sling
W.P. Short bow
W.P. Cross bow
W.P. Small shield

Secondary skills (*choice of any, but the following have O.C.C. bonuses*).

Carpentry (+15%)
Cook (+10%)
Faerie lore (+20%)
Play string instruments (+10%)
Play wind instruments (+12%)
Plant/farm lore (+20%)
Preserve food (+20%)
Racial Histories (+10%)
Recognize poison (+6%)
Sailing (+10%)
Sense of direction (+15%)
Speak additional language (+20%)
Swim (+20%)

	Levels of experience Druid (clergy)
Level 1	0 - 1860
2	1861 - 3720
3	3721 - 7440
4	7441 - 14,880
5	14,881 - 23,880
6	23,881 - 34,880
7	34,881 - 48,880
8	48,881 - 68,880
9	68,881 - 92,880
10	92,881 - 122,880
11	122,881 - 162,880
12	162,881 - 202,880
13	202,881 - 252,880
14	252,881 - 303,880
15	303,881 - 363,880

SHAMAN

THE SHAMAN O.C.C.

Tribal cultures tend to have a rather fragmented polytheistic religious orientation with no actual religious organization or doctrine. However, they do have a spiritual leader; the shaman.

The shaman's responsibilities are primarily healing, divination (visions), and protection from demonic (devilish) forces. Tribal shaman are among the tribal leaders usually answering only to the tribe's chief and war chief. They are a part of the decision makers of the tribe and may pass judgement upon criminals and misconduct. Despite the size of a tribe there is seldom move than one shaman (although larger tribes may have one official high level shaman with 1 to 6 lower level, aspiring, shamen working as his assistants).

WANDERING SHAMAN

These fellows are like the druids and healers, wandering throughout the country side working healings, miracles, and divining the future. Wandering shaman are *believed to be prophets*, for they wield many clerical abilities and see the future. Like healers they may work among the poor for a simple meal and lodging, or council the nobles of the highest courts in the greatest kingdoms.

ALLEGIANCE TO A GOD(S)

Like priests, the shaman draws his powers from a god or gods. Thus, to play a shaman the player must choose a particular deity (or deities) to worship as his **patron god(s)**. **Note**: although a patron god, gods or even pantheon of gods is chosen, worshipped, and praised openly, the shaman *seldom* belongs to a specific religion or religious organization. Shaman is more like a back woods minister, or a self-proclaimed clergyman of his own religion/faith.

ALIGNMENTS

The shaman can be a man or woman of *any* alignment. However, the alignment and allegiance to a particular deity affects the type of clerical abilities (gods of light or gods of darkness) the shaman possesses.

SPELL CASTING

Identical to Clergy: Gods of light. The spell casting table indicates the total number of spells a shaman can cast per day (24 hour period).

CHOOSING AND GAINING SPELLS

Identical to Clergy: Gods of light.

MAGIC COMBAT

Identical to Clergy: Gods of light.

CLERICAL ABILITIES

The clerical abilities depend on the shaman's alignment and the god(s) he worships. If of a **good or unprincipled** alignment and worships a god(s) of light, then he possesses *ALL* the clerical abilities of *Clergy: Gods of light*. If of an **evil or anarchist** alignment, worshipping a god of darkness, then he possesses *ALL* the clerical abilities of *Clergy: Gods of darkness*. **NOTE**: *PRAYERS* are not included in the clerical abilities, but are a separate category.

PRAYERS

Prayer of divination
Vision of grandeur

PRAYER OF DIVINATION

Limited to two attempts per day (24 hour period)
Duration: 1 to 6 melees
Success ratio: 12% per level of shaman's experience.
Abilities: This prayer enables the shaman to see *glimpses of the future*. In this way he can *foretell* the immediate outcome of opening a door, or taking an object (see an attack, or ambush, or retribution, etc.). But there is more; he can also *foretell* (sense) if a person, place, or object *is* **good or evil**, and if that person will be **friend or enemy**. This can be done by meeting the person on seeing the object or place, OR from a *description* (having never laid eyes upon the person or place or object in question).

The prayer of divination also enables him to **sense the approach of** *evil, good, danger* or *treachery* that will take place *within 24 hours*.

Remember, time is a very tenuous element, perpetually changing. This means the potential future can be altered or avoided, or may even change of its own accord.

VISION OF GRANDEUR

Limited to once per day (24 hour period)
Duration of vision: a few minutes to a few hours
Success ratio: 10% per level of the shaman's experience.
Abilities: This prayer creates a vision of inspiration, success, and achievement by the shaman. It may seem to divine the triumphant success of a battle, plan, project, desire, etc., or simply a vision that lightens and encourages the spirit of the shaman. This vision has no real bearing on the future or reality, but merely creates (a sometimes euphoric) confidence in the shaman. **Also adds** *+1 to all saving throws* for 6 hours after the vision; and adds a *bonus* of +5% to all attempts at divination.

SELLING SPELL MAGIC

Cannot sell spell magic like a priest, because the deity(s) will not provide that information to a shaman (only priests or priestesses).

CREATING AND SELLING SCROLLS

This is another priestly ability that a shaman does not possess.

SELLING THE HEALING TOUCH

Same as Clergy: Gods of light.

CIRCLES: THE STUDY AND USE OF

Same as Wizards.

SYMBOLS: THE STUDY AND USE OF

Same as Wizards.

SHAMAN AND INSANITY

Shaman are frequently neurotic, unhealthy people prone to wild imagining, visions, hallucinations and even epileptic fits. Their austere training (fasting, long meditation, flagellation, and all manner of penance to awaken and purify the spirit, particularly for successful divination) tends to increase their psychotic nature.

Consequently, the player **must** roll on the *Psychosis insanity tables* to determine his shaman's affliction. *See Insanity: Psychosis*.

COMBAT

SHAMAN AND WEAPONS

A shaman's knowledge of weapons and combat may be small or formidable depending on the individual's orientation. They are not limited in the use of weapons by religious doctrine, but by personal preference and physical strength (P.S.). See the weapon proficiency (W.P.) elective skills listed under the shaman O.C.C. tables.

HAND TO HAND COMBAT ELECTIVE

Because of their nature, many a shaman **is** *trained* in *Hand to Hand: mercenary* fighter skills. Same as mercenary.

SHAMAN AND ARMOUR

A shaman can *wear any type* of armour, light or heavy, but because he is not specially trained as a man of arms (even with hand to hand combat training), heavy armour will restrict and impair movement. *Heavy armour* reduces speed by ½, prowl by ¼, and strikes, parry and dodges are all -2.

SHAMAN, MAGIC AND SCROLLS

Shaman can use magic items, potions, powders and read scrolls, if literate (which many are not).

SHAMAN O.C.C.

Attribute requirements: I.Q. 9, P.E. 10
O.C.C. skills: Spell casting, magic combat, clerical abilities (light or dark), prayers, and speak one additional language (+20%).
Elective skills: Choose 6 at level one, 3 at level three, 3 at level eight, and 3 at level twelve.
Secondary skills: Choose 8 at level one, 4 at level four, and 4 at level ten.

Elective skills
(magic same as wizard)
Study circles
Study symbols

Disguise
Dowsing (+5%)
Hand to Hand: mercenary
Horsemanship: General
Identify plant/fruits (+8%)
Identify tracks (+5%)
Locate secret compartments/doors (+10%)
Medical (+4%)
Pick pockets
Prowl
Read/write (+10%)
Use poison
W.P. Throwing axe
W.P. Battle axe
W.P. Blunt
W.P. Knives
W.P. Spears/Forks
W.P. Short swords
W.P. Large swords
W.P. Staves
W.P. Small shield
W.P. Sling
W.P. Short bow
W.P. Cross bow

Secondary skills (*choice of any, but the following have O.C.C. bonuses*).
Cook (+8%)
Dance (+10%)
Demon and Devil lore (+15%)
Faerie lore (+5%)
Imitate voices (+4%)
Plant/farm lore (+4%)
Preserve food (+4%)
Racial histories (+10%)
Recognize poison (+2%)
Religious doctrine (+5%)
Sing (+10%)
Speak additional language (+20%)
Swim (+5%)
Ventriloquism (+10%)

Magic Combat

Level 1	+1 Save vs. Spell magic
2	+1 Save vs. Circles/wards
3	+1 Spell Strength
4	Sense Evil 40%
5	2 Spell Attacks per melee
6	Recognize enchantment 30%
7	+2 Save vs. Spell magic
8	+2 Save vs. Circles/wards
9	+2 Spell Strength
10	Sense Evil 65%
11	Recognize enchantment 50%
12	+3 Save vs. Spell magic
13	+3 Spell Strength
14	+3 Save vs. Circles/wards
15	Recognize enchantment 71%

Levels of experience
Shaman (clergy)

Level 1	0 - 1900
2	1901 - 3800
3	3801 - 7600
4	7601 - 15,000
5	15,001 - 23,000
6	23,001 - 33,000
7	33,001 - 48,000
8	48,001 - 68,000
9	68,001 - 93,000
10	93,001 - 123,000
11	123,001 - 163,000
12	163,001 - 203,300
13	203,301 - 253,400
14	253,401 - 303,500
15	303,501 - 365,600

HEALER

THE HEALER O.C.C.

The healer can be of any background, social position, religion, and faith. The ability to heal seems to be an ability drawn from that person's own inner strength. In some ways similar to psionics, the healer is not (but can be) psionic, and may well tap into a sort of anti-psionic energy source.

HIGH PHYSICAL ENDURANCE

An extremely high Physical Endurance (P.E.) is required to become a healer; P.E. 15 or higher. The P.E. is the roots of a healer's powers and is not affected by any of the other attributes such as I.Q., M.E., etc.

ALIGNMENTS

Likewise, a healer can be of any alignment; good, selfish, or evil, as well as affiliated with any religion or occupation.

HEALERS IN GENERAL

Healers frequently wander from town to village, selling their services as healers. Some eventually settle down and establish a medical practice, while others sell their services to mercenaries, soldiers, and nobility.

Believed to be holy men, endowed with the powers of healing from the gods, they are respected and honored in most communities. Even hostile forces have been known to enlist a healer's aid, or allow him to pass through without any acts of aggression toward him or his companions (after all, they may need his skills themselves). Some healers live as hermits, or druid-like, dressing poorly and healing the indigent for food, favor, shelter, or for free. Others dress richly in fine silks, smack of wealth and charge 50 to 100 gold per healing touch or medical service. *There are no set fees*, so they vary greatly from one individual healer to another.

THE KNOWLEDGE AND ABILITIES OF HEALERS

SPELL CASTING AND MAGIC COMBAT

are alien to a healer, for they have absolutely NO spell casting ability.

INNER STRENGTH POINTS

The healer draws his strength from within himself, calling on his inner strength, or spirit, to perform his acts of healing.

To determine the Inner Strength Points (I.S.P.) of a healer, the player takes the number of his physical endurance (P.E.) and doubles it (multiply by two. Example: P.E. 15 ×2 = 30 I.S.P.). This is the base I.S.P. of the healer.

New I.S.P. are added each time the healer reaches a new level of experience. *Add 10* to the base for each new level achieved. **Example:** base I.S.P. 30 +10 at second level = 40 I.S.P., at third level, add 10 again = 50 I.S.P., and so on.

I.S.P. are used each time a healing power is used or attempted. The number of I.S.P. expended for each ability is indicated after the description.

This is not psionics even though the healer's abilities are frequently identical.

The recovery of I.S.P.: the healer can recover spent I.S.P. at a rate of *3 per hour* through *meditation*, or can recover *30 I.S.P.* after 8 hours of *total rest/sleep*.

HEALING ABILITIES

At level one: **Bio-regeneration** (self) (6) **I.S.P.**
Death trance (self) (4)
Meditation/trance (0)
Resist cold (self) (2)
Resist thirst (self) (2)
Resist fire (self) (4)
Resist hunger (self) (4)

At level two: **Healing touch** (8)
Lust for life (10)
Negate toxins (10)
Soothing touch (15)

At level three: **Exorcism** (10)
Resurrection (10 perm)
Saving throw bonuses

LEVEL ONE ABILITIES

These are all *self healing*, self controlling abilities. With the exception of bio-regeneration **ALL the abilities function exactly like the first and second level psionic abilities of the same title.** *Bio-regeneration* also functions exactly as described in the psionic description, but only costs the healer 6 I.S.P. to do so (but costs the psionic 8 I.S.P.).

LEVEL TWO ABILITIES

When the healer achieves second level experience, he gains the ability to heal others.

Healing touch
Range: touch
Duration: permanent
I.S.P.: 8

This ability is much like the healing touch of the priest and priestess. By the laying of hands and force of will, the healer can heal the pain and effects of burns, cuts, bruises, broken bones, etc. The healing touch works *only on others* (not self) and can be done as often as once every other melee until I.S.P. are used up. *Restores* 2 to 12 +2 hit points per each touch.

Lust for life
Range: touch
Duration: 3 rolls vs. coma recovery
I.S.P.: 10

By the laying of hands, the healer can instill a lust for life into someone who is in a *coma and apparently dying*. This adds **a bonus** of 6% per each level of healer's experience, to the character's *Recovery from Coma rolls*. Example: a second level healer adds 12% to the save vs. coma, third level 18%, etc. Thus, the percentage bonus is subtracted from the coma percentile the character must roll above to survive, *reducing* the risk of fatality. *Note*: a healer is considered an expert in medical treatment.

Negate Toxins (poisons)
Range: touch
Duration: permanent
I.S.P.: 10

The ability enables the healer to nullify/negate poison and its effects. Once it is realized that someone has been poisoned (so that person will take at least one melee round of damage, unless otherwise informed before the poison takes effect), the healer can begin to negate the poison by the laying of hands and force of will. Once the process of negating poison is started, the victim takes no further damage. However, any damage from poisoning inflicted before the negate toxin process was begun remains, and must be healed by other means (healing touch, potions, etc.).

The entire process takes about 30 minutes (melees) to complete. If interrupted the poison will start to do damage within 2 melees. Negate toxins actually destroys the toxic substance, rendering it harmless.

Soothing touch
Range: touch
Duration: 1-4 days
I.S.P. 15

This laying of hands *relieves* (not heals) the pain and discomfort of burns, fevers, itching, and rashes. Many of these cause other ill effects such as minuses to strike, dodge, and parry. The soothing touch reduces these minuses by ½, but only while the person is under the influence of the soothing touch.

LEVEL THREE ABILITIES

Exorcism
Range: touch or 20 ft. radius
Duration: 6 months or more
I.S.P.: 10

The healer expends 10 I.S.P. in meditation and concentration. The exorcism, rite of exorcism, materials needed, and other factors are *identical to* the rite of exorcism found under the clerical abilities of *Clergy: Gods of light*. **NOTE**: the healer *does not* have the benefit of the prayer of strength or any other priestly prayers or abilities outlined in that section.
Success ratio: 6% per each level of the healer's experience.

Resurrection
Range: touch
Duration: permanent
I.S.P.: 10 (permanently)

The healer's resurrection is a costly one, for while it restores life, it **permanently destroys** the 10 I.S.P. expended in the process. These 10 inner strength points are *permanently subtracted from the healer's total I.S.P.*, leaving him permanently weakened.

Unlike the priestly resurrection, the same healer can attempt to resurrect the same person repeatedly, but permanently loses 10 I.S.P. in each attempt, successful or not.

The success ratio of a healer's resurrection is 12% per each level of the healer's experience; (i.e. first level healer 12%, second level 24%, third level 36%, etc.).

For obvious reasons, healers avoid performing resurrections; when they do resurrect someone, it is out of personal passion (grief, sorrow, love) or costs a king's ransom (25,000 gold is a usual *minimum*).

The conditions and limitations described under the *priest O.C.C.* resurrection (*Clergy: Gods of light*) numbers 1, 2, 3 and 4, concerning the corpse condition, also apply.

SAVING BONUSES

In addition to the afore mentioned abilities, the healer develops a sort of *super immunity* which is represented in the form of bonus saving throws. These bonuses are:
Save vs. poison +4
Save vs. coma/death +12
Save vs. psionics +2
Save vs. insanity +2

This is in addition to any other attribute bonuses or bonuses from magic items. **NOTE**: These bonuses/immunities *do not* manifest themselves until *level 3* and do not increase with experience. Although healers are not trained in the use of weapons, they can learn to use a vast number weapons with surprising proficiency. They are not limited in the use of weapons by religious doctrine, but only by personal preference and physical strength (P.S.). See Weapon Proficiencies

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COMBAT

HEALERS AND WEAPONS

(W.P.) electives listed under the Healer O.C.C. tables.

HAND TO HAND COMBAT ELECTIVE

Only the Hand to Hand: Non-men of arms elective skill is applicable, instilling at least a rudimentary skill knowledge in hand to hand combat.

HEALERS AND ARMOUR

A healer can *wear any type* of armour, light or heavy, but because he is not trained in the use of armour, the heavy metal types will restrict movement. *Heavy armour reduces speed by ½, prowl by ¾, and strikes, parry and dodges are all -2.*

HEALERS, MAGIC AND SCROLLS

Healers may not be able to cast spells, but they can use magic items, potions, powders, and read scrolls if literate (which many are not).

THE HEALER O.C.C.

Attribute requirements: P.E. 15
O.C.C. skills: Medical (+15%), identify plants/fruits (+12%), healing abilities, speak two additional languages (+25%).
Elective skills: Choose 6 at level one, 3 at level three, 3 at level eight, and 3 at level twelve.
Secondary skills: Choose 8 at level one, 4 at level four, and 4 at level ten.

Elective skills
Disguise
Hand to Hand: non-men of arms
Horsemanship: General
Locate secret compartments/doors

Dowsing (+6%)
Pick pockets
Read/write (+5%)
Scale walls
Use poison (+4%)
W.P. Throwing axe
W.P. Battle axe
W.P. Blunt
W.P. Knives
W.P. Spears/Forks
W.P. Short swords
W.P. Large swords
W.P. Staves
W.P. Small shield
W.P. Sling
W.P. Short bow
W.P. Cross bow
Trap/skin small animals (+2%)

Secondary skills (*choice of any, but the following have O.C.C. bonuses*).
Carpentry (+6%)
Cook (+10%)
Demon and Devil lore (+10%)
Faerie lore (+10%)
Plant/farm lore (+10%)
Preserve food (+10%)
Racial histories (+10%)
Recognize Poison (+6%)
Religious doctrine (+6%)
Sense of direction (+6%)
Sing (+10%)
Speak additional language (+25%)
Swim (+10%)

Levels of experience
Healer (clergy)

Level 1	0 - 1800
2	1801 - 3600
3	3601 - 7200
4	7201 - 14,000
5	14,001 - 22,500
6	22,501 - 34,000
7	34,001 - 47,500
8	47,501 - 67,500
9	67,501 - 91,500
10	91,501 - 121,500
11	121,501 - 161,500
12	161,501 - 201,500
13	201,501 - 251,500
14	251,501 - 301,500
15	301,501 - 370,500



RELIGIONS

What is being done here is to set up a very basic understanding and system to identify and develop a particular religion or type of religion. After all, it is really the religious organization, its followers, doctrines, size, social/economic strength that makes a religion or god powerful. It is the priests and philosophies of a religion that are truly influential, not the god(s) alone.

We could fill this book by completely developing the different types of religions, gods, and church laws, so instead we present some simple notes and outlines on the subjects. The few religions and gods listed are the beginnings of data for your campaign. Gamemasters extrapolate upon them freely until you feel comfortable with them.

GODS AND INTERVENTION

Gods will rarely make a personal appearance (as gods why should they), but may provide occasional divine intervention in the form of warnings, information, attainment of magic weapons and knowledge, visions, divination, sending aid, and prayer. **Information and manipulation are the key ingredients to divine intervention.** Gods tend to manipulate people and circumstance by providing information that will start and encourage a series of events that will ultimately serve their purpose. The people involved may never realize that they were the pawns of a god.

DEVILS AND DEMONS RELIGIONS

These supernatural creatures are worshipped by many different religions. These religions, their followers, laws, doctrine, and activity may be similar or radically different from one another. The only true common link is the inherently evil nature of these sects.

THE MANIFESTATION OF GODS

As always, gods are man's attempt to explain the mysteries of his universe, to explain that which cannot be explained. The time, culture, technology, and people of the Palladium world are not very advanced or developed by our standards. To the people of the Palladium world the lights that twinkle in the night sky are not suns or planets but the watchful eyes of the gods (or so is one explanation). The wind, the change of seasons, the phases of the moon, morning dew, the creation of the world, of man, are all strange and mysterious phenomenon explained by legends and gods.

This is also a world rich in wonders the likes of which we (the reader) have never seen; dragons, dozens of radically different races, strange and marvelous creatures, and , of course, magic. Magic: a force of power, beauty, love, hatred, good, and evil. In this world of magic there are creatures who are more than human. Creatures grand in stature and power; creatures awesomely powerful both magnificent and terrible to behold. Creatures to be feared or befriended. Beings whose mastery of magic can mold the very fabric of nature to do their bidding. Beings who are not of this world but who claim to be gods. Beings who can animate the dead, change the course of mighty rivers, and can even breath life into the dead. Is it any wonder that they are deemed gods?!

THE GODS THEMSELVES

Generally the multitude of gods are strange, alien beings not of this world or even our dimension. Many, such as devils and demons, are dimension travellers who find the Palladium world ripe for fun and games. To some gods the creatures of this world are but mere playthings, to others it is a world to conquer, and to others still it is a world to be nurtured and aided. Many supposed gods truly care for the people of the Palladium world, but just as many use them as a means to gain power, status, to bolster an ego, or as mere diversions to play with when bored.

Often these gods were simply dimensional travelers just passing through and may have stopped for moment to help some pitiful creature in distress, to right an injustice, etc. However, time is a strange thing to one who traverses the universe through dimensional gateways; a moment for them may be a century in the Palladium world. Many of these gods are long gone, never to return, but are still worshipped and kept alive in the hearts and minds of those who worship them. It is the mental energies created by the worshippers, faith if you will, which keeps the dimensional gateway slightly ajar allowing the magic energies to slip through, to be siphoned and directed by the priests of that god. Thus, in the name of his god the priest is able to weave spells and preform miraculous feats. In this way the myth of the god is maintained and reinforced long after the alleged god has died on some distant world dimensions away. Religions and philosophies are established and developed, some small and others that span continents.

This is a violent, growing world impressed by power; consequently, even those of mortal birth may become so powerful that they are worshipped as gods.

In reality many of the gods, especially those that make frequent personal appearances, are not as all-powerful as people are led to believe. As with all magic, theatrics is a key element in many a god's career. The illusion of power can be just as effective as the real thing. Godhood can be a very lucrative con-job, after all who can question the power of a god (and when that person shows up let him try to disprove the credibility of a god, or the god sees to it that the malcontent is eliminated through blackmail, conversion, quests, jail, murder, the possibilities are endless).

Many giants, particularly the cyclops (often worshipped as a god by small cults of kobolds or orcs), titans, and the giants are worshipped as a god or demi-god until they die or are slain. Man of magic also seem to have a nasty habit of self proclaimed godhood as do the occasional world conquering emperor. Although giants and mortal men may establish themselves as gods, only other dimensional beings can bestow/create the powers of the clergy.

THE TYPES OF GODS

Devils
Demons
Demi-gods
Godlings
Gods
The Old Ones

DEVILS

Devils are strange other dimensional creatures full of evil and foul intent. Devils are worshipped by many as gods, particularly by trolls, orcs, goblins, hob-goblins, and witches. Devils, being a cruel, wicked lot, are the gods of jealousy, greed, hate, sorrow, pain, cruelty, theft, murder, war, disease, and all manners of evil and selfishness. Their attitudes, morals, and methods usually reflect their foul nature.

Alignments: Evil or selfish

Description: Varies from lesser, greater, and devil lords. Some appear as human or humanoid, others are hideous, others are half man half goat and/or serpent. Most are of red complexion, bear horns, tail, and claws. However, they can shape-change into any form they desire.

Followers: Clergy of gods of darkness and witches; greater devils and devil lords can endow the full range of clerical abilities. Also see Witchcraft.

Religion: Both restrictive (secret cults/covens/witchcraft) and expansive. Exclusive to devil pantheon; polytheistic. **Note:** hates and opposes any connection with the gods of light and demons.

DEMONS

Demons are virtually identical to devils in nature and temperament. These other dimensional beings are renowned for their power, deceit, and ruthlessness. They are often worshipped by kobolds, wolfen, ogres, and orcs.

Alignments: Evil or selfish

Description: Shape and size vary greatly from spirits (like the jinn) to humanoid, to monstrosity. Some have heads resembling animals, most are of dark or black complexion.

Followers: Clergy of gods of darkness and witches. Greater demons and demon lords can endow the full range of clerical abilities. Also see Witchcraft.

Religion: Depending of specific sect of demon worshippers it can be both restrictive or expansive. Exclusive to demon pantheon and the Gods of Taut; polytheism. **Note:**Hates and opposes the gods of light and devils. The devil and demon dimension (believed to be hell by most mortals) are two different dimensions. Demons and the gods of Taut exist in the same dimension/world.

DEMI-GODS

Demi-gods are super powerful or supernatural beings of *mortal origin*. This category includes occasional men of magic, clergy, giants, (especially titans, cyclops, and gigantes), dragons, and other creatures born in this world of mortal flesh and blood.

Alignments: Good, selfish, or evil; varies with individual demi-god.

Followers: Each varies with the individual demi-god. Often a particular region, race, or community will worship and obey a demi-god. Demi-gods **cannot** endow any clerical abilities.

Religion: Again varies with the particular demi-god, but many of the more powerful, and smarter, ones will establish himself in a pantheon of existing gods so that his religious sect can have real clergy with all the clerical abilities by having them worship the true gods (from which their clerical powers are really derived).

GODLINGS

These are the *lesser gods*. Quite often godlings, or lesser gods, are a part of a much larger pantheon of gods and fit into a sort of caste or social system. Frequently, these lesser dimensional travellers will take a much greater interest in the world of mortals; enjoying a power and prestige they would not have in their own world. Godlings have been known to actually inhabit a place in the mortal world, whether it be a mountain top, river bed, giant tree, area, or kingdom. This is especially true of godlings with no direct affiliation with any other gods or godlings.

Alignments: Any

Followers: Vary in number, belief, and activities with each individual godling. Godlings can endow the full range of clerical abilities although their range of magic may be greatly limited.

Religion: Varies with each individual godling, may be champion of light or darkness. **Note:**The distinction between gods and godlings is the range and scope of their personal knowledge, skills, abilities, and magic powers. Godlings are simply not as powerful as true gods, average hit points 50 to 150, level of magic knowledge 1 through 5 levels (but knows all the spells of those levels), average level of magic proficiency fifth through eighth. Natural abilities usually include nightvision 90 to 120 feet, invisibility, fly, teleport (but not always), and dimensional teleport (average ability at about 55%). Height 8 to 20 feet.

GODS

These are the true powerhouses in the pantheon of deities. They can be of any shape or size, elemental, mystic, or warrior.

Alignments: Any

Followers: Any type varying with each individual god and religion.

Religion: Any type or combination depending on the god and doctrine. **Note:**Average hit points 100 to 600, average level of magic knowledge sixth to eleventh, average level of magic proficiency sixth to twentieth, some as much as thirtieth , areas of knowledge (in magic) usually 2 or 3 (spell magic, elemental magic, symbols, circles, wards, illusion, psionics).

Gods of light

These are the gods and godlings who symbolize truth, honor, justice, mercy, peace, love, and all that is good. Gods of light are of *good alignments* (principled and scrupulous) but may also include the selfish alignment of unprincipled.

Gods of darkness

These are the dark lords symbolizing deceit, betrayal, treachery, cruelty, sorrow, anguish, greed, envy, hate, and all that is evil. Devils and demons are among the most active and infamous of the dark lords. Gods of darkness are of *evil alignment* (miscreant, aberrant, and diabolic) but also include the selfish alignment of anarchist.

THE OLD ONES

The Old Ones are said to be all that is evil. The Old Ones once ruled the universe and are said to be the creator of both darkness and light.

"And tho' the Old Ones sleep the sleep of ages, they will once again rise to destroy all that is good and holy, lest mankind be ever watchful. Lo, those who worship that which is more hideous than the devil spawn and plot secretly of mans demise and the waking of the dread Old Ones."

The Tristine Chronicles

Alignments: Miscreant and diabolic, evil in the extreme.

Followers: Clergy of the gods of darkness, such priests and priestesses have the full range of clerical abilities.

Religion: Polytheistic worshipping all that is evil with the Old Ones at the head of the pantheon of dark gods, devils, and demons. Restrictive, secret cults, exclusively dedicated to evil deities. **Note:**The old ones are the masters, if not the very source of magic. Hideous oozing, slimes and gelatinous mounds of flesh and tentacles. Average hit points 200 to 1200, average level of magic knowledge, all spell magic, circles, symbols, and wards; level of proficiency fifteenth to thirtieth (some as high as fortieth). *Although secret cults exist who worship the Old Ones, they have not yet been successful in waking any of them.*

THE FOUR MAJOR TYPES OF RELIGIONS

Deistic
Monotheistic
Pantheistic
Polytheistic

All (or at least most) religions will have the major characteristics of these four basic beliefs.

DEISTIC

The belief that god(s) exists and created the world but there after assumed no control over it or the lives of people. These types of religions have deities that take no active hand in the affairs of man, but are chaotic forces of power that are busy with their own affairs. **Warlocks** (elementalists) fit completely into this category for while they draw their power from the four great elemental lords, and worship them as their supreme deities, the elementals (attributed for the creation of the world) never concern themselves with the plight of man or this world at all. **Druids** *tend* to also fall into this category worshipping the forces of nature without expecting those forces to assume any responsibility toward man or his environment. To druids they bestowed the gift of life and creation the use of that life, world, and other creations are the responsibility of man not gods.

MONOTHEISTIC

The belief in the existence of only one god. This type of religion has one creator/all father/supreme being as their god, although there may be a limited pantheon of supernatural creatures that assist the god such as angels, saints, etc., but these creatures are revered not worshipped. Monotheistic religions tend to deny the validity of other religions and the existence of other gods. Christianity is a common real-life example of a monotheistic religion.

PANTHEISTIC

The worship of all gods. This is the belief that god is not a personality (one being), but all forces, laws, manifestations, etc. of the self existing universe are god. The classic example of pantheism is the belief of the ancient Greeks. The Greeks had a god for every facet of life; emotions, nature, conditions/events; a god for every condition and manifestation that affected man.

These types of religions will have a pantheon of specific gods often numbering into the hundreds, and many pantheistic religions accept, acknowledge, and include the gods and pantheons of all or several other religions as well. **Druids** also tend to fall into the pantheistic category as they accept the existence and validity of any and all gods (just more forces of Nature).

The term pantheon does not necessarily directly refer to a pantheistic religion as one might assume, but refers to a particular group of gods. That is to say: *a pantheon is the gods of a people taken collectively.* Note: both gods of light and dark may be included in a pantheon.

POLYTHEISTIC

The belief or worship of many gods. This type of religion will worship several deities, whether it be a dozen or an entire pantheon of gods. A polytheistic religion, just because it worships many gods, does not necessarily accept, acknowledge or include any other gods. The other gods or pantheons are false or rival gods with no validity within that particular religion. The Norse gods is a example of a polytheistic belief. Note: just because a person refused to acknowledge the existence of another god does not mean he does not believe the god truly exists, but merely that he refuses to accept that god under those terms.

NON-RELIGIOUS

Heathen is a person regarded as barbarous, irreligious, and rude to civilized ways. Often refers to primitive people, tribes, or worshippers of unknown gods.

Pagan is any person who has no religion or regarded as uncivilized idolaters.

Idolater is one who worships a deity that is not a god. An adorer; a devoted admirer to a false god or person.

Blasphemer is one who has contempt for god(s) and engages in profane or mocking speech, writing, or action concerning a god(s) or anything regarded as sacred.

Heretic is one whose opinion is contrary to the fundamental doctrine or creed of one's own church.

RELIGIOUS ORGANIZATIONS

CHURCH

A church is any large group of established worshippers. A church is composed of a particular body of people united under one form of ecclesiastical government/organization, in creed, ceremonies, ritual, and belief. Churches tend to represent the more common (popular) civilized religions, being the largest and most established of religious organizations.

CULTS

Cults are usually secret groups of worshippers. While many of these religious organizations are small, exclusive (some open only by heredity) groups, some are very large and powerful. Cults are very often restrictive, extreme in belief and ritual, fanatical, secretive, blasphemous, and usually devoted to ancient or nearly forgotten gods.

SECTS

A sect is any smallish group of worshippers. These are frequently the second-string religions which are known and even popular, but do not enjoy the luxury of vast numbers of followers.

RELIGIOUS HIERARCHY

Church
Pontiff
Cardinal
Archbishop
Bishop
Priest
Novice
Sect/Cult
Magus (Sect/Cult leader)
Exalted One (local leader)
Grand-priest or Ritual leader
High Priest
Priest
Devotee

RELIGIOUS DIRECTION

Expansive; Non-expansive
Exclusive; Non-exclusive
Restrictive; Open

The religious direction indicates some of the basic and important orientation of a particular church or religion; whether or not it seeks converts or rejects the existence of other gods for example. Any particular religion, church, cult, or sect (even of the same god) may include any combination of the six orientations/directions.

Expansive means that this religion actively solicits new followers/converts/worshippers continually expanding its ecclesiastic and secular base. These all aspire to gain vast public recognition and land and other social economic holdings.

Non-expansive means that the religion is not actively recruiting followers nor spreading the teachings of that church. This indicates that the religion has grown as large as it can or wants to or that this church is not oriented to high pressure sales tactics, it is satisfied with its present size and position, or that it is desired as a small or secret organization.

Exclusive religions limit who may join the church, cult, or sect. These limitations may be anything including race, social class/position/O.C.C., by invitation, bought membership, heredity, and so forth. The requirements and limitations of exclusive religions vary from each religion to another.

Non-exclusive means that there are no set limitations or restrictions and that anyone of any race and background may become a follower.

Restrictive indicates that the religion is limited to specific laws, beliefs, and gods and does not accept, acknowledge, or include any other gods or beliefs. These religions believe themselves to be the one true faith; all others are false or rival beliefs (and usually considered heretical or viewed as an enemy).

Open religions (like most forms of Druidism) accept the existence and validity of all (or many) different gods and beliefs other than their own. Often the followers of open religions will be members of several different churches and beliefs. Even the religions that they do not like or believe in are accepted and acknowledged as existing and valid religions (they are just not desirable to be a member of).

SPECIFIC RELIGIONS

THE CULTS OF CHANTICO

Main Gods: Chantico
Alignment: any but tends toward evil
Pantheon: none
Type: monotheistic
Direction: expansive, non-exclusive, restrictive
Size: cults
Note: The cults of Chantico are small but fairly numerous along the Yin-Sloth jungles and Western Empire.

THE CULT OF KALBA

Main Gods: Kalba
Alignments: tend toward evil
Pantheon: Kalba
Type: monotheistic
Direction: non-expansive, exclusive, restrictive
Size: cults
Note: The worshippers are spiritualists believing in necromancy and the world of the spirits, ghosts, and dead. It is a small secret cult, fairly reclusive, no history of violence and believed to exist only in the Western Empire.

THE CULT OF THE GREAT ONE

Main Gods: Osiris
Alignments: good and selfish
Pantheon: includes Isis, Horus, Set, and Anubis but Osiris is the main god and worshipped almost to the exclusion of the others.
Type: polytheistic
Direction: non-expansive, exclusive (invitation only), restrictive
Size: very small cults
Note: It is believed that many of these cults are based around (and protect) shrines that house the fourteen sacred (magic) body parts of Osiris. Of course most of the shrines do not hold the real relics of Osiris. The cults are quite dedicated and are found scattered across the world.

THE CULT OF THE UNDEAD

Main Gods: Vald-tegor
Alignment: evil
Pantheon: may include other lesser type gods of the dead
Type: polytheistic
Direction: non-expansive, exclusive, open
Size: cults
Note: The cult of the undead seems to enjoy limited popularity in the Balgor waste lands (and unknown by most is a thriving sect in the Land of the Damned).

THE CULT OF SET

Main Gods: Set
Alignments: evil or selfish
Pantheon: only Set
Type: monotheistic
Direction: non-expansive, exclusive (by invitation only), restrictive
Size: large secret cult with several smaller affiliate cults
Note: This is a secret cult dedicated to Set and the destruction of the gods of light and their followers. They recruit wicked people of sound reputation for murder, theft, assassination, magic, and lust for power. They are believed to cause dissension between kingdoms and target all activities against those who worship the gods of light (particularly worshippers of Ra, Isis, Osiris, and Thoth). They are fanatically loyal to the cult and Set. All members bear a tatoo of the wolf. The main large cult is located in the western empire with increasing cultist activities in the Eastern Territory.

THE CULT OF YIN-SLOTH THE TERRIBLE

Main Gods: Yin-Sloth
Alignments: evil
Pantheon: Yin-Sloth only
Type: monotheistic
Direction: expansive, exclusive (non-humans only and by invitation), restrictive
Size: large cult
Note: This evil cult is dedicated to the destruction of human-kind and the perpetuation of evil. It is believed that they seek to awaken the Old Ones. The cult is strongest at Dragons Gate in the Yin-Sloth jungles and has recently established a small cult following in the Land of the South Winds. They are heavily into torture, depravity, and human sacrifice.

DEATH CULTS

Main Gods: Set, Anubus, Utu, Tolmet
Alignments: selfish and evil
Pantheon: can include any or all of the gods of Taut, Bennu, Utu, Tolmet, Kalba, Vald-tegor, Pith, lords of the two Hells, devils, and demons
Type: generally polytheistic
Direction: generally secretive but expansive, exclusive, open
Size: generally small fanatical cults
Note: Various and numerous death cults exist throughout the world with any variety of god or gods at the head of the pantheon, or one god worshipped exclusively. Some believe in torture and/or living sacrifices; some are mystic/magical, others may combine the two.

DRUIDISM

Main Gods: varies, forces and spirits of nature and the creator
Pantheon: varies
Type: deistic, polytheistic, and pantheistic
Direction: tends to be non-expansive, non-exclusive, and open
Size: hundreds of sects of varying sizes
Weapon/Armour limitations: clergy use wood weapons, light armour
Militaristic: no

THE CHURCH OF LIGHT

Main Gods: Ra, Isis, and Thoth
Alignments: good and selfish
Pantheon: Ra, Isis, Thoth, Osiris, Horus, Bennu, and Apis. Other deities of light and goodness may also be associated with the pantheon of light.
Type: polytheistic
Direction: expansive, non-exclusive, open
Size: church and sects
Note: The worshippers of these gods exist around the world. They are among the most popular of the gods, particularly Isis. There are also sects and cults specifically worshipping many of the gods individually (especially Isis, Thoth, and Bennu). The church is particularly popular among humans, elves, and dwarves and in the Eastern Territory, the Old Kingdom, the Kingdom of Bizantium, and the southern hemisphere in general.

THE CHURCH OF LIGHT AND DARK

Main Gods: tend to be Isis, Set, Ra, and Anubis
Alignments: all
Pantheon: includes the pantheon of Taut and of light and all other deities divided into the gods of light and gods of darkness (good and evil). The total number of gods may range into the hundreds.
Type: pantheistic
Direction: generally expansive, non-exclusive, open
Size: The very largest of existing religions/church and sects.
Note: of course many of the gods are worshipped independently and some sects of the same religion may lean more toward one side of the gods than the other. Many members of the church, while accepting all the gods as being true and valid, may worship particular gods within the pantheon and may be good or evil.

THE CHURCH OF THE SEVEN WATERS

Main Gods: Ippotomi
Alignments: any
Pantheon: Ippotomi and any other sea god or water spirits (sometimes includes Pith and Lopnel)
Type: polytheistic
Direction: non-expansive, non-exclusive, open
Size: church
Note: Ippotomi is particularly popular among the sea faring people of the southern hemisphere including the Western Empire and Floenry Isles.

THE CHURCH OF TAUT

Main Gods: Set and Anubis
Alignments: tend to be evil and selfish
Pantheon: Set, Anubis, Apepi, Amon, Anhur, Ammit, and Bes. Demons are associated strongly with the Taut pantheon.
Type: polytheistic
Direction: very expansive, non-exclusive, open
Size: churches and sects
Note: The worshippers of these gods exist throughout the known world. Set is perhaps the most popular of any god of darkness. There are also many sects and cults specifically worshipping many of the individual gods in the Taut pantheon (most notably Anubis and Bes). They are held in particular esteem in the Old Kingdom, the Western Empire, and by wolfen.

DEMON/DEVIL WORSHIP

Main Gods: varies, usually a lord of Hell
Pantheon: limited to devils and associated dark gods or demons and associated dark gods
Type: polytheistic
Direction: varies from each sect, but tends to be expansive, exclusive and non-exclusive, and restrictive
Size: varies; includes churches, sects, and cults
Weapon/Armour limitations: none
Militaristic: varies
Note: *Witchcraft* falls into the category of devil and/or demon worship. Many of the dark lords are worshipped by sects and cults.
Racial attractions: Kobolds, goblins, hob-goblins, and orcs are frequent practitioners of demon/devil worship.

ELEMENTALISM/WARLOCKS

Main Gods: the four elemental lords or elementals in nature
Pantheon: elemental in nature
Type: deistic and polytheistic
Direction: varies; expansive and non-expansive, usually non-exclusive, can be either restrictive or (usually) open
Size: varies; church, sect, and cult
Militaristic: seldom

KIRGI THE RAT GOD

Main Gods: Kirgi
Alignments: selfish and evil
Pantheon: Kirgi and usually includes devils, demons, and other dark gods of dishonor and trickery.
Type: polytheistic
Direction: expansive, non-exclusive, open
Size: sects
Note: Is a favorite god among thieves, con-men, goblins, hob-goblins, orcs, and changelings. Kirgi is extremely popular in the Old Kingdom and the Western Empire.

DRAGONWRIGHT

Main Gods: Kym-nark-mar, Kormath, Zandragal, and Styphon
Alignment: presently gods are good but worshippers are evil
Pantheon: all dragon deities
Type: polytheistic
Direction: (presently) non-expansive, exclusive, restrictive
Size: cult
Militaristic: no
Note: Dragonwright sect is an ancient religion that has been corrupted and transformed into a cult of evil and depravity. The deities are basically good and would like to see the sect of Dragonwright be restored to its original days of law, peace, and prosperity. GM's: You could develop an interesting conflict with the new good followers of the "True" Dragonwright (if any) and the evil cultists.



THE NORTHERN RELIGION

Main Gods: Od, Epim, Loknar, Hoknar
Alignments: any, tend towards good/selfish
Pantheon: includes Od, Epim, Loknar, Hoknar, Hiem, Belimar, and Algor. It may also include other warrior and nature spirit type gods.
Type: polytheistic
Direction: expansive, non-exclusive, open
Size: church and sects
Militaristic: yes
Note: these gods are extremely popular among people of the entire northern hemisphere including wolfen, ogres, and some of the other sub-human races in that region. However, their popularity seems limited to the north only.

THE NORTHERN SEA GOD

Main Gods: Algor
Alignments: any
Pantheon: may include other sea gods and spirits
Type: polytheistic
Direction: expansive, non-exclusive, open
Size: church and sects
Note: Algor is popular along the northern sea board, the Algorian Sea, the northern coast of the Eastern Territory, and the island kingdoms of Bizantium, Yoda, and Xy.

THE SECT OF ACO (AND THE JUGGERNAUT)

Main Gods: Aco
Alignments: selfish and evil worshippers
Pantheon: Aco and Juggernaut
Type: polytheistic
Direction: expansive, non-exclusive, restrictive
Size: sects and cults
Note: The sect of Aco is an ancient and primitive religion popular in the Land of the South Winds and neighboring southern areas. It is quickly losing popularity because of its many rituals of blood letting and human sacrifice. Some cults are quite fanatical.

THE SECT OF BES

Main Gods: Bes
Alignments: selfish and evil
Pantheon: generally includes devils, demons, and other gods of darkness noted for their cruelty.
Type: polytheistic
Direction: generally non-expansive, non-exclusive, and restrictive
Size: large sects
Note: This is a favorite god/religion among kobolds and trolls. Popular in the Old Kingdom and kobold held areas.

THE SECT OF RURGA

Main Gods: Rurga and Panath
Alignment: any
Pantheon: Rurga, Cirga, Panath, Kalba, and Lista; may include other warrior-type gods and godlings
Type: polytheistic
Direction: expansive, non-exclusive, open
Size: sects
Note; Popular among warriors, soldiers, and thieves

THE SOUTHERN RELIGION OF SLOTH

Main Gods: Yin-Sloth
Alignments: tends to be evil, but can be any
Pantheon: Yin-Sloth, Pith, Ippotomi, Tark, Lopnel, and dragons (may include some of the gods of Taut and light as well)
Type: polytheistic
Direction: expansive, non-exclusive, open
Size: church and sects
Militaristic: yes
Note: This ancient religion has its roots and strength in the Yin-Sloth jungles with an occasional sect in the Western Empire and Balgor waste lands. All of the individual gods have their own sects or cults as well. Sloth is popular with uncivilized people.

THE SECT OF PANATH

Main Gods: Panath
Alignments: evil and selfish worshippers
Pantheon: Panath may include devils, demons, and other gods of darkness that symbolize treachery, deceit, corruption, and vice (Kirgi the Rat God is one of these).
Type: polytheistic
Direction:expansive, exclusive, open
Size: sects and cults
Note: There are many sects and cults dedicated to Panath particularly in the Eastern Territory, Old Kingdom, and Western Empire. Many thief and assassin guilds worship Panath as their chief god.

THE SECT OF THE SPIDER GOD

Main Gods: Tark
Alignments: tends toward evil or selfish
Pantheon: Tark only
Type: monotheistic
Direction: expansive, non-exclusive, restrictive
Size: sects
Note: Tark the Spider God is an ancient god of the Sloth pantheon whose popularity once rivaled Yin-Sloth, but has long since faded away. However, it may be growing in worshippers as it seems more and more spider worship cults crop up with increasing frequency. Tark is especially popular among kobolds, goblins, and even dwarves. Most common in the Old Kingdom, Yin-Sloth jungles, and the Land of the South Winds, yet sects have been discovered deep in the Northern Wilderness as well. Priests have large black spiders tatooed on their chests.

THE RED GOD

Main Gods: Lopnel, god of war
Alignments: any
Pantheon: may include the other gods of Sloth as well as other warrior gods
Type: polytheistic (some sects are monotheistic)
Direction: expansive, non-exclusive, restrictive
Size: sect
Note: There are a couple native warrior tribes of the Yin-Sloth jungles who worship him exclusively and are very aggressive/militaristic. Lopnel is also popular along the sea coast of the Western Empire as the Red God is said to live at the bottom of the Sea of Scarlet Waters. Clergy wear red robes, head bands, and carry large red banners with the sign of the hawk.

THE SNAKE GOD

Main Gods: Pith, lord of death
Alignments: tends toward evil
Pantheon: may include the other gods of Sloth
Type: monotheistic with polytheistic leanings
Direction: non-expansive, non-exclusive, restrictive
Size: sect
Note: Seems to be limited to the Yin-Sloth jungles

GODS

A BRIEF DESCRIPTION OF TERMS IN THE GOD TABLES

Alignment: of the god; good, selfish or evil
Size: ALL gods can change their height at will, the size given is the maximum height.
A.R. is Armour Rating. *A.R. natural* means that is the god's natural A.R. without armour.
Number of attacks: per melee, damage is indicated for hand to hand combat without weapon.
Bonuses: indicate abilities to strike, damage, parry or dodge using any weapon (W.P. taken into consideration and included in bonus); bonus for saving throws also given.
Natural abilities: are abilities that the god automatically has.
Clerical abilities: all abilities function as described under the Clergy clerical abilities (Light and Darkness), the **percentile number** is the success ratio. **Teleport** and **dimensional teleport** same as wizard spell magic, percentage number is the success ratio. **Bio-regeneration** affects only the god, not others and can be done once every 6 melees.

THE PANTHEON OF DRAGONWRIGHT

Kym-nark-mar (Frost dragon)
Alignment: Unprincipled (good)
Size: 80 ft. long, 30 ft. tall
A.R.: 17
Hit Points: 470
Number of attacks: 4 - Claws 4-24 each / tail 6 36 / or Frost breath 6 - 36 or magic
Bonuses:
+3 to strike, +10 to damage, +6 to parry/dodge, + 8 save vs. spell magic, +5 save vs. circles/wards, +5 save vs. psionics
Psionics: None
Magic Knowledge: All spell magic, all symbols, all wards, power words, circles of protection
Level of proficiency: twentieth level wizard / +5 spell strength

Natural abilities: Teleport 98%, Dimensional Teleport 94%, see the invisible, turn invisible, fly, matamorphasis (as spell), nightvision 120 ft. and knows all languages.

Clerical abilities: Exorcism 97%, Healing touch (restores 3 - 18 hit points), Remove curse 96%, Resurrection 86%, Turn dead 90%, bio-regeneration (restores 6 - 36 hit points)

Description: Dark blue in color, great wings, jade eyes (worth 50,000 gold each and reputed to be of much greater magic significance. Indeed *each eye* would provide the holder with +2 on all saving throws; *right eye* bestows all clerical abilities at ½ Kym-nark-mar's strength, *the left* provides all of kym-nark-mar's natural abilities at ½ strength.

He is the symbol of wisdom, power and magic strength and a key force in the defeating of the Old Ones. Awesome to behold, he actually glows as waves of magic ripple around him.

Zandragal (Red fire dragon)
Alignment: Anarchist (selfish)
Size: 40 ft. long, 20 ft. tall
A.R. 16
Hit points: 520
Number of attacks: 4 - Claws 4 - 24 each or tail 5 - 30 damage or Fire breath 6 - 36 +6 or magic (2 attacks)
Bonuses:
+6 to strike, +15 to damage, +6 to parry/dodge, +6 on all saving throws
Psionics: None
Magic knowledge: All symbols, recognizes wards and circles, all Fire elemental magic levels 1 - 8
Level of proficiency: tenth level warlock; +3 spell strength

Natural abilities: Teleport 91%, Dimensional Teleport 70%, Nightvision 200 ft., see the invisible, turn into mist, metamorphasis (any shape), fly (speed 40), knows all languages

Clerical abilities: Exorcism 40%, Turn dead 60%, Remove curse 55%, Healing touch (3 - 18), resurrection 33%, bio-regeneration (4 - 24).

Description: Zandragal the mighty, symbol of war, cunning, duality and conflict. She is a large, impressive crimson dragon.

Kormath (White horned dragon)
Alignment: Principled (good)
Size: 40 ft. long, 18 ft. tall
A.R.: 16
Hit Points: 427
Number of attacks: 3 - Claws 4-24 each /tail 4-24 or Fire breath doing 5 to 50 damage or magic (2 attacks)
Bonuses:
+5 to strike, +10 to damage, +5 to parry/dodge, +4 on all other saving throws
Psionics: All level 1 and 2, I.S.P. 144, tenth level proficiency
Magic knowledge: All symbols, wards and all Water elemental magic levels 1 - 7.
Level of proficiency: tenth level warlock +3 spell strength.

Natural abilities: Teleport 93%, Dimensional Teleport 77%, Nightvision 200 ft., see the invisible, turn invisible, fly (speed 40), metamorphasis (any shape), knows all languages.

Clerical abilities: Exorcism 42%, Turn dead 46%, Remove curse 51%, Healing touch (2 - 12), Resurrection 48%, bio-regeneration (4 - 24).

Description: The symbol of peace, tranquility and law. Although greedy, he is intelligent, honorable, just and caring.

Styphon the Black (dragon)
Alignment: Miscreant (evil)
Size: 45 ft. long, 20 ft. tall
A.R.: 17
Hit points: 550
Number of attacks: 3 Claws 4 - 24 each, tail 4 - 24 or breath (toxic) of death does 5 to 50 +10 damage, or by magic.
Bonuses:
+5 to strike, +12 to damage, +5 to parry/dodge, +6 on all saving throws
Psionics: all levels 1-3, I.S.P. 200, tenth level proficiency
Magic knowledge: all symbols, all wards, all summoning and protection circles, power circles of domination/control and pain.
Level of proficiency:tenth level diabolist

Natural abilities: Teleport 93%, Dimensional teleport 85%, Nightvision 200 ft., see the invisible, turn invisible, fly (speed 40), metamorphasis (any shape), knows all languages

Clerical abilities: Exorcism 50%, Turn dead 80%, Curse 80%, Remove curse 66%, Healing touch (2 - 12), bio-regeneration (4 - 24), Animate/command 10 to 60 dead 89%.

Description: Styphon the Black, symbol of death and pestilence. He is the dark god of Dragonwright, also known as the corruptor.

Some philosophers believe it was Styphon who was responsible for the fall of the Dragonright into decadence. The mark of Styphon is a black rose symbol, crest or tatoo.

THE CULT OF CHANTICO

Chantico (godling of vengeance)
Alignment: Aberrant (evil)
Size: 6 ft. tall, 12 ft. long
A.R.: 12
Hit Points: 190
Number of attacks: 2 Bite 3-18 each or by magic
Bonuses:
+4 to strike, +6 to damage, +4 to parry/dodge, +2 on all saving throws

Psionics: None
Magical knowledge: All spell magic levels 1-3
Level of proficiency: Sixth level wizard / +2 spell strength

Natural abilities: Teleport 88% (4× daily), See the invisible, Turn invisible, Nightvision 90 ft., Knows all languages, booming voice, Track 90%.

Clerical abilities: Exorcism 60%, Remove Curse 60%, Healing Touch (restores 2-12), Animate/control dead 56%, Resurrection 33%, Bio-regeneration (2-12).

Description: appears as a huge jet black dog with glowing red eyes and yellow halo/glow around the head. He has been transformed into dog form as punishment for some transgression against the gods of light. Consequently, he hates all gods of light (and gods in general) and their followers. Chantico is very arrogant, cocky and bitter. Worshipped by several small cults. Symbol of injustice and retribution; supports mankind's freedom from interference by other gods.

THE PANTHEON OF RURGA

Rurga (female warrior god)
Alignment: Principled (good)
Size: 18 ft. tall
A.R.: 10 natural, A.R. 19 in armour (S.D.C. 400)
Hit points: 280
Number of attacks: 5-does 1-8 damage each or by weapon
Bonuses:
+5 to strike, +8 to damage,
+8 to parry/dodge, +2 on all saving throws

Weapons:
Vlaa the demon slayer, flamberge (giant size) does 6 to 36 damage or double damage against demons and undead, indestructible, creates blinding flash when raised above head. **War Hammer**: does 3-18 damage, returns to thrower. **Scymitar**: does 3-18 damage, made of silver and magic. **Silver Plate Armour**: S.D.C. 400, A.R. 19, magic: light weight, noiseless.

Psionics: None
Magic: None

Natural abilities: Track 70%, Identify Tracks 79%, Prowl 89%, Nightvision 120 ft., Horsemanship: Palladin (fifteenth level), See the invisible, Turn invisible, Knows all languages, Teleport 90%, Dimensional Teleport 80%

Clerical abilities: Exorcism 50%, Healing Touch (restores 2-12 hit points), Remove Curse 50%, Resurrection 50%, Turn dead 70%, Bio-regeneration (4-24).

Description: Warrior goddess, symbol of triumph in war, justice, retribution and honor. She is the patron of palladins, knights and men of honor. Golden haired, blue eyes, beautiful (P.B. 24), and always garbed in silver and red.

Cirga the bowman (male warrior god)
Alignment: Scrupulous
Size: 18 ft. tall
A.R.: 10 natural or 16 in armour (S.D.C. 250)
Hit points: 200
Number of attacks: 2 - Hand to Hand 1-8 each or by weapon. 6 attacks using any bow weapon.
Bonuses:
+4 to strike, +8 to damage, +4 to dodge and parry, +1 all saving throws

Weapons:
Long bow: magic, cannot break (need a P.S. of 21 to use it), Range: 2000 ft. Normal arrows do 2-12 damage, Fire arrows do 4-24 damage, Lightning arrows do 6-36 damage, Twin throwing axes do 2-12 +4 damage. **Armour**: A.R. 16, S.D.C. 250, leather/magic

Psionics: None
Magic: None

Natural abilities: Charm (same as spell), Vision (and Nightvision) 2000 ft., See the invisible, Knows all languages, Horsemanship: Knight (tenth level), Teleport 80%.

Clerical abilities: Exorcism 30%, Remove Curse 38%, Healing Touch (restores 2-12), Resurrection 18%, Turn dead 58%, Bio-regeneration (2-12).

Description: Warrior god, symbol of compassion, honor, loyalty and commaraderie. He is also a patron of palladins, knights and noble warriors. Tall, lean, dark eyes and hair, dressed in studded leather and clothes of green and brown. Loves Rurga, but is sad in heart, because she will not return his love. Still, he is her right hand man and loyal friend.

Panath (male assassin, god of treachery)
Alignment: Miscreant
Size: 20 ft. tall
A.R.: 10 natural or 16 in armour (S.D.C. 280)
Hit points: 230
Number of attacks: 6 - doing 1-8 damage or by weapon (considered as a +10 level assassin)
Bonuses:
+8 to strike, +15 to damage, +8 to dodge/parry, +2 on all saving throws.
Weapons:
Uses any and all weapons. Special ones are: Flaming ball and chain does 6-36 damage, Poisoned daggers do 1-6 damage +30 damage, Armour: leather/magic, A.R. 16, S.D.C. 280.

Psionics: All level one abilities, 90 I.S.P., eighth level proficiency
Magic: None

Natural abilities: Prowl 94%, Pick locks 89%, Pick pockets 90%, Locate secret compartments/doors 75%, Disguise 96%, Track 80%, Identify tracks 80%, Use poison 98%, Nightvision 120 ft., See the invisible, Turn invisible, Knows all languages, Teleport 90%, Dimensional Teleport 60%.

Clerical abilities: Exorcism/Remove Curse 60%, Curse 65%, Healing Touch (2-12), Resurrection 21%, Turn dead 70%, Bio-regeneration

Description: Warrior god/assassin, symbol of treachery, deceit, corruption and vice. He is the patron of assassins, thieves and wicked people of no honor. Handsome (P.B. 23) and intelligent (I.Q. 18), he is cunning, clever and selfish. It was he who, through treachery and deceit, slew Rurga's mortal lover and jeapardized the lives of thousands of noble warriors in a campaign against the minions of Set.

Kalba (male god of the wandering spirits)
Alignment: Aberrant (evil)
Size: human(oid)
A.R.: 19 as spirit
Hit points: 300 as human
Number of attacks: one psionic or by magic in human form (2 attacks possible.

Bonuses:
+2 to strike, +3 to damage, +3 to parry/dodge, +3 all saving throws

Psionics: All level one and two abilities; 90 I.S.P.
Magic knowledge: All symbols and wards, all protection circles, spell magic levels 1-6 plus Quicksand, Doppleganger, Earthquake, Teleport, River of lava, Stone to flesh, Petrification, Havoc and the Crimson wall of Licttalon.
Level of proficiency: twentieth level wizard / +5 spell strength.

Natural abilities as spirit: Fly, Ethereal, is invisible, See the invisible, Nightvision 120 ft., Prowl 98%. None as human, other than magic and the abilities of the possessed body.

Clerical abilities: Turn dead 84%, Exorcism 80%.

Description: Kalba is a god of wandering spirits, ghosts, wraiths, etc. because he himself is a lost soul or spirit which is forced to wander the universe. Once a wizard and demi-god of great power, he was by Panath when he refused to break a promise to Rurga, defying the assassin god. Not satisfied with Kalba's death, Panath struck a pact with unidentified gods of darkness, forbidding Kalba's soul to rest, and condemning him to eternal wandering.

In **spirit-form**, Kalba can communicate through telepathy. *Only his psionic power can be used* to communicate or attack when a spirit. **However**, Kalba will *possess a living body* whenever he has the chance, but the body must be *offered freely* of the individual's own accord. Thus, Kalba will tempt a person with promises of wealth, power, or revenge. Often he will not return the body to its proper soul/life-force until it is old and used up. Yet, *Kalba is an honorable person* and will live up to any deals, promises or pacts that he has pledged his **word of honor** to fulfill, even if it means giving up a young and healthy body. He despises Panath and longs to discover the dark gods who have sentenced him to his fate. Thus, he takes every chance he can get to *spoil* any plots by the gods of darkness (although he isn't fond of the gods of light either, they having refused to aid him) and seeks to destroy Panath, but only after Panath has suffered long at his hands. Consequently, many of his victims of possession are worshippers of Panath or dark gods.

When he has possessed someone, he completely takes over the body and mind, retaining that body's physical attributes and bonuses, but replacing the mental faculties with his own memory, skills and abilities. When in a human, or any physical form, he is a twentieth level wizard, bonuses listed apply; I.Q. 19, M.E. 15, M.A. 12, and 300 Hit points.

Lista (female warrior/sea goddess)
Alignment: Anarchist (selfish)
Size: 16 ft. tall
A.R.: 10 natural or 16 in armour (S.D.C. 200)
Hit points: 260
Number of attacks: 3 - in Hand to Hand 1-8 each or by weapon or magic - 2 attacks

Bonuses:
+2 to hit, +8 to damage, +4 to parry/dodge, +2 vs all magic.

Weapons:
Can use any except bow weapons. Armour: Splint A.R. 16, S.D.C. 200, magic.

Psionics: None
Magic knowledge: all water elemental magic (warlock) levels 1-5.
Level of proficiency: eighth level warlock, +1 spell strength.

Natural abilities: Swim at a speed of 50, Nightvision 120 ft., See the invisible, Turn invisible, Know all languages.

Clerical abilities: Exorcism 40%, Remove Curse 40%, Curse 58%, Healing Touch (2-12), Resurrection 15%, Turn dead 70%, Bio-regeneration (2-12).

Description: A warrior goddess and sea goddess, she is the symbol of war, revenge, anguish in battle and cold dispassion. She is the patron of warriors and sailors. Golden hair, green eyes, beautiful (P.B. 23). She is the daughter of Rurga, once consort to Panath (and subsequently corrupted and used), Lista has been chastized by her mother and lives in shame at the bottom of the sea.

ACO AND THE JUGGERNAUT

Aco (female stellar deity/godling)
Alignment: Anarchist (selfish)
Size: 16 ft. tall
A.R.: 12
Hit points: 188
Number of attacks: 2 - 1-8 / 1-8 or by weapon or by magic

Bonuses:
+6 to damage, +2 to dodge/parry, +2 on all saving throws.

Psionics: None
Magic knowledge: air elemental magic, levels 1-4
Level of proficiency: sixth level warlock / +1 spell strength.

Natural abilities: Dowsing 99%, Fly, See the invisible, Turn invisible, Nightvision 120 ft. Knows all languages, Teleport 90%.

Clerical abilities: Exorcism 50%, Remove Curse 50%, Curse 60%, Healing Touch (3-18), Resurrection 20%, Turn dead 80%, Bio-regeneration (2-12), Dimensional Teleport 88%.

Description: goddess of the stellar bodies (moon, stars, sun, planets), symbolizes fertility, birth and rebirth. She appears as a beautiful woman of milky white skin, black eyes, and silky black hair that hangs below her waist.

The Juggernaut (male godling of strength and earth)
Alignment: Miscreant (evil)
Size: 19 ft. tall
A.R.: 16
Hit points: 150 (but cannot die)
Number of attacks: 3 - doing 3-18 each damage or by weapon (used any; giant size).

Bonuses:
+2 to strike, +15 to damage, +2 to parry/dodge, +4 on all saving throws.

Psionics: None
Magic knowledge: Earth elemental magic, levels 1 and 2, plus Earth rumble, Cocoon of stone, Wall of thorns, Travel through earth and Cap volcano.
Level of proficiency: fourth level warlock / +1 spell strength.

Natural abilities: Impervious to cold, Ice, Heat, Fire, (lightning does full damage), Swim 100%, Track 50%, See the invisible, Nightvision 120 ft., Knows all languages, Bio-regeneration (2-12).

Clerical abilities: None

Description: godling of power, he symbolizes raw primal strength, unbridled passion, harvest, and the earth. Appears as a huge, broad man, massive of muscle, lusty expression, bold and nude (or wears loin cloth). *The Juggernaut can never die* (regenerates totally), *but can be defeated.*

KIRGI THE RAT GOD

Kirgi (god of deception and trickery)
Alignment: Diabolic
Size: varies; shape changer
A.R.: 14
Hit points: 390
Number of attacks: 3 - doing 2-12 each or by weapon or by magic

Bonuses:
+3 to strike, +4 to parry/dodge, +4 to damage, triple damage from behind (considered as tenth level thief). Uses any weapon.

Psionics: None
Magic knowledge: All spell magic levels 1-3.
Level of proficiency: Eighth level wizard / +2 spell strength.

Natural abilities: Prowl 90%, Pick lock 80%, Pick pockets 88%, Locate secret compartments/doors 69%, Track 66%, Nightvision 200 ft., Scale walls 90%, See the invisible, Turn invisible, Teleport 90%, Dimensional Teleport 54%, Metamorphosis (as spell), Imitate voices, Forgery 85%.

Clerical abilities: Exorcism/Remove Curse 60%, Curse 82%, Healing Touch (2-12), Resurrection 53%, Turn dead 80%, Bio-regeneration (2-12).

Description: God of deception, Kirgi symbolizes dishonor, trickery, betrayal and thieving. He is the patron of thieves, assassins and men without honor. He's frequently worshipped by sects of goblins, hob-goblins, orcs and changelings. His natural form is that of a giant rat with gaping maw, or a rat in a humanoid form, but Kirgi is a shape changer and can assume any shape and sex at will (same as wizard metamorphosis spell).

VALD-TEGOR, LORD OF THE UNDEAD

Vald-Tegor (male godling of vampirism)
Alignment: Diabolic (evil)
Size: human (6½ ft.)
A.R.: 10
Hit points: 197
Number of attacks: 4 - 3-18 each or by weapon or magic (2 attacks by magic). Uses any type of weapons; loves Pole arms.
Bonuses:
+3 to strike, +10 to damage, +5 to parry/dodge, +2 all saving throws.

Psionics: None
Magic knowledge: Spell magic levels 1-3.
Level of proficiency: Sixth level wizard / +2 spell strength.

Natural abilities: Vampire: Turn into mist, Shape change into bat, rat and wolf; Charm, Love charm, Mesmerism (all 3 identical to wizard spell, saving throw of 14 or higher needed); extremely strong and quick; Nightvision 200 ft., See the invisible, Summon 100-600 rats or bats, Summon 10-60 dogs or wolves. **Note**: normal weapons cannot hurt him, only silver, holy or magic is effective. Impervious to cold, heat; fire and lightning to ⅓ damage. Dimensional Teleport 80%, capable of total regeneration (see Vampire).

Clerical abilities: Exorcism 60%, Turn dead 80%, Remove Curse 31%, Curse 41%, Healing Touch (1-8).

Description: Lord of the undead, symbolizes vampirism, depravity, rebirth and the nocturnal predator. Worshipped by death cults. Depicted as a handsome (P.B. 20) middle-aged noble; regal, arrogant, cruel, merciless. Waxen complexion, red eyes, dark hair.

UTU, LORD OF THE DEAD

Utu (male god of death)
Alignment: Aberrant (evil)
Size: 15 ft.
A.R.: 14
Hit points: 410
Number of attacks: 3 - 4-24 each or by psionics or magic
Bonuses:
+5 to strike, +6 to damage, +5 to parry/dodge, +4 on all saving throws.
Weapons:
Scythe: super sharp, giant size, does 5-30.

Psionics: All levels 1-3, I.S.P. 200, tenth level proficiency.
Magic knowledge: Spell magic levels 1 and 2.
Level of proficiency: Sixth level wizard / +2 spell strength.

Natural abilities: Nightvision 200 ft., See the invisible, Turn invisible, Prowl 90%, Knows all languages, Teleport 88%, Dimensional Teleport 70%, Summon 2 to 12 ghouls, Metamorphosis (as wizard spell), Summon 100 to 400 rats or mice, Summon one banshee.

Clerical abilities: Animate/control 10 to 60 dead 90%, Exorcism 76%, Remove Curse 76%, Curse 83%, Healing Touch (restores 3-18), Resurrection 11%, Bio-regeneration (3-18), Turn dead 85%.

Description: Lord of the dead, he is also known as the grim reaper and Harbinger of death; symbol of change, defeat in battle, regret. Depicted as a tall lean humanoid cloaked in a grey hooded robe, hood drawn so no face is visible. He is included in many pantheons, including those of warriors and fatalists.

TOLMET THE CRUEL

Tolmet (female death goddess)
Alignment: Diabolic (evil)
Size: 12 ft.
A.R.: 14
Hit points: 366
Number of attacks: 3 - Poisonous claws 2-12 each plus save vs. poison (13 or better); poison does 4-24 each attack.
Bonuses:
+3 to strike, +6 to damage, +3 to dodge/parry, +5 on all saving throws.

Psionics: None
Magic knowledge: Spell magic levels 1-5.
Level of proficiency: Eighth level wizard / +2 spell strength.

Natural abilities: Nightvision 200 ft., See the invisible, Turn invisible, Metamorphosis (same as wizard spell), Summon 2-12 gargoyles, Summon 10-40 ghouls, Summon 100-600 rats or bats, Teleport 90%, Dimensional Teleport 92%, Knows all languages.

Clerical abilities: Animate/control 20 to 120 dead 98%, Turn dead 99%, Exorcism 80%, Remove Curse 60%, Curse 80%, Healing Touch (2-12), Resurrection 61%, Bio-regeneration (2-12).

Description: Goddess of death, symbol of cruelty, depravity, persecution, agony. Tolmet is a blood-thirsty goddess, demanding frequent human sacrifice, blood rites and torture. Her cults are surprisingly popular, especially among warrior races, kobolds, and death worshippers. At one time, just before the fall of the Old Kingdom, her followers were many and her church powerful. Both dwarf and the other sub-humans (orcs, goblins, etc.) died in the glory of her name, pitching themselves into the arms of death in a passionate frenzy. She uses the seductive lure of power and glory to ensnare the hearts of her followers (her followers always talk of power, dominance and glory ... especially glory in death). Today, her followers are varied

and often secret cults with tendencies toward sadism, necrophilia, genocide, and/or suicide. All are fanatical. Even limited to these secret cults and societies, the devotion and number of worshippers are frightening.

Tolmet: is a curvaceous, seductive, red haired beauty (P.B. 28), legendary for her arts of seduction, love, depravities and treachery.

THE PANTHEON OF NORTHERN GODS

Od (the all father/warrior)
Alignment: Scrupulous (good)
Size: 22 ft. tall
A.R.: 11 natural or 17 in armour (S.D.C. 300)
Hit points: 505
Number of attacks: 4 - 3-18 each or by weapon or magic (2 attacks).

Bonuses:
+6 to strike, +10 to damage, +6 to parry/dodge, +5 on all saving throws
Weapons:
Flaming sword (claymore) does 4-24 +10 damage, shoots out fire ball (6× daily) doing 5 to 50. Considered a holy sword.
Flail of might does 4-24 damage and causes a whirlwind when spun counter-clockwise (equal to a tenth level warlock spell) (3× per day). Can use all other weapons.
Armour: A.R. 17, S.D.C. 300 magic plate armour.

Psionics: None
Magic knowledge: Knows all symbols, wards, and spell magic levels 1-10.
Level of proficiency: Tenth level wizard / +2 spell strength.

Natural abilities: Nightvision 120ft., See the invisible, Metamorphosis into a raven, Knows all languages, Teleport 99%, Dimensional Teleport 93%.

Clerical abilities: Exorcism 80%, Remove Curse 84%, Healing Touch (3-18), Resurrection 86%, Turn dead 90%, Bio-regeneration (4-24).

Description: Od the all father, symbol of wisdom, strength, justice, the creator of men. He is a great and mighty warrior, yet cunning in magic. Od is depicted as a powerful aging king with flowing red hair, beard and moustache, clad in his famous **black plate armour** (which regenerates S.D.C. at a rate of 4-24 every 6 melees). Father of Loknar and Hoknar. Od is the patron of noble warriors and fathers.

Epim (the all mother)
Alignment: Principled
Size: 18 ft.
A.R.: 11
Hit points: 440
Number of attacks: 2 - 1-8 each or by magic (2 magic attacks per melee).
Bonuses:
+6 to damage, +2 to parry/dodge, +4 on all saving throws.

Psionics: None
Magic knowledge: All levels of air and earth elemental magic
Level of proficiency: Fifteenth level warlock / +3 spell strength.

Natural abilities: Nightvision 200 ft., See the invisible, Turn into mist, Knows all languages, Teleport 96%, Dimensional Teleport 90%, Metamorphosis into swallow.
Clerical abilities: Exorcism 90%, Remove Curse 80%, Healing Touch (3-18), Resurrection 90%, Turn dead 90%, Bio-regeneration (2-12).

Description: Epin the all mother, symbol of truth, devotion, nature, earth and the moon. She is the patron of druids, elementalists, healers and motherhood. She is an attractive (P.B. 18) matronly woman with long braids of silver hair. Mother of Loknar and Hoknar, as well as earth itself.

Locknar (male god of mischief and deceit)
Alignment: Anarchist (selfish)
Size: 20 ft.
A.R.: 10 natural or 14 in armour (S.D.C. 200)
Hit points: 410
Number of attacks: 3 - 2-12 each or by weapon or by psionics or magic (2 attacks), considered as a tenth level thief.
Bonuses:
+4 to strike, +6 to damage, +4 to parry/dodge, +5 on all saving throws.
Weapons: the black rune daggers of Belimar the dwarf god. Each does different things; all are indestructible.
#1 2-12 damage, returns when thrown.
#2 strikes as lightning bolt when thrown, 4-40 damage.
#3 2-12 damage, does double damage to undead, devils and demons.
#4 1-8 damage, detects enchantment and magic and prevents the holder from being affected by any magic charms or mesmerisms.
Armour:
Crimson chain and scale mail, A.R. 14, S.D.C. 200, is magic, light weight, noiseless.

Psionics: All levels 1-8, I.S.P. 360, level of proficiency tenth level mind mage.
Magic knowledge: all symbols (including runes and power words), wards, and all level one spell magic.
Level of proficiency: Sixth level wizard.

Natural abilities: Nightvision 200 ft., See the invisible, Turn invisible, Knows all languages, Teleport 90%, Dimensional Teleport 77%, Metamorphosis into weasel.

Clerical abilities: Exorcism 60%, Remove Curse 66%, Animate/control dead 73%, Curse 71%, Healing Touch (2-12), Resurrection 64%, Bio-regeneration (3-18).

Description: Loknar, god of mischief and deceit, symbol of selfishness, arrogance, chaos and trickery. He is the patron of the cunning, thieves and pranksters (and is adored by the faerie folk). Loknar himself is a tall lean man, handsome (P.B. 20), with dark eyes and long black hair, and as clever and cunning as they come (I.Q. 26). He has been banned from the court of Od for his irreverent and impudent manner, and shameful behavior. Loknar associates with both the gods of light and darkness. The epitome of chaos, he can be quite evil and treacherous, yet equally as valiant and noble. He and his brother, Hoknar, bicker endlessly when together. Loknar is the eldest son.

Hoknar (male god of thunder)
Alignment: Scrupulous
Size: 20 ft.
A.R.: 10 natural, 15 in armour (S.D.C. 300)
Hit points: 390
Number of attacks: 5 - doing 3-18 each or by weapon or magic.
Bonuses:
+6 to strike, +10 to damage, +8 to parry/dodge, +3 on all saving throws.

Weapons:
Axe of glory: battle axe does 6 to 36 damage or strikes as lightning bold when thrown, doing 10 to 60 damage; returns to thrower and is indestructible (rune axe).
Shield of power: large silver shield reflects all energy (fire, lightning, etc.) back toward its source. Also indestructible.
Can use any other types of weapons, but prefers axes and swords.
Armour: Gold splint armour, A.R. 15, S.D.C. 300.

Psionics: None
Magic knowledge: air elemental magic, level 1-4.
Level of proficiency: Sixth level warlock.

Natural abilities: Nightvision 120 ft., See the invisible, Knows all languages, Teleport 89%, Dimensional Teleport 75%, Metamorphosis into a bear.

Clerical abilities: Exorcism 40%, Remove Curse 30%, Healing Touch (1-8), Resurrection 32%, Turn dead 60%, Bio-regeneration (2-12).

Description: Hoknar, god of thunder and lightning, symbol of war, triumph, strength at arms, and honor. Patron of knights, palladins, soldiers and noble warriors. Depicted as a tall, muscular youth with short gold hair, full of life and vigor. Dislikes his brother Loknar, and hates the gods of darkness.

Heim (the huntress)
Alignment: Unprincipled (selfish)
Size: 18 ft.
A.R.: 10 natural, or 14 by armour (S.D.C. 250)
Hit points: 333
Number of attacks: 4 - doing 2-12 each or by weapon or magic, considered as thirteenth level Ranger.

Bonuses:
+5 to strike, +8 to damage, +8 parry/dodge, +3 on all saving throws

Weapons:
Thunder mace: does 6 to 36 damage and creates an enormous clap of thunder each time it strikes. Everyone in a 15 ft. radius must roll to save against temporary deafness (2-12 melees deafness); 12 or higher saves.
Also uses short sword, spear, sling (3-18 damage) and short bow.
Armour: gold and green A.R. 14, S.D.C. 250.

Psionics: None
Magic knowledge: earth elemental magic, levels 1-3.
Level of proficiency: Sixth level warlock.

Natural abilities: Nightvision 200 ft., See the invisible, Knows all languages, Teleport 90%, Dimensional Teleport 80%, Metamorphosis into a cougar.

Clerical abilities: Exorcism 43%, Remove Curse 46%, Turn dead 55%, Healing Touch (3-18), Resurrection 42%, Bio-regeneration (2-12).

Description: Hiem the huntress, a spirit of the forest, symbol of solitude and fertility. Patron of rangers, druids, elementalists, and huntsmen. Appears as a beautiful young huntress with short brown hair and forlorn expression (P.B. 22). She is always seen alone or with Belimar, found in the deepest forest, preferring the solitude of the wilderness than the courts of Od. She loves Hoknar, but has been cruelly rejected by him because she is a warrior, not a lady. Loknar sometimes enlists her aid in some of his less dubious schemes.

Belimar (the dwarf/male god)
Alignment: unprincipled (selfish)
Size: 8 ft. tall
A.R.: 10 natural, or 18 by armour (S.D.C. 500)
Hit points: 240
Number of attacks: 3 - doing 2-12 each or by weapon or magic

Bonuses:
+4 to strike, +8 to damage, +6 parry/dodge, +3 on all saving throws.

Weapons:
War club (wood with carved runes) does 4-24 damage or creates earthquake (10 to 60 damage) (3× per day) when the head is tapped on the ground 3 times.
Goupillon Flail does 5-30, +2 to strike.
Military Fork does 3-18 damage, does double damage to undead, devils and demons. Expels (20 ft. radius of protection) all dead, lesser and greater devils and demons when thrown into the air (where it will hang suspended in mid-air until the demons leave or is called back down); rune magic.
Can use any other weapon types.
Armour: bronze plate and chain, inscribed with runes. A.R. 18, S.D.C. 500 impervious to fire and cold.

Psionics: None
Magic knowledge: Rune magic, all symbols and wards.
Level of proficiency: Tenth level diabolist.

Natural abilities: Nightvision 200 ft., See the invisible, Turn invisible, Know all languages, Teleport 90%, Dimensional Teleport 77%, Metamorphosis into a badger.

Clerical abilities: Turn dead 50%, Resurrection 20%, Healing Touch (1-8), Bio-regeneration (2-12).

Description: The dwarf god, symbol of strength and rune magic, patron of weapon smithes, mercenaries and diabolists. Depicted as a stout, powerful dwarf with one good eye and great white beard. He hates and despises Loknar and the gods of darkness. Is Heim's best friend, who he secretly loves.

Algor the giant (male god of the sea)
Alignment: anarchist (selfish)
Size: 60 ft. tall
A.R.: 12
Hit points: 600
Number of attacks: 2 - 4-24 each or by weapon or magic (2 attacks)

Bonuses:
+5 to strike, +20 to damage, +4 to parry/dodge, +2 on all saving throws.

Weapons:
Any type

Psionics: All level one abilities, I.S.P. 110, fifth level proficiency.
Magic knowledge: water elemental magic, levels 1-7.
Level of proficiency: Eighth level warlock.

Natural abilities: Nightvision 400 ft., See the invisible, Knows all languages, Teleport 79%, Dimensional Teleport 47%, Metamorphosis into an extra large wolf, Swim, Breath under water.

Clerical abilities: Exorcism 41%, Turn dead 55%, Remove Curse 63%, Curse 67%, Healing Touch (2-12), Resurrection 32%, Bio-regeneration (3-18).

Description: Algor the giant, symbol of strength, storm, oceans and seas. Worshipped by sea faring people, wolfen, and some elementalists. Although a sea god, he prefers to live in the mountains along the coast, where he can observe his domain in a single glance. His anger is a thing of legend and believed to create terrible storms. Algor is selfish, greedy, childish and mean when he can not get his way. He deals freely with the gods of darkness, and is not trusted by Loknar.

THE PANTHEON OF TAUT

Set, Lord of Darkness (male god)
Alignment: Diabolic (evil)
Size: 25 ft. tall
A.R.: 14 naturally, 17 in armour (S.D.C. 300)


SET
ANUBIS
APEPI
AMON
ANHUR
BES
AMMIT

Hit points: 598
Number of attacks: 4 - doing 4-24 each or by weapon or magic (2 magic attacks)

Bonuses:
triple damage from behind (back stabbing), +5 to strike, +8 to damage, +10+to+parry/dodge, +10 to save against all magic, +6 to save vs. psionic and all other saving throws.

Weapons:
Can use any weapon types and/or the **Black rod of the 4 winds** (see description for details).
Armour: Black and silver chain and plate, A.R. 17, S.D.C. 300.

Psionics: All levels 1-3, I.S.P. 297, level of proficiency tenth level mind mage.
Magic knowledge: All symbols and wards, circles of protection and summoning, spell magic levels 1-5, all fire elemental magic levels 1-8.
Level of proficiency: *All* are at fifteenth level / +4 spell strength.

Natural abilities: Nightvision 200 ft., See the invisible, Turn invisible, Knows all languages, Teleport 98%, Dimensional Teleport 92%, Metamorphosis (any shape) at will, Impervious to heat, cold, and fire, Summon 1000 to 6000 rodents (rats or bats), Summon/command the jinn.

Clerical abilities: Exorcism 80%, Turn dead 90%, Remove Curse 84%, Curse 87%, Healing Touch (3-18), Resurrection 70%, Bio-regeneration (4-24), Animate/control 20-120 dead 97%.

Description: Set is the god of darkness and the sworn enemy of gods and men. He symbolizes destruction, deceit, and betrayal, as well as being the patron of fratricide (the murder of one's brother). He mingles freely with both devils and demons, commands the (demon) jinn and has even earned the respect of Satan (who fears Set's ambition).

It was Set who slew his brother Osiris, rending his corpse into 14 pieces and scattering them across the world. He and his pantheon, Anubis, Bes, Apepi, Amon, Anhur, and the jinn, actively engage in battles with the gods of light and constantly interfere in the affairs of men.

Set's and Anubus' influence in the world is great; worshipped by both human and subhumans alike (particularly by wolfen). Set appears as a giant with the head of a hyena (or wolf), the muzzle being pointed and the ears high and square. Set is often accompanied by Bes or Apepi.

The Black rod of the 4 winds: This ebon rod or staff, which is topped by the symbol of life and 4 winds (the Ankh), is Set's symbol of rank and authority. If any creature of good alignment touches it, the staff inflicts 3-30 points of damage, and will continue to do so each melee it is held. The Rod does 6-36 damage and can perform each of the following 3 times per day, considered to be eighth level spells: Call lightning, Whirlwind, Snow storm, Fog of fear, Extinguish fires, and Create darkness (90 ft. radius).

Anubis, Lord of the dead (male god)
Alignment: Aberrant (evil)
Size: 20 ft.
A.R.: 12
Hit points: 438
Number of attacks: 3 - hand to hand does 4-24 each or bite 3-18 each or by weapon or magic or psionics.

Bonuses:
+5 to strike, +6 to damage, +8 to save against all magic, +5 to save vs. psionics and all other saving throws.

Weapons:
Can use any type and/or the **sword of Anubis**. See description for details.
Armour: Plate and chain A.R. 17, S.D.C. 200, blue color.

Psionics: all levels 1-3, I.S.P. 144, sixth level proficiency.
Magic knowledge: all spell magic levels 1-8, all symbols and wards, circles of protection.
Level of proficiency: Twelfth level wizard / +3 spell strength.

Natural abilities: Nightvision 200 ft., See the invisible, Turn invisible, Know all languages, Teleport 96%, Dimensional Teleport 86%, Metamorphosis (into any shape), Resistant to cold and fire (do ½ damage), Summon 100 to 600 rodents, Summon and command 2-12 (demon) Alu.

Clerical abilities: Exorcism 95%, Turn dead 98%, Curse 80%, Remove Curse 73%, Healing Touch (3-18), Resurrection 83%, Animate/control 20-120 dead 98%, Bio-regeneration (4-24).

Description: Anubis, lord of the dead, the symbol of death, transition, and fear of the unknown. Anubis was the son of Osiris, and played an instrumental part in his father's death at the hands of Set. Anubus sits at Set's left hand, actively opposing the gods of light. He rules over the demon plane of the dead in the land of Shades (hell) with Amon and Ammit the beast. He is depicted as having a human body and the head of a jackal or wolf.

The Sword of Anubis: bastard rune sword does 4-24 damage, is indestructible, grey colored blade, and drinks the blood of those who fall victim to its blade. Does each of the following 3× per day.
Wall of thorns
Circle of flame
Age other (temporarily, lasts 1-6 hours)
Blind others(temporarily, lasts 1-6 hours), but must have tasted the blood of its victim to do the latter two (age and blind).

Apepi the Immortal (dragon god)
Alignment: Diabolic (evil)
Size: 30 ft. long, 12 ft. tall
A.R.: 12
Hit points: 384
Number of attacks: 4 - claws do 3-18 each / bite does 5-30, and tail (whip) does 4-24, or by magic (2 attacks)

Bonuses:
+4 to hit, +10 to damage, +4 to parry/dodge, +6 on all saving throws.

Psionics: All level 1-3, I.S.P. 143, fourth level proficiency.
Magic knowledge: knows all symbols, all air elemental magic levels 1-7.
Level of proficiency: Tenth level warlock / +3 spell strength.

Natural abilities: Nightvision 120 ft., See the invisible, Turn invisible, Fly (Spd. 60), Knows all languages, Resistant to fire and cold (do ½ damage), Teleport 89%, Dimensional Teleport 31%.

Clerical abilities: Turn dead 57%, Exorcism 18%, Curse 17%, Remove Curse 60%, Resurrection 19%, Immortality - total regeneration within 48 hours.

Description: Apepi is the personification of evil and serves only Set. Endowed, by Set, with immortality, this vicious and vindictive winged serpent will fight to the death. No matter how ultimate Apepi's destruction, the dark serpent will rise again within 48 hours of its death. It is a great winged serpent with two arms, razor sharp claws, and slashing tail. It is the sworn enemy of Ra, god of light, and has died at his hands many times.

Amon the Hidden One (female goddess)
Alignment: Miscreant (evil)
Size: 19 ft. tall
A.R.: 12
Hit points: 487

Number of attacks: 4 - doing 2-12 each (claws) and/or vomits flame 5-30 damage / range 90 ft., or by weapon or magic.

Bonuses:
+5 to strike, +6 to damage, +5 parry/dodge, +4 an all saving throws.

Weapons:
can use any type.

Psionics: All level 1-3, I.S.P. 124, fourth level proficiency.
Magic knowledge: Knows all symbols, and all fire elemental magic.
Level of proficiency: Eleventh level warlock / +3 spell strength.

Natural abilities: Nightvision 120 ft., See the invisible, Turn invisible, Fly (Spd. 40), Know all languages, Impervious to heat/fire, Teleport 91%, Dimensional Teleport 47%, Summon 100-600 rodents.

Clerical abilities: Exorcism 86%, Turn dead 92%, Curse 83%, Remove Curse 88%, Healing Touch (3-18), Resurrection 44%, Animate/control 20-120 dead 90%, Bio-regeneration (3-18).

Description: Amon the Hidden One, symbol of fear, horror, and discord. The patron of the ugly, bitter and vengeful. She was once a god of light, but betrayed them to Set and Anubus; in the ensuing conflict, she was accidentally disfigured by a powerful, but unstable combination of magic by Thoth. The disfigurement is permanent and cannot be altered even by the gods. This is why Amon hides among the dead, plotting her revenge against Thoth and the other gods of light. She appears as a hag (P.B. 3) with a terribly disfigured face (as if it were melted wax), blotchy skin covered with boils and sores.

Anhur, the slayer of enemies (male god)
Alignment: Aberrant (evil)
Size: 18 ft.
Hit points: 390 **A.R.**: 12
Number of attacks: 2 - doing 3-18 each damage or by magic

Bonuses:
+4 to strike, +6 to damage, +4 to parry/dodge, +4 on all saving throws.

Weapons:
can use any type and/or *scepter of bedevilment*: does 3-18 damage; those struck must roll to save vs. magic (15 or higher),or fall to one of the following: *charm* will obey any command by Anhur, *Pox* (instant): same as clerical curse (lasts 1-6 weeks unless Remove Curse is done), *Blind* victim for 1-4 hours, -5 to strike/dodge/parry.

Psionics: None
Magic knowledge: All symbols, wards and circles of power and protection.
Level of proficiency: Tenth level diabolist.

Natural abilities: Nightvision 120 ft., See the invisible, Turn invisible, Fly (Spd. 30), Knows all languages, Teleport 94%, Dimensional Teleport 53%, Create light, Cause spontaneous combustion.

Clerical abilities: Exorcism 61%, Turn dead 69%, Curse 88%, Remove Curse 64%, Healing Touch (3-18), Resurrection 33%, Bio-regeneration (3-18).

Description: Anhur is a god of darkness, but a free agent, occasionally dealing with the gods of light. He is the symbol of cunning (I.Q. 22), ambition, strength of will, and magic. He is the patron of mercenaries, assassins, and diabolists. Anhur uses the power of his circles to slay or remove his enemies or the enemies of those who hire him.

Ammit the Beast (male god/creature)
Alignment: Miscreant (evil)
Size: 12 ft. tall, 28 ft. long
A.R.: 14
Hit points: 360
Number of attacks: 3 - claws do 3-18 each or bite doing 4-24 each or by magic (one attack).

Bonuses:
+5 to strike, +10 to damage, +4 parry/dodge, +5 on all saving throws.

Weapons:
None

Psionics: All level one, I.S.P. 73, third level proficiency.
Magic knowledge: elemental *spell magic* (not elemental magic) levels 1-3.
Level of proficiency: Fourth level wizard.

Natural abilities: Nightvision 120 ft., See the invisible, Knows all languages, Speed 60, Prowl 80%, Identify tracks 89%, Track 80%, Teleport 91%, Dimensional Teleport 78%.

Clerical abilities: Turn dead 85%, Bio-regeneration (3-18).

Description: Ammit the Beast, symbol of despair and lycanthropy. It has the head of a crocodile, the front quarters of a lion, and the hind quarters of a hippopotamus. This strange creature serves Anubus, slaying and devouring his enemies and the dead. It's the patron of assassins and predators.

Bes the Depraved (male dwarf god)
Alignment: diabolic (evil)
Size: 4.5 feet tall
A.R.: 12
Hit points: 700
Number of attacks: 3 - hand to hand does 2-12 each, by weapon, magic, or psionics
Bonuses: +6 to hit, +6 to damage, +7 to parry or dodge, +8 on all magic saving throws, +5 on psionic and all other saving throws
Weapons: can use any type, same with armour
Psionics: level 1-2 abilities, I.S.P. 93, fourth level proficiency
Magic knowledge: knows all symbols, protection/alarm wards, all spell magic levels 1-3
Level of proficiency: sixth level wizard, +1 spell strength

Natural abilities: nightvision 200 feet, see the invisible, metamorphosis into toad, snake or rat, resistant to fire and cold, prowl 79%, pick pockets 86%, pick locks 82%, track 51%, teleport 93%, dimensional teleport 77%, turn invisible

Clerical abilities: exorcism 40%, turn dead 66%, curse 24%, remove curse 44%, healing touch (2-12), resurrection 32%, animate/control 10-60 dead 66%, bio-regeneration (4-24)

Description: Bes the depraved is a principal of evil, often associated with Set. He is a hideous, bearded dwarf with a crown of feathers. Bes delights in torture and cannibalism. This is sad indeed, for at one time Bes fought with the gods of Ra until succumbing to insanity and the dark forces of Set. Once the symbol of love and feasting, Bes now symbolizes gluttony, cannibalism, and necrophilia. Bes is a favorite god among kobolds and trolls.

Special rune weapons: *The daggers Mee and Fea.*
Twin silver daggers, both are indestructible, do 2-12 damage each, return to Bes after thrown (up to 200 feet) and are enchanted with intelligences and personalities of their own. Both communicate through telepathy. Alignments: diabolic.
Mee is sadistic, hates women and children (double damage on them) and is most often used as an implement of torture. Mee sheds darkness

(30 foot radius) at will and is so sharp that it cuts through a magic net like butter. I.Q. 10.

Fea is a paranoid schizophrenic with delusions of grandeur, trusting no one (including Bes and Mee). Fea is a pyromaniac able to cause spontaneous combustion, circle of flame, wall of flame or fire ball (8-48 damage) at will (once every other melee). I.Q. 13

THE PANTHEON OF RA, GOD OF LIGHT

Note: Often the Pantheon of Taut and of Ra are worshipped as one.

Ra, Lord of Light (male god)
Alignment: scrupulous (good)
Size: 40 feet tall
A.R.: 12 natural, 17 in armour (S.D.C. 300)
Hit points: 500
Number of attacks: 4 - doing 3-18 each, by weapon, or magic
Bonuses: +5 to strike, +6 to damage, +10 to parry or dodge, +10 on all magic saving throws, +5 on psionic and all other saving throws
Weapons: can use any type, or sceptre of the greyhound (see description) Armour: gold plate A.R. 17, S.D.C. 300
Psionics: all levels 1-3, I.S.P. 290, eighth level of proficiency
Magic knowledge: all symbols, elemental magic of fire and air levels 1-7
Level of proficiency: tenth level warlock, +2 spell strength

Natural abilities: nightvision 200 feet, see the invisible, turn invisible, know all languages, teleport 96%, dimensional teleport 94%, metamorphosis, fly 60, impervious to fire and cold

Clerical abilities: exorcism 90%, turn dead 97%, remove curse 88%, healing touch (4-24), resurrection 81%, bio-regeneration (4-24)

Description: Ra is the most ancient and primal of all the gods. He represents the sun, life, light, and fertility. Ra has joined with Isis and the gods of light, which he now represents, to crush the evil of Set.

Ra is depicted as a giant hawk-headed humanoid crowned with a sun disk and holding the sceptre of the greyhound. Ra arch enemy is the foul serpent emissary of Set, Apepi.

The Sceptre of the Greyhound: is a gold sceptre with the head of a greyhound on top. It does 4-24 damage as a weapon, if any evil (or anarchist) creature touches it, it will inflict 30 points of damage per melee held/touched. It can also do each of the following three times a day: radiate light 90 feet, heal burns (2-12), calm storms, and healing touch (4-24).

Thoth, Lord of Wisdom (male god)
Alignment: unprincipled (selfish)
Size: 20 feet tall
A.R.: 14 natural
Hit points: 421
Number of attacks: 2 - doing 4-24 damage each, by weapon, psionics, or magic
Bonuses:. +4 to strike, +6 to damage, +4 to parry or dodge, +10 on all magic saving throws, +6 on psionic and all other saving throws
Weapons: can use any type or his magic rod. Never wears armour.
Psionics: all levels 1-6, I.S.P. 185, tenth level of proficiency
Magic knowledge: all symbols, circles, wards, spell magic levels 1-11, and all spells of legend. (does not possess elemental magic knowledge.)
Level of proficiency: thirtieth level wizard and diabolist

Natural abilities: nightvision 120 feet, see the invisible, teleport 99%, dimensional teleport 97%

Clerical abilities: exorcism 90%, turn dead 90%, remove curse 90%, healing touch (2-12), resurrection 21%, bio-regeneration (3-18)

Description: Thoth, lord of wisdom, symbolizes wisdom, knowledge, and invention. Yet, despite his learning and knowledge, there is a bit of larceny in his heart, for he admires the cunning and all ready tongued quick-witted people. Thus he is the patron of magic, and all fast speaking, thieving, quick-witted creatures.

Thoth himself is reputed to be a great orator, scholar, and author of forty-two sacred books, including the books of circles, symbols, wards, magic spells, a study of alchemy, an alchemy recipe book, and many others. All the books are written in a secret code (hieroglyphs) although a few have been translated. It is said that Thoth is the inventor of rune magic, writing, learning, and all the sciences. He is depicted as a large robed figure with the head of an ibis. He is cursed with eternal curiosity.

The Rod of Thoth is a plain looking silver staff with a few runes inscribed along the base, entwined with two serpents at the top. When struck to the ground in a powerful manner it creates the following (up to three times a day): earthquake (10-60+100 damage), booming thunder and call lightning (6-60 damage), and wall of force (half mile long and tall, S.D.C. 500).

Isis the All Mother (goddess)
Alignment: principled (good)
Size: 20 feet tall
A.R.: 10 natural or 17 armour (S.D.C. 300)
Hit points: 527
Number of attacks: 4 - doing 3-18 each or by psionics, magic (2 attacks), or 6 attacks with a long bow
Bonuses: +6 to strike, +10 to damage, +6 to parry or dodge, +8 on all saving throws
Weapons: can use any or special (see description) Armour: crimson and gold A.R. 17, S.D.C. 300
Psionics: all levels 1-4, I.S.P. 333, fourth level of proficiency
Magic knowledge: knows all symbols, recognizes all circles and wards, all elemental *spell magic* levels 1-10
Level of proficiency: twelfth level wizard, +3 spell strength

Natural abilities: nightvision 120 feet, see the invisible, teleport 94%, dimensional teleport 85%, metamorphosis, resist fire and cold, knows all languages

Clerical abilities: exorcism 81%, turn dead 81%, remove curse 86%, healing touch (3-18), resurrection 63%, bio-regeneration (3-18), summon 1-6 angels 71%

Description: Isis is the symbol of nature, love, death, and rebirth, as well as the patroness of magic and warriors. She is the supreme all mother world renown for her power and beauty (P.B. 27) and is identified as dozens of other goddesses (metamorphosized appearances of Isis). To avoid offending her, she is addressed "O Thou of countless names." She is depicted as a magnificent silver haired beauty with cow-like horns, great feathered wings, holding a torch, and with a quiver of arrows over her shoulder.

Isis is a sword foe of Set, Anubus, and the gods of darkness who slew her beloved husband (and brother) Osiris. She is the champion of light and protectoress of mortals from the corruption of Set. Isis is widely worshipped around the world.

Special weapons

The sword of Isis is a rune bastard sword created by Thoth. It does 4-24 damage, is indestructible, glows of blue light, and can fire a blue beam three times per day that does 50 points of damage. If any evil person touches the sword they take 20 points of damage per melee it is held.

The long bow and arrows of Isis: The bow requires a strength of 20 or better to pull back. The arrows are made of silver moon beams doing 3-18 damage and double damage to undead, devils, and demons.

The eternal torch can do each of the following once per day: create an eternal flame, cloud of smoke, cloud of slumber, wind rush, sphere of light, and circle of flame. All are equal to an eighth level spell. Does 3-18 damage as a weapon.

Osiris the Lawgiver
Alignment: principled (good), **Symbol** of sun, life and law.

Osiris was the greatest of the gods of light but was slain by his

brother Set when betrayed by his son Anubus. After his death Set tore his body into fourteen parts scattering them across the face of the world. Isis search for these parts and built a shrine wherever she found a remnant. She also erected many false shrines to dissuade the ghoulish. Many of the shrines are protected by magic are guardians of *the vault*. Each preserved or petrified body part is possessed of some power. Their locations are secret or unknown except by Isis. All are indestructible. Each part is worth 100,000 gold or more.

The body remnants and powers are as follows (powers endowed to the holder of the part):

1) **Right hand** (missing index finger): Petrified, increases natural strength by two, creates a telekinetic force capable of holding or carrying 100 pounds. Can crush an opponent as if clasped in a giant hand at a rate of 2-12+4 damage per melee.

2) **Right index finger:** petrified, locates secret compartments/doors 89%, dosing 90%

3) **Left hand:** gold, can do each of the following three times daily: dispel magic barriers, healing touch (2-12), healing touch (4-24)

4) **Left foot:** petrified, doubles natural speed, +3 to dodge, leap 15 feet

5) **Rib cage:** gold, will conform to fit around any size chest providing the wearer with the following: +30 S.D.C. (even to cloth; S.D.C. regenerates every 24 hours), resistant to fire and cold (half damage), +1 on all saving throws

6) **Right eye:** large diamond, see the invisible, nightvision 120 feet, x-ray vision (equal to tenth level wizard spell), see astral projection 60%, see magic aura 90%, see aura of truth 80%

7) **Left eye:** large ruby, track 81%, locate secret compartment/doors 80%, identify plants/fruits 88%, sense evil, sense enchantment, tear of Osiris neutralizes poison (once per day).

8) **Right femur:** petrified, 6 feet long, used as a staff does 4-24 damage, fires lightning bolts once every other melee doing 6-36 damage

9) **Left femur:** petrified, 6 feet long, used as a staff or javelin does 3-18 damage, returns to thrower when thrown, shoots out flame once every other melee doing 5-30 damage

10) **Tongue:** silver, understand/speak all languages, detect lies 56%

11) **Skull:** petrified, no back portion, if worn as a mask (conforms to any size/shape) it provides the following: raises I.Q. by two, +4 on psionics saving throws, +3 on magic and all other saving throws, nightvision 90 feet, comprehends all languages (no speak or write), invokes fear in all who look upon the mask, bio-regeneration (three times daily for 2-12 points)

Side effects:

Once the mask is put on it cannot come off until the wearer dies. Roll for insanity every eight months:

01-52 none
53-62 phobia
63-77 alcoholic
78-89 psychosis
90-00 affective disorder

12) **Lungs:** tough leathery: do each of the following twice daily, wind rush, miasma. cloud of smoke, dust storm. (all as tenth level spell)

13) **Kidney:** bronze, +3 on all saving throws, detects poison, neutralizes poison 87%

14) **The Heart of Osiris:** platinum, +5 on all saving throws, sense evil 90%, turn the dead 80%, remove curse (by touch) 66%, sense magic 50%, resurrection (by touch) 19%, healing touch (2-12)

Does 30 points of damage per melee to any evil creature. Does six points of damage per melee to any selfish creature.

Horus or Harmakhis the Great Sphinx (male god)
Alignment: scrupulous (good)
Size: 19 feet
A.R.: 14
Hit points: 340
Number of attacks: 3 - doing 2-12 each, by weapon, or magic
Bonuses: +4 to strike, +10 to damage, +4 to dodge or parry, +4 on all saving throws
Weapons: can use any type, any armour
Psionics: none
Magic knowledge: all symbols, fire elemental magic levels 1-8
Level of proficiency: eighth level warlock and diabolist, +1 spell strength

Natural abilities: nightvision 200 feet, see the invisible, turn invisible, fly 40, knows all languages, teleport 90%, dimensional teleport 31%

Clerical abilities: exorcism 45%, turn dead 63%, remove curse 55%, healing touch (2-12), bio-regeneration (2-12), resurrection 12%

Description: Horus is the symbol of the horizon, retribution, hope, and love. He is the son of Isis and Osiris and hates Set and the gods of darkness. He is sworn to avenge his father's death. He is the champion of light and justice: the rising sun.

Bennu the Phoenix (goddess)
Alignment: unprincipled (selfish/good)
Size: 20 feet
A.R.: 12
Hit points: 400 (immortal)
Number of attacks: 2 - claws do 4-24 each or by psionics
Bonuses: +4 to strike, +6 to damage, +4 to parry or dodge, +6 on all saving throws
Weapons: none, never uses weapons and armour
Psionics: all levels 1-10, I.S.P. 777, 1fifth level of proficiency
Magic knowledge: all symbols, recognizes all circles and wards
Level of proficiency: seventh level diabolist

Natural abilities: nightvision 200 feet, see the invisible, turn invisible, fly 80, knows all languages, teleport 95%, dimensional teleport 93%, summon 1-4 air elementals, summon 1-4 fire elementals

Clerical abilities: exorcism 74%, turn dead 78%, remove curse 59%, healing touch (4-24), resurrection 93%, bio-regeneration: immortality total regeneration within 1-4 weeks after death

Description: Bennu the Phoenix is the symbol of death, re-birth, the passing of day to night, and the seasons. She is depicted as a great winged bird or a beautiful woman clad in a gown of feathers and adorned with feathered wings.

Apis the Sacred Cow (goddess)
Alignment: scrupulous (good)
Size: 18 feet tall
A.R.: 13
Hit points: 484
Number of attacks: 2 - doing 2-12 each, by weapon, or magic
Bonuses: +3 to strike, +6 to damage, +3 to parry or dodge, +3 on all saving throws
Weapons: can use any type, any armour
Psionics: all level one abilities, I.S.P. 90, fourth level of proficiency
Magic knowledge: all symbols and wards, and earth elemental magic levels 1-8
Level of proficiency: tenth level warlock, ninth level diabolist, +2 spell strength

Natural abilities: nightvision 120 feet, see the invisible, metamorphosis into cow, knows all languages, teleport 90%, dimensional teleport 50%

Clerical abilities: exorcism 24%, turn dead 44%, remove curse 74%, healing touch (4-24), resurrection 77%, bio-regeneration (3-18)

Description: Apis is the symbol of restoration growth, and fertility. She is the patroness of healers and clergy. She appears as a large woman in a flowing white gown with the head of a cow and gentle disposition (P.B. 18). Apis is fond of mortals and very empathic in nature.

GODS OF THE SOUTHERN JUNGLES

Yin-Sloth the Terrible
Alignment: diabolic
Size: 25 ft
A.R.: 12
Hit points: 600
Number of attacks 8 - doing 2-12 each, by magic or by weapon
Bonuses: +4 to strike, +8 to damage, +4 to parry or dodge, +4 on all saving throws
Weapons: can use any type, never wears armour
Psionics: levels 1-3, I.S.P. 173, sixth level of proficiency
Magic knowledge: recognizes all symbols, wards, and circles; all elemental magic levels 1-11
Level of proficiency: twelfth level wizard, +3 spell strength

Natural abilities: nightvision 300 feet, see the invisible, metamorphosis into python or crocodile, knows all languages, teleport 90%, dimensional teleport 22%, summon 100 to 600 rodents

Clerical abilities: exorcism 88%, turn dead 80%, curse 80%, remove curse 32%, healing touch (2-12), resurrection 22%, animate/command 4-24 dead 90%, bio-regeneration (5-30)

Description: Yin-Sloth the terrible is the symbol of evil, corruption, destruction, and treachery. He is the patron of all that is ugly, hate filled, and sub-human. He hates all of human kind limiting his followers to the non-human races (particularly ogres, trolls, and goblins). The ritual are cruel and require numerous human sacrifices and cannibalism. Yin-Sloth appears as a slime covered monster with eight powerful tentacles, six legs, and a head and trunk of an ogre.

Pith the Snake God
Alignment: miscreant
Size: 10 feet tall, 30 feet long
A.R.: 13
Hit points: 400
Number of attacks: 3 - bites doing 3-18 each plus poison which makes victims obey Pith (save vs magic of 13 or better) affect lasts 1-4 days unless negate poison, remove curse, or negate magic is used.
Bonuses: +3 to strike, +6 to damage, +4 to parry or dodge, +3 on all saving throws
Weapons: none
Psionics: levels 1-3, I.S.P. 210, tenth level of proficiency
Magic knowledge: all elemental *Spell magic* levels1-8
Level of proficiency: tenth level wizard, +2 spell strength

Natural abilities: nightvision 300 feet, see the invisible, metamorphosis into snake, vulture, or human, knows all languages, teleport 88%, dimensional teleport 50%, summon 100 to 600 snakes

Clerical abilities: exorcism 80%, turn dead 90%, curse 79%, healing touch (2-12), resurrection 54%, animate/command dead 86%, bio-regeneration (4-24)

Description: Pith, lord of death, is the symbol of death, murder, suicide, assassination and darkness. He appears as a giant water serpent with the head and upper body of a human and the lower body of a snake. Associates with Ippotomi, Set, and Anubus.

Tark the Spider Goddess
Alignment: anarchist
Size: 16 feet tall
A.R.: 15
Hit points: 387,
Number of attacks: 3 - hit doing 1-8 each or bite doing 3-18, can spit web entangling victims or magic (2 attacks) Triple damage from behind; considered as a tenth level thief.
Bonuses: +4 to strike, +8 to damage, +4 to parry or dodge, +3 on all saving throws
Weapons: none
Psionics: all level one, I.S.P. 80, fourth level of proficiency
Magic knowledge: all symbols and wards, spell magic levels 1-6
Level of proficiency: tenth level wizard

Natural abilities: nightvision 200 feet, see the invisible, turn invisible, metamorphosis, knows all languages, teleport 86%, dimensional teleport 27%, summon 100 to 600 spiders

Clerical abilities: exorcism 60%, turn dead 67%, curse 60%, remove curse 55%, healing touch (3-18), resurrection 59%, bio-regeneration (3-18), animate/command 4-24 dead 80%

Description: Tark is the symbol of greed, deceit, cunning, and trickery. She is the patroness of thieves and popular among kobolds and goblins. She hates Yin-Sloth who crushed her first church of worshippers out of jealousy. Plans on destroying him when she becomes powerful enough. Concentrating on expanding worshippers and gaining wealth and power. She appears as a giant spider.

Ippotomi the Water Goddess
Alignment: unprincipled
Size: 20 feet tall
A.R.: 14
Hit points: 440
Number of attacks: 2 - doing 4-24 each or by magic
Bonuses: +4 to strike, +12 to damage, +4 to parry or dodge, +3 on all saving throws
Weapons: none
Psionics: none
Magic knowledge: recognizes all symbols and wards, water elemental, magic levels 1-7
Level of proficiency: tenth level warlock

Natural abilities: nightvision 200 feet, see the invisible, turn invisible, metamorphosis into hippopotamus or young maiden, knows all languages, teleport 80%, dimensional teleport 17%

Clerical abilities: exorcism 30%, turn dead 60%, healing touch (2-12), resurrection 28%, bio-regeneration (2-12)

Description: Ippotomi, goddess of the sea, symbol of storm, wind, and sea. She appears as a huge woman with the head of a hippopotamus.

Lopnel the Red God
Alignment: anarchist
Size: 18 feet
A.R.: 10 natural or 17 armour (S.D.C. 300)
Hit points: 388
Number of attacks: 4 - doing 3-18 each, by weapon, or magic
Bonuses: +6 to strike, +10 to damage, +6 to parry or dodge, +3 on all saving throws
Weapons: can use any type, Armour: crimson plate armour
Psionics: none
Magic knowledge: all symbols, wards, air, and water elemental magic levels 1-4
Level of proficiency: eighth level warlock, +1 spell strength

Natural abilities: nightvision 120 feet, see the invisible, metamorphosis into red hawk or shark, swim 30, knows all languages, teleport 93%, dimensional teleport 21%

Clerical abilities: exorcism 31%, turn dead 42%, remove curse 50%, curse 53%, healing touch (2-12), resurrection 19%, bio-regeneration (3-18)

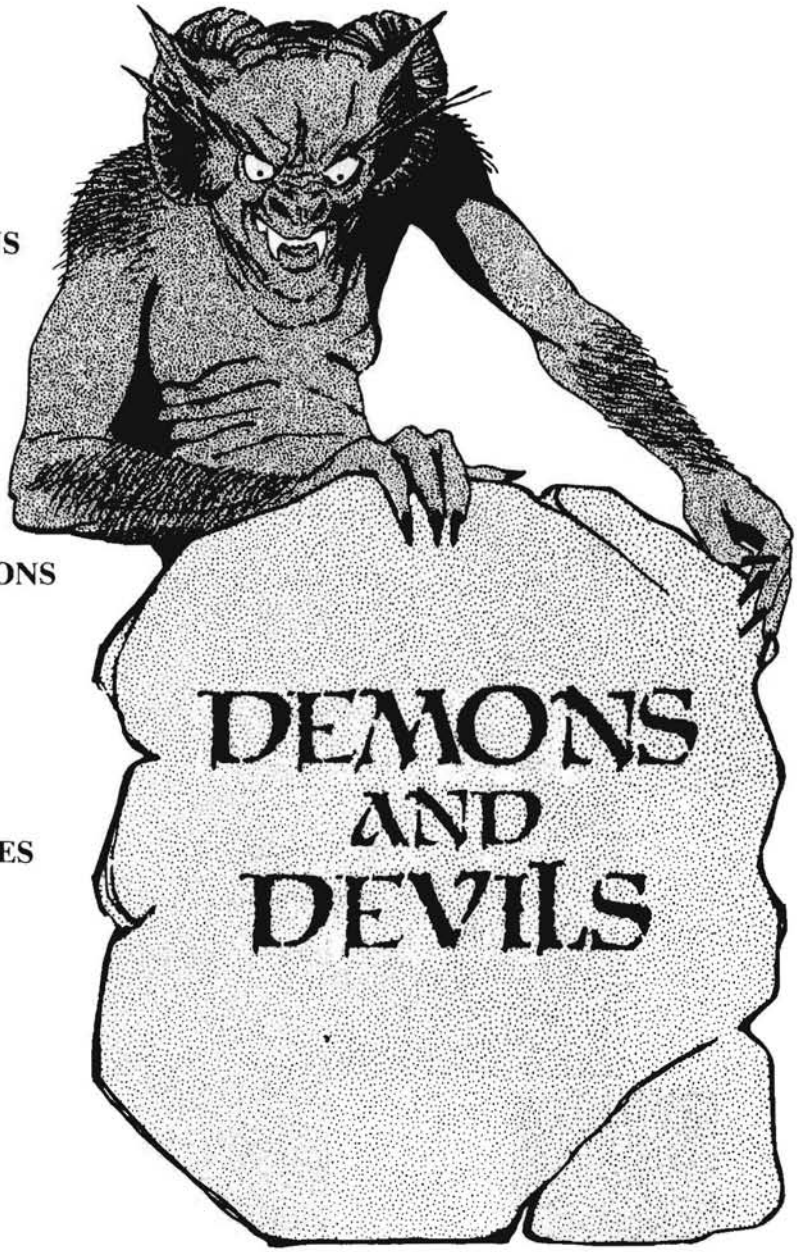
Description: Lopnel the Red God symbolizes war, warriors, and conflict. patron of all warriors and sailors. Dislikes Yin-Sloth, Pith, and Tark and tries to avoid them.

SUB-DEMONS
Gargoylites
Gurgoyles
Gargoyles

LESSER DEMONS
Alu
Aquatic
Banshee
Couril
Ghouls/Nasu
Labassu
Lasae
Mares
Shedim
Succubus/Incubus

GREATER DEMONS
Baal-rog
Demon Locust
Gallu
Jinn
Magots
Night Owls
Raksasha
Vampire

LORDS OF HADES
Modeus, Lord of Hades
Andras, Marquis of Hades
Rabdos the Strangler
Kubera-Loe (Wealth)
Mictla the Devourer
Succor-Benoth (jealousy)
Charun
Abdul-Ra
Belphegor
Four demon Beetles
Mantus
Mania
Murmur
Mormo
Abrasax



SUB-DEMONS

GARGOYLES

Gargoyles are a sub-class of demons, perhaps the result of genetic mutations in the demon's evolution. Unlike their demon kin, gargoyles are less intelligent and much less adept in the use of magic. However, what they lack in intellect is more than made up in physical strength and stamina. These mammoth winged (and wingless) monstrosities are devastating and merciless in combat.

Considered to be inferior, gargoyles are continually harassed and persecuted by true demons. Consequently gargoyles despise their more powerful kin, dreaming of the day that they may over come them and rule Hades.

Gargoyles are foul, cruel creatures with little regard for life other than those of their own kind. They delight in torture and wholesale slaughter of other creatures, feeding on their blood and organs. Humans, elves, dwarves, and wolfen are among the gargoyles' favorite targets in this world. Often worshipped by kobolds, orcs, goblins, and hob-goblins, they tend to avoid causing trouble for them (but will attack them without cause or hesitation) and avoid the larger and more dangerous races.

Attracted to (and often seduced by) power, magic, and great gems, they are easily bought or duped, but make an unstable and deadly ally. They are frequently the pawns of demons, devils, and gods of all sorts.

Gargoyles are not immortal, are extremely prolific, live for 200 to 1000 years, and inhabit their own continent in the dimension of Hades. All gargoyles are reptilian and are hatched from eggs. Eggs are collected and protected in large, heavily guarded, hatcheries.

Gurgoyles are a wingless species of gargoyle and resemble the typical gargoyle in all other respects.

Gargoylites are a strange, squat version of the gargoyle lords, further evidence of the varied gargoyle evolution. Gargoylites do not share the hostilities of their larger kin and tend to mischief rather than destruction. They also lack a lust for power or magic but have a psychotic greed for precious and semi-precious stones. Because of their easy going nature, they are favorite spies of the gods and powers of magic.

GARGOYLITES



Alignments: selfish or evil (any)
Size: 3 feet tall
A.R.: 12
Hit points: 4-32
Number of attacks: 2 claws doing 1-8 points each, bite 1-6 points, or fire breath 4-24
Bonuses: +6 to damage, +2 to strike, +3 to parry or dodge, +2 on all saving throws
Psionics: none
Magic abilities: none
Natural abilities: speed on ground 8, flying 15, I.Q. 8, P.S. 21, P.P. 14, P.E. 18, nightvision 120 feet, bio-regeneration (1-8)
Special see the invisible, turn invisible, turn to stone three times per day (raises A.R. to 15, reduces speed by one-third), fire breath once per melee
Description: Their short, stubby, little wings appear to be useless but can carry the gargoylite and up to 500 pounds with ease although they cannot sustain long flights (30 minutes maximum). The short tail is ineffective in battle. Skin green; yellow eyes.

GURGOYLES

Alignments: any evil
Size: 7 to 9 feet tall
A.R.: 12
Hit points: 7-56
Number of attacks: 3 claws do 2-12 each, bite 2-16, tail 1-8, or by weapon (large blade or spiked weapons).
Bonuses: +6 to damage, +2 to strike, parry, and dodge, +3 to save against magic and poison.
Psionics: none
Magic abilities: none
Natural abilities: speed 14, I.Q. 7, P.S. 21, P.P. 15, P.E. 20, nightvision 120 feet, exceptional hearing, prowl 73%, track 44%, bio-regeneration (1-8).
Description: dark green or grey-green skin, blazing yellow eyes. Gurgoyles do not have the wings of the famous gargoyles but are just as numerous and nearly as dangerous.

GARGOYLES

Alignments: any evil
Size: 12-14 feet tall
A.R.: 14
Hit points: 8-64
Number of attacks: 4 claws do 2-12 each, bite 2-16, tail 2-12, or by giant sized weapon.
Bonuses: +8 to damage, +2 to strike, +4 to parry or dodge, +2 on all saving throws
Psionics: none
Magic abilities: none
Natural abilities: speed on ground 10, fly (40 mph), I.Q.8, P.S. 23, P.P. 15, P.E. 20, nightvision 220 feet, exceptional hearing, bio-regeneration (1-8).
Description: Male and female appear as large grey green, olive green or dull green, huge leather wings, small horns on head, red-orange eyes. These are the famed gargoyles of legend.

GARGOYLE LORDS

Alignments: any evil
Size: 15 feet tall
A.R.: 14
Hit points: 90
Number of attacks: 4 claws do 2-12 each, bite 2-16, tail 2-12, giant sized weapon, or by breath.
Bonuses: +10 to damage, +3 to strike, +4 to parry or dodge, +3 on all saving throws
Psionics: none
Magic abilities: none
Natural abilities: speed 10 on ground, fly (60 mph), I.Q. 10, P.S. 25, P.P. 16, P.E. 26, nightvision 220 feet, bio-regeneration (1-8). **Special:** turn invisible three times per day (2 hours), turn to stone three times per day (raised A.R. to 17, adds +4 to damage, and reduces speed by one-third), teleport (90%) twice daily, fire breath once per melee (4-24 damage).
Description: Gargoyle lords are so called because they possess powers not attributed to most gargoyles and are considered to be of royal heritage. One out of every three thousand gargoyles is a lord. Gargoyle lords organize and lead the gargoyles and gurgoyles. They can be male or female.

GARGOYLE MAGE

Alignments: any evil
Size: 15 feet tall
A.R.: 14
Hit points: 80
Number of attacks: 3 claws do 2-12 each, bite 2-16, tail 2-12, or by magic
Psionics: none
Magic abilities: all levels 1-3 earth elemental magic as a fourth level warlock.
Natural abilities: speed 10 on the ground, fly (40 mph), I.Q. 12, P.S. 23, P.P. 15, P.E. 20, nightvision 220 feet, bio-regeneration (1-8)
Special: turn invisible at will, turn to stone 3 times per day, teleport (96%), dimensional teleport (53%), see the invisible
Description: Mages are naturally endowed with their magic abilities and are quite rare, only about one out of every 15000 gargoyles. They look exactly like a typical gargoyle and can be either sex.

Lord Erloc, King of the Gargoyles
Alignments: miscreant (evil)
Size: 18 feet tall
A.R.: 14
Hit points: 150
Number of attacks: 4 claws do 2-12 each, bite 1-6, tail 2-12, giant sized weapons, or by breath (fire does 4-24).
Bonuses: +12 to damage, +4 to strike, +6 to parry or dodge, +4 on all saving throws
Psionics: none



Magic abilities: none
Natural abilities: speed on ground 12, fly 60 mph, I.Q. 11, P.S. 27, P.P. 18, P.E. 30, nightvision 220 feet, bio-regeneration (2-12). **Special:** turn invisible at will, turn to stone at will, teleport (94%), dimensional teleport (54%), fire breath 4-24 damage.
Description: King Erloc is a giant gargoyle lord who rules by his strength and with the aid of his queen and arch-mage Powmer. He is a cocky braggart, glutton, torturer, and warrior king. It is whispered that his queen and arch-mage are the true powers behind the throne.

Lady Leeves, Queen of the Gargoyles
Alignments: diabolic
Size: 15 feet
A.R.: 14
Hit points: 100
Number of attacks: 4 claws do 2-12 each, bite 2-16, tail 2-12, or by giant sized weapon.
Bonuses: +10 to damage, +4 to strike, +6 to parry or dodge, +4 on all saving throws. She is a seventh level assassin and has all of those hand to hand combat skills and abilities.
Psionics: none
Magic abilities: none
Natural abilities: I.Q. 10, all others are standard gargoyle lord.
Description: Leeves is a cunning, treacherous queen whose enemies have a habit of disappearing or suddenly dying. She craves power and desires to rule both Hades and the Palladium world.

Powmer the Mystic Arch-mage
Alignments: aberrant
Size: 14 feet tall
A.R.: 14
Hit points: 220
Number of attacks: 3 claws do 2-12 each, bite 2-16, tail 2-12, giant sized weapon, or by magic
Bonuses: +8 to damage, +3 to strike, +4 to parry or dodge, +6 on all saving throws.
Psionics: none
Magic abilities: all levels 1-8 of earth elemental magic, all wards and knowledge of symbols, all at eighth level of proficiency.
Natural abilities: I.Q. 16, teleport 98%, dimensional teleport 68%, others as standard gargoyle mage.
Description: Powmer is said to be the true power behind the throne along side her daughter, Queen Leeves. Powmer is said to have made a pact with the gods of Taut granting her immortality. It is also believed that Set himself owes her a favor which she has yet to claim. Powmer is the oldest living gargoyle (over 10,000 years old).

Lord Averon the Corrupt
Alignments: diabolic
Size: 15 feet tall
A.R.: 14
Hit points: 150
Number of attacks: 4 claws do 2-12 each, bite 2-16, tail 2-12, giant sized weapon, or by magic.
Bonuses: +10 to damage, +3 to strike, +4 to parry or dodge, +3 on all saving throws
Psionics: none
Magic abilities: all level 1-3 spell magic at eighth level proficiency.
Natural abilities: I.Q. 18, dimensional teleport 87%, all others are the same as gargoyle lords.
Description: Averon is a social outcast both feared and mocked by those not under his rule. He is so mocked because he follows the ways of man (hence he is known as the corrupt) for no other gargoyle dares to use man's magic, wizardry, nor associates with men as much as does Averon. He covets the gargoyle throne and the secret of Powmer's longevity.He has twice been defeated in attempts to usurp the throne.



LESSER DEMONS

ALU
Alignments: evil (any)
Size: 12 feet tall
A.R.: 12
Hit points: 5-40
Number of attacks: 2 claws do 2-12 damage each or bite does 1-8.
Bonuses: +4 to damage, +2 to strike, parry, or dodge, +2 on all magic saving throws.
Psionics: none
Magic abilities: none
Natural abilities: speed 14, I.Q. 9, nightvision 120 feet, see the invisible, identify tracks 80%, track 70%, prowl 69%, turn invisible, dimensional teleport 21%, bio-regeneration (2-12), fire resistant (half damage), knows all languages.
Clerical abilities: none
Description: The alu appear as giant humanoids with canine features resembling wolfen. They are quiet loners preferring darkness and silence. They dwell in the desert of Taut and rocky, desolate regions in the dimension of Hades.They are excellent trackers and are often used as such by greater demons and lords. The alu are terribly cunning and vicious fighters; although they do not actively seek confrontations, even with humans, they seldom back away.

AQUATICS
Alignments: evil (any)
Size: 12 feet long
A.R.: 10
Hit points: 5-40
Number of attacks: 2 tentacles doing 1-8 damage each, bite 1-6, or by drowning/strangulation 1-8 points per melee
Bonuses: +2 to damage, +3 to strike, parry, or dodge, +2 on all magic saving throws.
Psionics: all level one, I.S.P. 45, fourth level proficiency
Magic abilities: none
Natural abilities: I.Q. 8, swim 20 mph, speed 3 on land, nightvision 200 feet, Dimensional teleport 18%, regenerates limbs in 6 melees (restores 1-8 points)
Clerical abilities: none
Description: This is a sea demon resembling both octopus and fish. Its favorite ploy is dragging people underwater and holding them there until they drown. Aquatics are also notorious for capsizing small boats.



BANSHEES

Alignments: evil
Size: 3 to 12 feet tall
A.R.: 10
Hit points: 5-40
Number of attacks: one cry of the banshee
Bonuses: +3 on all magic and psionic saving throws
Psionics: see aura, sense magic, presence sense, commune with spirits, empathy, I.S.P. 38, fifth level of proficiency
Magic abilities: none
Natural abilities: I.Q. 8, natural appearance invisible (can turn visible), turn into mist, nightvision 90 feet, fly, resistant to heat and cold (half damage), teleport 90%, dimensional teleport 58%, the cry of the banshee.
Clerical abilities: none
Description: Naturally invisible, to be seen she must make herself visible or the person must be able to see the invisible. Appears to be an old, veiled woman bathed in an eerie white glow. Banshees are the symbol of hopelessness, despair, and death
The Cry of the Banshee creates emotional turmoil in all who hear it.
Moaning creates fear, inducing paranoia and panic for the moan of the banshee means death is near. **Saving throw:** standard, but those rolling under six will run in terror.
The Weeping of a banshee invokes a deep sorrow in all who hear it (area effect 40 foot radius). Victims will begin to weep, lost in despair; all their attacks are -3 to strike, parry, and dodge. They also have a -3 on all saving throws. **Saving throw:** standard.
The Wail of a banshee is her greatest weapon. This soul wrenching shriek is so tormented and devastating that it has the following affects:

01-05 will attempt suicide on the spot
06-10 victims are paralyzed for 2-12 melees.
11-12 victims are dazed for 1-8 melees, -4 to strike, parry, or dodge
13-20 is a successful saving throw, no ill effects.
Saving throw: standard

THE COURIL

Alignments: evil (any)
Size: 1.5 feet tall
A.R.: 6
Hit points: 3-24
Number of attacks: 2 doing 1-6 each, magic, or song
Bonuses: +2 on all magic saving throws, +2 to dodge
Psionics: none
Magic abilities: cloud of slumber, tongues, fleet feet, speed of the snail, and ventriloquism all at third level proficiency.
Natural abilities: The couril are little demons that resemble faeries except that they are slightly taller, dark skinned, have plainer wings, and are evil tempered.
The song of the couril forces creatures within twenty feet to join them in dance. The enchanted person is forced to dance against his will around and around in a circle until he drops from exhaustion. More likely the couril will bombard the person with sticks, stones, clubs, or daggers while the person helplessly dances on. Victims of the song are -4 to dodge and parry, but are affected only as long as the music is played. **Saving throw:** standard
These strange little demons love flowers, birds, silver, and music (instruments) of all kinds. The couril usually travel in packs of 1-6 dozen.

GHOUL AND NASU

Alignments: evil (any)
Size: 4 to 6 feet tall
A.R.: 12
Hit points: 6-48
Number of attacks: 2 claws do 1-6 damage each, bite 1-6, or by weapon.
Bonuses: +4 to damage, +1 to strike, parry, or dodge, +2 on all magic saving throws.
Psionics: none
Magic abilities: none



Natural abilities: I.Q. 8, speed 12, nightvision 120 feet, see the invisible, fire and cold resistant (half damage), prowl 55%, scale walls 68%, dimensional teleport (self only) 77%
Clerical abilities: none
Description: Ghouls (male) and Nasu (female) are small, gnarled demons resembling humans. They frequent the night of the Palladium world hiding in shadows searching for dead flesh. They are both frequently found robbing graves , feeding on corpses, or feeding on the dead after a great battle. These demonic scavengers seldom attack the living unless they outnumber them three to one or are ordered to do so by a greater demon, lord, god, or powerful mage. They are the lowest of all demons, dress in rags, and rarely use weapons.

THE LABASSU (LOST SOULS)

Alignments: selfish or evil (any)
Size: any (depending on the creature's original size)
A.R.: special (ghost-like, intangible)
Hit points: 4-32
Number of attacks: harassment, psionic
Bonuses: none
Psionics: all levels one and two, I.S.P. 79, fourth level proficiency
Magic abilities: none
Natural abilities: I.Q. varies, fly 20, nightvision 60 feet, natural state is invisible, teleport (self) 98%, dimensional teleport 33%, totally intangible--**cannot** be affected by magic or physical attack, vulnerable to psionics only.
Clerical abilities: none
Description: The labassu are evil spirits or ghostly type apparitions that moan, laugh, mock, speak, argue, knock things over, slam doors, rattle chains, etc. They search the Palladium world and other dimensions for soulless people whom they can possess to live again. Labassu are the spirits or life forces of the once living who refuse to rest. Fortunately, they can only inhabit the living body of someone who has lost his soul or possess a body where the soul is temporarily vacant (as in astral projection).



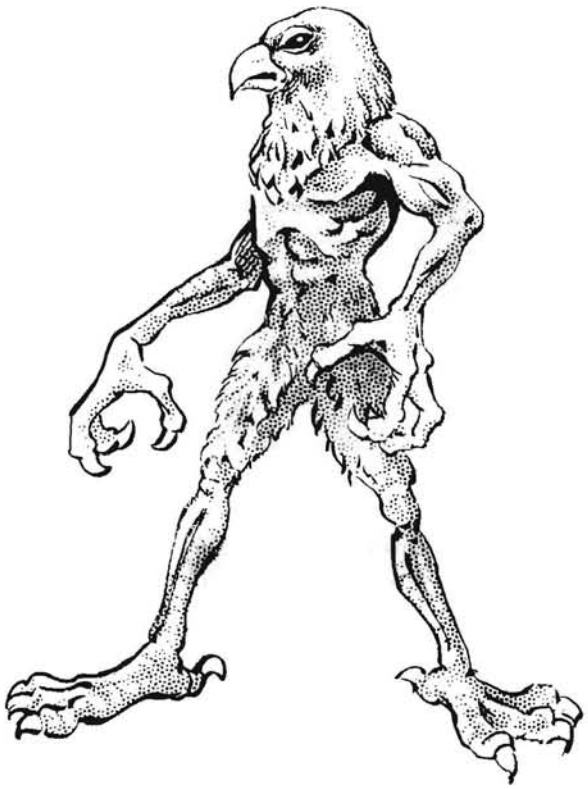


THE LASAE

Alignments: evil (any)
Size: 8 inches tall
A.R.: 10
Hit points: 3-24
Number of attacks: 2 claws or bite doing 1-6 damage each
Bonuses: +2 to strike, +3 to dodge, +2 on all magic saving throws, natural 20 hits specific target.
Psionics: none
Magic abilities: none
Natural abilities: I.Q. 6 but very cunning, speed 18, leap 20 feet, nightvision 60 feet, see the invisible, turn invisible, impervious to fire (no damage), dimensional teleport 21%, prowl 71%
Clerical abilities: none
Description: The lasae are tiny demons resembling insects with sharp barbs on the forearm, the side of the hand, shoulders, knees, and lower legs. They are cruel monsters who love to maim and torture. Lasae will always attempt to gouge out eyes, genitals, or tongues during a battle. A natural twenty indicates that it has hit such a target doing double damage.

MARES (NIGHTMARES)

Alignments: evil (any but often diabolic)
Size: 5 to 16 feet tall
A.R.: 10
Hit points: 7-56
Number of attacks: 2 claws do 1-8 each or by psionics
Bonuses: +2 to damage +2 to strike, parry, or dodge, +2 on all magic saving throws, +4 on all psionic saving throws
Psionics: all levels 1-4, I.S.P. 130, sixth level proficiency
Magic abilities: none
Natural abilities: I.Q. 14, nightvision 90 feet, see the invisible, turn invisible, fly 20, teleport 88%, dimensional teleport 63%, knows all languages
Clerical abilities: none
Description: Mares are insidious demons who appear as monstrous hags. They are very intelligent and delight in tormenting humans and non-humans alike. Mares are often responsible for mysterious deaths, missing children, and insanity. They often attack subversively while an individual is asleep, striking with (evil eye) despair, fear, paralysis, pain, and death as well as implanting thoughts and fears through hypnotic suggestion and telepathy.



THE SHEDIM

Alignments: evil (any)
Size: 12 feet tall
A.R.: 12
Hit points: 6-48
Number of attacks: 3 claws doing 2-16 each or bite 1-8
Bonuses: +4 to damage, +2 to strike, parry or dodge, +2 on all magic saving throws
Psionics: none
Magic abilities: none
Natural abilities: I.Q. 5, nightvision 90 feet, speed 16, fire and cold resistant (half damage), teleport 11%, dimensional teleport 12%
Clerical abilities: none
Description: The shedim possess the head of a hawk and two terrible hawk-like claws yet have no wings nor the ability to fly. They are the pawns and minions of greater demons, lords, and gods. A force to be feared, they will attack savagely and unceasingly until slain or commanded to stop. Abrasax the Insatiable is the lord of the shedim.

SUCCUBUS AND INCUBUS

Alignments: evil (miscreant or diabolic)
Size: 4 to 16 feet tall (can change size)
A.R.: 10
Hit points: 8-64
Number of attacks: 2 hand to hand doing 1-6 each or by charm gaze
Bonuses: +4 to damage, +3 to parry or dodge, +2 on all magic saving throws
Psionics: none
Magic abilities: none
Natural abilities: I.Q. 9, speed 10, can change physical size, nightvision 60 feet, fly 18, metamorphosis, fire resistant (half damage), gaze that charms (standard saving throw), dimensional teleport 13%, knows all languages
Clerical abilities: turn 2-12 dead 66%
Description: The succubus (female) and incubus (male) appear as an extremely attractive person (P.B. 20) to lure the unsuspecting person to their doom. The harbringers of death, they will attract, seduce, and charm a person and then slay him. Victims are sometimes manipulated to provide information or a service or act before being slain. Both the succubus and incubus are psychotic killers slaying most victims after sexual intimacies .

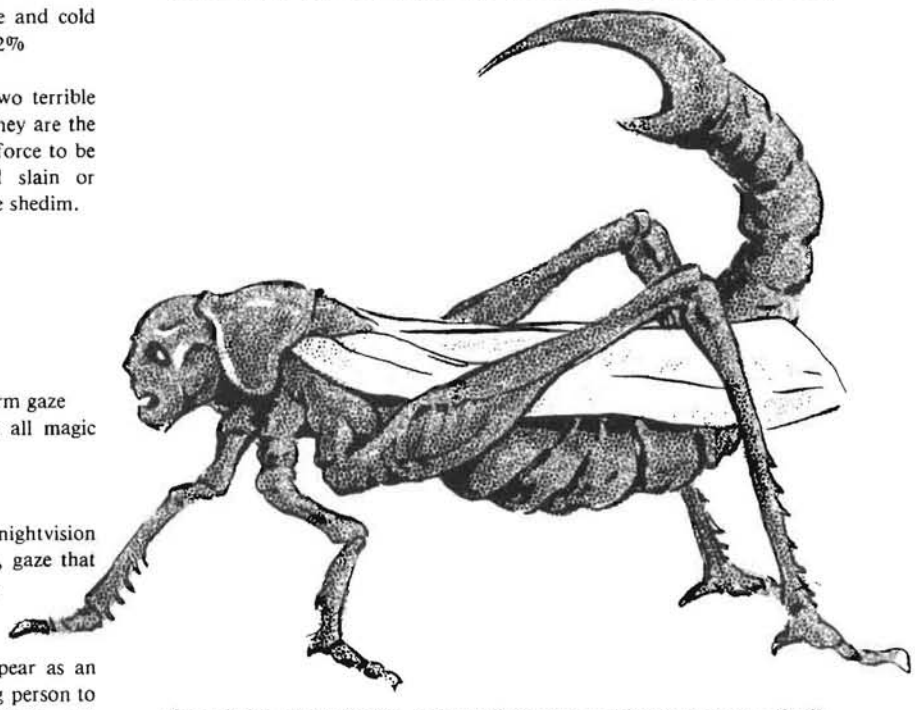
GREATER DEMONS

BAAL-ROGS

Alignments: selfish or evil (any)
Size: 12 feet tall
A.R.: 14
Hit points: 11-88
Number of attacks: 3 claws doing 3-18 damage each, by weapon (fire whip), or by magic
Bonuses: +6 to damage, +3 to strike, +4 to parry or dodge, +3 on all saving throws
Psionics: none
Magic abilities: all fire elemental magic levels 1-4 plus fire whip (level 7) at fifth level proficiency
Natural abilities: I.Q. 14, speed 10, fly 30, nightvision 90 feet, see the invisible, turn invisible, impervious to fire (no damage), dimensional teleport 57%, bio-regeneration (1-8), knows all languages
Clerical abilities: animate/control 2-12 dead 61%, turn dead 61%, exorcism 29%, remove curse 28%, healing touch (1-8)
Description: Huge red-brown muscular demons with flaming red eyes and great black bat wings. Baal-rogs are the symbol of cunning and power. They covet magic scrolls, items, wealth, and power. They are usually loners.

DEMON LOCUSTS

Alignments: evil (miscreant or diabolic)
Size: 12 feet long
A.R.: 17
Hit points: 8-80
Number of attacks: 3 claws doing 3-18 each, tail/stinger 2-12 and poison, or by magic
Bonuses: +6 to damage, +4 to strike, parry, or dodge, +5 on all saving throws
Psionics: all level one, I.S.P. 57, fifth level proficiency
Magic abilities: all level one spell magic plus lightning, fire ball, dispel magic barriers, and earthquake, all at eighth level proficiency
Natural abilities: I.Q. 16, speed 12, fly 35, nightvision 200 feet, see the invisible, turn invisible, impervious to fire (no damage), teleport 90%,



dimensional teleport 54%, knows all languages, bio-regeneration (2-12)
Clerical abilities: animate/control 10-60 dead 88%, turn dead 88%, exorcism 80%, curse 77%, remove curse 60%
Description: The demon locusts are the greatest of all demons other than the demon lords. All other demons are subject to their demands.

They appear as a giant locust with an ugly human head and the tail of a scorpion. They are the symbol of destruction and genocide. Although their numbers range into the hundreds of thousands they wait patiently for armageddon. Thus, they rarely establish regions of power nor enforce their will on mortals or demons. Occasionally one or two are found in the Palladium world but seldom more than that. This seemingly passive behavior is not to be construed as benevolence or apathy, for the locusts are merciless, devastating fighters who loath mankind and the gods of light. They merely wait and plot for absolute chaos and global annihilation.

Scorpion tail sting: If a creature is unsuccessful in saving against its poison it will be paralyzed for 2-12 melees and take an additional 1-6 points of damage. A twelve or better is needed to save against the tail's poison.

GALLU THE DEMON BULL

Alignments: selfish or evil (any)
Size: 18 feet tall
A.R.: 15
Hit points: 7-56
Number of attacks: 2 hand to hand doing 3-18 each or charge attack with horns does 5-30 damage
Bonuses: +8 to damage, +3 to strike, +4 to parry or dodge, +3 on all saving throws
Psionics: none
Magic abilities: none
Natural abilities: I.Q. 12, speed 26, fly 28, nightvision 90 feet, see the invisible, turn invisible, impervious to fire (no damage), resistant to cold (half damage), dimensional teleport 66%, bio-regeneration (1-8), knows all languages
Clerical abilities: animate/control 2-12 dead, turn dead 77%, exorcism 57%, remove curse 22%, curse 22%, healing touch (1-6)
Description: The gallu appears as a giant ebon skinned man with the head of a bull, glowing red eyes, and breath of smoke and fire (not a weapon). An adventurer will seldom encounter more than one or two gallu in the world of mortals and usually no more than a dozen in the demon dimension of Hades.



THE JINN

There are four types of jinn, black (earth), white (water), green (air), and yellow (fire). All jinn have the following characteristics and abilities.

Alignments: selfish or evil
Size: 8 to 24 feet tall (can change size)
A.R.: 14
Hit points: 10-80
Number of attacks: 3 hand to hand doing 2-12 each, by weapon (favorite is giant scymitar), or by magic
Bonuses: +10 to damage, +4 to strike, parry, or dodge, +6 on all saving throws **NOTE:** reduce bonuses by one-half during the day.
Psionics: all level one and two abilities, I.s.P. 50, fifth level proficiency
Magic abilities: *Black:* all earth elemental magic levels 1-7
White: all water elemental magic levels 1-7
Green: all air elemental magic levels 1-7
Yellow: all fire elemental magic levels 1-8
All at eighth level of proficiency (fourth during the day).
Natural abilities: I.Q. 12, cunning, natural state is invisible, can turn invisible at will, turn into mist, metamorphosis into an insect, fire and cold resistant (half damage), know all languages, dimensional teleport 53%, bio-regeneration (1-8). **Note:** The jinn, being the embodiment of evil, are strongest at night; during the day they are at their weakest. This is produced by the time of day, not simply light or dark; meaning that even if shrouded in darkness or underground they are still at half strength if its day time.
Clerical abilities: none
Description: The jinn are the children of lust and decadence, spawned by the coupling of demon and devil high lords long before the coming of mankind. They are evil mischievous creatures of magic known to cause disease, drought, and trouble for all mortal creatures. To the jinn all mortal creatures are their playthings.

The jinn dwell in many dimensions; the Palladium world, the elemental plane, and Hades are among their favorites. They are also known to inhabit a particular rock, mountain peak, cloud, sea, river, etc. All jinn are naturally invisible to mortal creatures, however, those trained to recognize magic have a chance (75%) of seeing the jinn.

Being immortal and spawn of both demon and devil, no weapon wrought by mortals can harm them. However, the jinn are affected by magic and can be repelled, captured, or slain with it. Silver, no less than 90% pure, can also be used against them (doing 1-8 damage as a weapon).

The Curse

Long ago the jinn were placed under a curse by a super-powerful wizard. Thus, the jinn, if aided or captured by any mortal, are obligated to grant that person *three wishes*. Until the three wishes are requested and granted, that jinn is bound to the physical plane of earth and the person to whom it is obligated. However, the jinn is not obligated to aid or assist in any other way. To ask it for information, or to dispatch an adversary is considered a wish. The jinn will stand idly by, laughing and jeering its master during a battle unless it is requested (wished) to do otherwise. Of course a jinn may *volunteer* any amount of aid or information but they will usually lead to treachery or death. The jinn are all evil, hating virtue and goodness above all else and will always try to trick or cause the death of the mortal who controls them.

The Wish

The word "Wish" must be used to force the jinn to comply with demands. It is important to understand that the jinn cannot actually produce something out of thin air as most mortals believe. Rather they are powerful enough to find and get what is requested of them. If a king's ransom is requested the jinn will disappear and return shortly after with the requested wealth. What is unknown by the wisher is from where this wealth was stolen. Likewise a wish to bring someone back to life will send the jinn searching for a resurrection scroll or someone who can be forced to resurrect the dead person. Remember the jinn are evil creatures of magic, thievery, and assassination whose

true powers lie in treachery and deceit.

Being treacherous schemers and pranksters, they will always try to twist the wish into something not intended by the wisher. If a person to whom the jinn is obligated dies it is free of its obligation and is able to leave.



MAGOTS

Alignments: evil (miscreant or diabolic)
Size: 20 feet tall
A.R.: 14
Hit points: 11-88
Number of attacks: 3 stomping feet do 3-18 each, bite 6-36, or eye beams (3 per melee). **Beam Range:** 60 ft.
Bonuses: +8 to damage, +3 on all saving throws
Psionics: none
Magic abilities: none
Natural abilities: I.Q. 7, speed 24, nightvision 120 feet, see the invisible, turn into mist, impervious to fire, dimensional teleport 25%, knows all languages, bio-regeneration (2-12), eye beams (petrification).
Clerical abilities: none
Description: Magots are hideous giant maws set upon three thick legs and three eyes set on long tentacle like stalks. These demons roam about in herds in Hell, petrifying and devouring the dead and living alike. One rarely encounters more than one or two magots outside of Hades. They are subject to Mictla the Devourer.
Eyes of the magot: each fires a beam of light that *temporarily* (20 minutes) turns its victims to stone. The eye beams do not strike automatically (roll for each to strike). Saving throw: standard, those who save (12 or higher) are not affected.

NIGHT OWLS

Alignments: evil (any)
Size: 4 to 5 feet tall, 12 to 16 foot wingspan
A.R.: 10
Hit points: 11-88
Number of attacks: 3 claws do 2-12 each, bite 1-8, psionics, or magic
Bonuses: +2 to strike, +2 to damage, +2 to parry or dodge, +4 on all saving throws
Psionics: all level 1-3 abilities, I.S.P. 83, fifth level proficiency
Magic abilities: all spell magic levels 1-3 at fifth level proficiency
Natural abilities: nightvision 300 feet, see the invisible, turn invisible, fire and cold resistant (half damage), fly 60 mph, track 31%, prowl 67%, knows all languages, dimensional teleport 56%
Clerical abilities: turn 4-24 dead 75%, animate/command 4-24 dead 63%, exorcism 41%, curse 55%, remove curse 19%, healing touch (1-8). **Description:** Body and wings of an owl topped with an ugly, bald human head with glowing red eyes.

RAKSASHA, THE SHAPE SHIFTERS

Alignments: evil (any)
Size: 6 to 9 feet tall
A.R.: 10
Hit points: 10-80
Number of attacks: 2 claws doing 1-8 damage each, by weapon, or by psionic (illusions are favorite attack)
Bonuses: +4 to damage, +2 to strike, +3 to parry or dodge, +4 on all saving throws
Psionics: all level 1-10 abilities, I.S.P. 50-400, eighth level proficiency
Magic abilities: none but may study/practice any. Fond of wizards and diabolists.
Natural abilities: nightvision 120 feet, see the invisible, turn into mist, fire and cold resistant (half damage), metamorphosis (any shape), dimensional teleport 51%, teleport 85%
Clerical abilities: turn 3-18 dead 71%, exorcism 50%, curse 13%, remove curse 23%, healing touch (2-12)
Description: Large humanoids with the head of a feline (lion or tiger), black skin. The raksasha are generally arrogant, cunning creatures. They enjoy toying with mortals, humans in particular. Most feel humans are far inferior to Raksashas, often underestimating them. Their favorite attack is the use of psionically created illusions and hypnotics. They love to drink human blood and eat raw humanoid flesh.

VAMPIRES (THE UNDEAD)

Alignments: evil (occasionally selfish)
Size: varies, depending of what type of creature it was before death
A.R.: 12
Hit points: average 48 but regenerates
Number of attacks: 3 claws doing 1-8 damage each, bite 1-6 (blood sucking does 1-6 each melee round), by weapon, charm
Bonuses: +6 to damage, +2 to strike, +3 to parry or dodge, +4 on all saving throws (poison has no effect)
Psionics: possible, but only if possessed psionic abilities before becoming a vampire
Magic abilities: many vampires pursue the mystic arts
Natural abilities: Function during the night or shielded from sun light, nightvision 120 feet, see the invisible, turn into mist, metamorphosis into bat (flies at 35 mph) or wolf only, command/summon 20-120 bats, 40-240 rats, 4-24 wolves, or wild dogs, bio-regeneration (1-6 per melee), total regeneration within 24 hours (unless a stake is driven through its heart or decapitated and mouth filled with garlic), resistant to fire (half damage), impervious to cold, impervious to normal weapons (only silver, holy, or magic weapons affect them), hypnotic gaze.
Clerical abilities: turn 6-48 dead 84%, animate/command 6-48 dead 71%
Description: Vampires are demonic creatures that were once among the living, and are now cursed to forever wander the earth at night, drinking the blood of the living. A new vampire is created if a person died by having all his blood drained by a vampire, rising three days after death. Vampires must prey on the living , drinking their blood by

night and returning to their grave or coffin by day. Daylight is agonizing to a vampire and can destroy it (4-24 damage per melee of exposure). However, unless a stake made of wood is driven through the heart or the body decapitated and the mouth filled with garlic, the demon will regenerate in 24 hours rising to stalk the living once again. Vampires can also animate and command the dead, summon rats, bats, and wolves, as well as turn into mist or metamorphosize into a bat or wolf at will. They can also mesmerize people with their hypnotic gaze (works like mesmerism spell). As if this were not enough the vampire possess the knowledge, skills, and abilities he had when alive. Many continue to develop those skills even as a vampire.

To combat the undead silver, garlic, holy symbols, holy weapons, and magic must be employed as ordinary weapons have no affect on them. Silver as a weapon does normal damage, garlic holds them at bay, holy symbols also hold them at bay (recoiling from universal symbols of goodness and light). Holy and magic weapons do full damage as does all magic.

Anyone can fall victim to the undead, rising as a vampire. Note: one becomes a vampire only after all the blood is drained. If a person is killed by a vampire first and then the blood is drained that person does not become an undead.

DEMON LORDS

MODEUS, LORD OF HADES

Alignments: aberrant (evil)
Size: 25 feet tall
A.R.: 14
Hit points: 525
Number of attacks: 4 doing 3-18 each, by weapon, by psionics, or by magic
Bonuses: +10 to damage, +5 to strike, +6 to parry or dodge, +8 on all saving throws. Does triple damage from behind. Critical strike 18, 19, or 20. Stuns on 18, 19, or 20.
Psionics: all abilities level 1-4, I.S.P. 180, tenth level proficiency
Magic abilities: all spell magic levels 1-4, all wards, circles of power, all symbols; thirtieth level wizard, fifteenth level diabolist
Natural abilities: nightvision 120 feet, see the invisible, impervious to fire and cold, dimensional teleport 88%
Clerical abilities: turn 100-400 dead 90%, animate/control 100-400 dead 80%, exorcism 98%, curse 77%, remove curse 74%, healing touch (4-24), resurrection 79%, summon: 4-24 lesser demons 90%, summon: 2-12 greater demons 90%
Description: Appears as a handsome red haired man with dark eyes and complexion. Lord of the demons, symbol of darkness.

ANDRAS, MARQUIS OF HADES

Alignments: aberrant (evil)
Size: 22 feet tall
A.R.: 12
Hit points: 237
Number of attacks: 3 doing 3-18 each, by weapon, or by magic
Bonuses: +6 to damage, +3 to strike, parry or dodge, +5 on all saving throws
Psionics: all level one and two abilities, I.S.P. 133, sixth level proficiency
Magic abilities: all air elemental magic levels 1-7, all circles of protection, all symbols, tenth level warlock, sixth level diabolist
Natural abilities: nightvision 200 feet, turn invisible, see the invisible, fly 20, impervious to fire and cold (no damage), dimensional teleport 80%
Clerical abilities: turn 6-36 dead 80%, animate/command 4-24 dead 80%, exorcism 66%, curse 84%, remove curse 80%, healing touch (2-12), resurrection 50%, summon: 6-36 lesser demons 85%
Description: Andras is an owl-headed demon with feather wings usually seen riding a monstrous black wolf (Mar-loo) and brandishing the ebon rune sword Kal-kea. Andras is the symbol of strength, fear, and hate. He sits at the right hand of Modeus.

Mar-loo the Black Wolf
Alignments: diabolic, Size: 36 feet long, A.R.: 10, Hit points: 120, Speed 28, I.Q. average/cunning, Number of attacks: 2 bites do 4-24 damage each
Bonuses: +2 to strike, +2 to damage, +2 to parry, +4 on all saving throws, track 80%, prowl 63%
Dislikes Andras' honorable nature but respects his might; may consider betraying him.
Kal-kea, the Rune Sword of Andras
Alignments: aberrant, I.Q. high
Psionic all abilities level 1-4, I.S.P. 120, fourth level proficiency
Does 4-24 damage (6-36+6 against angles and gods of light)
Extremely loyal to Andras and watchful of Mar-loo.

RABDOS THE STRANGLER

Alignments: diabolic
Size: 20 feet
A.R.: 10
Hit points: 297
Number of attacks: 5 doing 2-12 damage each, by weapon, or by magic
Bonuses: +6 to damage, +6 to strike, +6 to parry or dodge, +4 on all saving throws, twentieth level assassin, critical strikes, stun, death blow, quadruple damage from behind
Psionics: none
Magic abilities: all level one spell magic at sixth level experience
Natural abilities: nightvision 120 feet, see the invisible, metamorphosis, teleport 90%, dimensional teleport 66%, pick pockets 95%, pick locks 94%, prowl 95%, track 88%
Clerical abilities: turn 2-12 dead 50%, exorcism 33%, healing touch (2-12), bio-regeneration (1-6)
Description: Tall, thin woman with a pale complexion and ruby lips (P.B. 16). Symbol of treachery, god of assassins, she is the personal assassin of Modeus, but hates Andras who has spurned her love. She enjoys torturing almost as much as lovemaking. Rabdos is deadly, unpredictable, and quite insane (sadism, necrophilia, nymphomania).

KUBERA-LOE

Alignments: miscreant (evil)
Size: 12 feet tall
A.R.: 10
Hit points: 325
Number of attacks: 4 doing 2-12 damage each or by weapon
Bonuses: +6 to damage, +4 to strike, parry, or dodge, +4 on all saving throws, twentieth level thief
Psionics: all level one abilities, I.S.P. 75, fifth level of proficiency
Magic abilities: none
Natural abilities: nightvision 120 feet, see the invisible, turn invisible, fly 20, can make women do his will (a sort of super charm spell; standard saving throw), dimensional teleport 52%, pick pockets 98%, pick locks 96%, prowl 98%, track 65%, ventriloquism 84%, imitate voices 81%, forgery 94%
Clerical abilities: turn 2-12 dead 60%, animate/command 2-12 dead 60%, curse 34%, healing touch (1-8)
Description: Appears as an attractive older man/elf (?) with wavy white hair and a trimmed beard. Symbol of wealth and envy; patron of thieves. Kubera-Loe is clever, cunning, tricky, and deadly. Often uses others as pawns in his schemes to attain even more treasure (psychotic about the acquisition of wealth).

MICTLA THE DEVOURER

Alignments: miscreant (evil)
Size: 52 feet tall, 136 feet long
A.R.: 12,
Hit points: 437
Number of attacks: 4 tentacles doing 4-24 damage each or bite/chew doing 6-36+20 (mouth acts as a carpet of adhesion)
Bonuses: +6 to damage, +3 to strike, +4 of all saving throws, an 18, 19, or 20 indicates victim is thrown into its maw

Psionics: empathy, limited telepathy, presence sense, see aura, I.S.P. 130, fourth level proficiency
Magic abilities: none
Natural abilities: nightvision 200 feet, bio-regeneration (2-12), impervious to fire and cold
Clerical abilities: turn 4-24 dead 69%, animate 4-24 dead 64%, dimensional teleport 24%
Description: Dark skinned, many tentacled demon with tiny black eyes and a massive mouth. The symbol of gluttony and greed. Mictla constantly eats, devouring all living things. Victims snared and hurled into its maw are doomed with escape virtually impossible. Note: Mictla's maw acts like a carpet of adhesion.

SUCCOR-BEMOTH

Alignments: diabolic
Size: 20 feet
A.R.: 12
Hit points: 213
Number of attacks: 3 doing 2-12 damage each, or by weapon, or magic
Bonuses: +4 to damage, +2 to strike, +3 to parry of dodge, +4 on all saving throws, does double damage from behind.
Psionics: none
Magic abilities: all spell magic levels 1-3 plus sorceror's seal and dispel magic barriers at eighth level proficiency
Natural abilities: nightvision 90 feet, turn invisible, fire and cold resistant (half damage), dimensional teleport 44%
Clerical abilities: turn 4-24 dead 77%, animate/command 4-24 dead 70%, curse 61%, healing touch (1-8), summon: 1-4 magots 60%
Description: Tall, thin (almost skeletal) black man with large sad eyes. The symbol of jealousy, lord of the magots.

CHARUN THE CRUEL

Alignments: diabolic (meglomaniac)
Size: 16 feet
A.R.: 12,
Hit points: 297
Number of attacks: 3 claws do 3-18 each, by weapon, or magic
Number of attacks: +4 damage, +3 to strike, parry, or dodge, +3 on all saving throws
Psionics: all level one abilities, I.S.P. 90, fourth level proficiency
Magic abilities: all symbols, all wards, all circles of protection and power: domination/control, command, and pain at eighth level proficiency
Natural abilities: nightvision 120 feet, see the invisible, turn invisible, fly 35, impervious to fire and cold (no damage), dimensional teleport 59%
Clerical abilities: turn 6-36 dead 80%, animate/command 6-36 dead 80%, curse 53%, remove curse 41%, exorcism 40%, healing touch (1-8), resurrection 14%, summon: 1-8 minions of darkness
Description: Charun appears as a muscular, black skinned half humanoid, half animal giant with flaming eyes and savage aspect. The tusks of a brute and the massive leather wings only add to his terrible visage Some believe him to be the bastard son of Satan though he denies this vehemently. Charun's minions include the alu, lasae, and gargoyles. Charun hopes to win Modeus' favor to become the prime minister of Hades. He is the favorite demon lord among the jinn who often aid him. Charun is known for his cruelty and mercilessness. He is the symbol of ambition and obsession.

ABDUL-RA

Alignments: aberrant (evil)
Size: 12 feet tall
A.R.: 12
Hit points: 113
Number of attacks: 3 doing 1-6 damage each, or bite 1-8, by weapon, psionics, or magic
Bonuses: +6 to damage, +3 to strike, parry or dodge, +4 on all saving throws
Psionics: all level 1-10 abilities, I.S.P. 310, twelfth level proficiency
Magic abilities: protection circles, knowledge of symbols and wards at sixth level proficiency
Natural abilities: nightvision 120 feet, see the invisible, turn into mist, fire and cold resistant (half damage), metamorphosis, dimensional teleport 63%, teleport 89%
Clerical abilities: turn 4-24 dead 79%, exorcism 56%, curse 18%, remove curse 33%, healing touch (2-12), resurrection 31%
Description: Appears as a very regal, suave and sophisticated humanoid with a feline head. Symbol of deception and cunning, lord of the raksasha. He is extremely intelligent (I.Q. 20).

Valet of Abdul-Ra

Random; tenth level mercenary fighter who is completely faithful to Abdul-Ra and has often risked his life for his master. Random is human and is considered a pet by the raksasha. he is very much insane, usually acting quite silly and erratic (but is clever and dangerous). **insanities:** *affective disorders:* disgusted by sticky slimes, loves to be dominated by Abdul-Ra. *neurosis:* cannot tell the truth, *phobias:* dogs, other races. I.Q. 10.
Wears full plate armour (magic: weightless and noiseless), A.R. 17, S.D.C. 200, hit points 79, Attacks per melee: 4 doing 1-6 damage each or by weapon. Magic long sword indestructible, +4 to damage. Ring of invisibility (20 melees, three times daily).

BELPHEGOR OF THE SULFUR PITS

Alignments: diabolic (evil)
Size: 24 feet tall
A.R.: 12,
Hit points: 192,
Number of attacks: 3 claws doing 3-18 damage each and/or poisonous breath (5-30 damage).
Bonuses: +6 to damage, +4 to strike, +2 to parry or dodge, +3 on all saving throws
Psionics: all level one abilities, I.S.P. 48, second level proficiency
Magic abilities: all first and second level fire elemental magic at fifth level proficiency.
Natural abilities: nightvision 90 feet, see the invisible, turn invisible, impervious to fire (no damage), poisonous breath: range 30 feet, does 5-30 damage, saving throw: standard vs spell magic
Clerical abilities: turn 2-12 dead 25%, dimensional teleport 33%
Description: Belphegor is a huge monster with a gaping mouth and phallic tongue. it delights in ripping apart living creatures and devouring them; symbol of lust

THE FOUR DEMON BEETLES

Alignments: diabolic (evil)
Size: 12 inches long
A.R.: 15
Hit points: 77 each
Number of attacks: special for each one
Bonuses: all are +2 to strike, +6 to dodge, +5 on all saving throws
Psionics: none
Magic: none
Natural abilities: nightvision 120 feet, see the invisible, turn invisible, bio-regeneration (1-6 points every two melees), teleport 91%, dimensional teleport 74%, fly 20, telepathy (120 feet)
Clerical abilities: turn 2-12 dead 90%, animate/command 2-12 dead 73%, healing touch (1-6)
Description: each of the four demon beetles look identical but each wields a different power/attack. All are evil and delight in creating trouble and despair.

Phoe, the Fire Beetle

Attacks per melee: one by biting. Its bite transforms its victim into a strange fire demon which will run off burning everything in its path. The original memory of that person is completely surpassed by the feeble minded demon he has become. As a demon the person is not evil but an insane pyromaniac and will attempt to run wild setting everything ablaze. This demon will burn down an entire countryside unless stopped. It will attack people only when attacked first. Although it will set fire to a building full of people it is not really trying to kill anyone, just making pretty fire. **Saving throw:** 15 or

higher. **Fire demon transformation:** temporary 1-4 hours, I.Q. 4, A.R. 12, hit points stay the same, size ten feet tall, flaming red humanoid. Shoots fire (like a flamethrower) from hands, range: 30 feet, does 6-36 damage, can create wall of flame, a circle of flame and cause spontaneous combustion (69%) at will. Impervious to fire, speed 24.

Kra, the Stone Beetle

Attacks per melee, one eye beam. Emits a flashing yellow beam from its eyes that turn anything it strikes into stone. The effect is permanent, although a stone to flesh spell will restore a living creature. The trauma of being turned to stone is terrible; roll on random insanity table (trauma). **Saving throw:** 13 or higher

Ti, Beetle of Fear

Attacks per melee, one by biting. Bite does 4-24 damage plus instill its victims with a numbing fear (characters must roll to save for each individual bite). Victims of the fear will fall to the ground trembling and sobbing, completely unable to function in any way for 2-12 melees. This traumatic experience also causes insanity; roll on phobia table. **Saving throw:** 13 or higher

Dra of the Green Mold

Attacks per melee, one by biting. Bite does 2-12 damage plus creates a green mold that will cover its victim from head to toe in twelve melees. The green mold is a permanent growth and can be removed only through a remove curse. The mold covered person is -5 to strike, parry, and dodge and takes 1-4 points of damage daily as the mold slowly feeds on him. Healing touch, potions, bio-regeneration, etc. restore hit points, slowly overcoming the damage of the growth. When half or more of the victim's total hit points have been drained, that person's speed is reduced by half and he is -2 on all saving throws. **Saving throw:** 15 or higher.

The demon beetles are said to be immortal and regenerate even from ashes within 72 hours. However, if burnt and ground into dust, or mangled to pulp and magically sealed in a jar filled with holy water they will remain trapped in limbo until released.

MANTUS, KING OF THE DEAD

Alignments: miscreant (evil)
Size: 10 feet tall
A.R.: 8 natural, studded leather (magic) armour: A.R. 15, S.D.C. 75
Hit points: 210
Number of attacks: 2 doing 2-12 points each, by weapon, or magic
Bonuses: +2 to damage, +2 to strike, +2 to parry or dodge, +2 on all saving throws
Psionics: none
Magic: all spell magic levels 1-4 at tenth level proficiency
Natural abilities: nightvision 120 feet, turn invisible, fire and cold resistant (half damage), fly 10
Clerical abilities: turn 6-48 dead 80%, animate/command 4-24 dead 70%, exorcism 29%, healing touch (1-8), summon: 1-4 minions 29%
Description: Mantus is an old man with great grey wings torn and mangled by Charun. Mantus lives in constant fear of Charun's cruelty and aggression. He is the lord of the dead and ruler of his minions, the mares. Symbol of darkness.

MANIA, QUEEN OF THE DEAD

Alignments: miscreant (evil)
Size: 9 feet tall
A.R.: 8 natural or thin veil of chain mail: A.R. 15, S.D.C. 100
Hit points: 193
Number of attacks: 2 doing 1-8 points each or by psionics
Bonuses: +2 to damage, +2 to strike, +3 to parry or dodge, +2 on all saving throws
Psionics: all level 1-3 abilities, I.S.P. 98, eighth level proficiency
Magic: none
Natural abilities: nightvision 120 feet, resistant to fire and cold (half damage), fly 30 mph, metamorphosis, dimensional teleport 31%
Clerical abilities: turn 6-36 dead 83%, animate/command 6-36 dead 77%, curse 21%, remove curse 13%, healing touch (1-8), summon: 2-8 minions 60%
Description: Appears as a beautiful (P.B. 22) red haired woman (usually semi-clad) with small black leather wings. She is the wife of Mantus, mistress to Charun, ruler of the succubus and incubus (her minions). Symbol of immortality.

MURMUR

Alignments: miscreant (evil)
Size: 18 feet tall
A.R.: 12 natural, magic plate, A.R. 18, S.D.C. 350
Hit points: 227
Number of attacks: 4 doing 3-18 points each, by weapon, by magic, or pipes of Murmur
Bonuses: +6 to damage, +4 to strike, +4 to parry or dodge, +4 on all saving throws
Psionics: none
Magic: all spell magic levels 1-3 at sixth level proficiency
Natural abilities: nightvision 120 feet, fire and cold resistant (half damage), dimensional teleport 22%
Clerical abilities: turn 6-36 dead 84%, exorcism 13%, healing touch (1-8), summon: minions (2-12 couril) 90%
Description: A giant with a mane of long black hair, clad in gold plate armour, with a short sword at his right hip and twin daggers at his left. He is frequently accompanied by his loyal ally and mount, the great black vulture, Ramsea.

Murmur surround himself with beautiful music and the splendor of nature. However, he is a powerful and merciless warrior of high regard. Few greater demons or demon lords trust Murmur, for he is a power crazed dictator who continually succumbs to greed. He is the lord of the couril and banshees; symbol or desire and betrayal, patron of music and musicians.

The Pipes of Murmur have the following affects on people when played. **Soothes:** peaceful, pleasant, -4 on initiative. **Sleep:** victims fall into a deep slumber for 10-40 melees. **Discord:** causes confusion, victims are -4 on initiative, -2 on all saving throws. **The Faerie's dance:** victims dance uncontrollably, exactly the same as wizard's spell magic (third level). **Saving throw:** must be made by all who hear the music (300 foot radius). Save vs spell magic of 15 or higher.

Ramsea huge black vulture, I.Q. 16, alignment Miscreant, A.R. 12, hit points 134, speed 120 mph, attacks per melee: 3 claws doing 4-24 damage each or bite 2-12, bonuses +3 to damage, strike, parry, or dodge, +5 on all saving throws vs magic

MORMO, LORD OF THE GHOULS

Alignments: diabolic
Size: 8 feet tall
A.R.: 8
Hit points: 113
Number of attacks: 3 doing 1-8 damage each, by weapon, or magic
Bonuses: +2 to damage, +4 to strike, +3 to parry or dodge, +4 on all saving throws, does critical strike on a 18-20, does triple damage from behind.
Psionics: none
Magic: all level one spell magic at third level proficiency
Natural abilities: nightvision 90 feet, metamorphosis into a raven only (fly 20), prowl 60%, pick pockets 65%, pick locks 57%, dimensional teleport 40%
Clerical abilities: turn 4-24 dead 60%, healing touch (1-8), curse 55%, remove curse 55%, summon: minions (4-16 ghouls) 88%, summon: 10-60 black birds or bats 60%
Description: Mormo is a large fat man with pointed canine teeth. He is cruel and treacherous with a lust for power, precious stones, and human flesh. He always wears the finest silks (usually deep blues, greys, and red) with a black cape. His favorite weapon is a large toothy dagger (1-8 damage) that returns when thrown.

ABRASAX THE INSATIABLE

Alignments: diabolic
Size: 16 feet tall
A.R.: 10
Hit points: 157
Number of attacks: 3 doing 3-18 points or by magic
Bonuses: +6 to damage, +2 to strike, +4 to parry or dodge, +4 on all saving throws
Psionics: none
Magic: all spell magic levels 1-4 at sixth level proficiency, knows all symbols and recognizes magic circles and wards.
Natural abilities: turn invisible, see the invisible, nightvision 90 feet, fire and cold resistant (half damage), metamorphosis into large hawk, lizard, or spider, dimensional teleport 46%
Clerical abilities: curse 47%, remove curse 44%, healing touch 91-8), summon minions: (2-8 shedim) 89%
Description: Abrasax has the head of a cock, a huge pot belly, and a knotted tail. He is the lord of the shedim and symbolizes gluttony.

DEMONS AND DEVILS

Demons are known as the "evil ones" or "masters of darkness." They, like devils, are a powerful race of supernatural beings whose powers have given them the status of gods. These other-dimensional creatures view humanity as a plaything to satisfy their own decadent whims. They reside in the dimension called Hades.

Devils are also a race of strange other-dimensional creatures deemed by man as the forces of evil. They are known as "the tempters," corrupting virtue and all that is good. They will make forays from Hell to have a little fun in the Palladium world.

See religions and gods for additional details on demons and devils.

LESSER DEVILS

DEEVILS

Alignments: evil (any)
Size: 8 feet tall
A.R.: 10
Hit points: 6-48
Number of attacks: 2 claws do 1-8 points each, bite 1-6, by weapons, or magic

DEVILS

LESSER DEVILS

Deevils
Devilkins
Dire Harpies
Fenry
Fiends
Gorgons
Imps

GREATER DEVILS

Arch Fiends
Beasts
Horrors
Pandemoniums
Serpents
Wraiths

DEVIL LORDS

Satan
Hel
Mephisto
Old Nick
Leviathan
Rhada
Diabolus



Bonuses: +4 to damage, +2 to strike, +2 to parry or dodge, +2 on all saving throws
Psionics: none
Magic abilities: all level one fire elemental magic at fourth level proficiency
Natural abilities: nightvision 60 feet, see the invisible, turn invisible, metamorphosis, fire and cold resistant (half damage), bio-regeneration (1-6), knows all languages
Clerical abilities: turn 1-8 dead 57%, curse 20%, remove curse 20%, healing touch 91-6), dimensional teleport 63%
Description: Infamous tempters and betrayers, they appear as ugly fanged creatures with the horns of a ram, the lower body of a goat with cloven hooves, and a humanoid head and upper body.

DEVILKINS

Alignments: evil (any)
Size: 10 to 12 feet tall
A.R.: 12
Hit points: 7-56
Number of attacks: 2 claws do 2-12 damage, by weapon, or magic
Bonuses: +4 to damage, +2 to strike, +4 to parry or dodge, +2 on all saving throws
Psionics: none
Magic abilities: all level 1-3 fire elemental magic at fourth level proficiency
Natural abilities: nightvision 90 feet, turn into mist, metamorphosis, fire and cold resistant (half damage), bio-regeneration (1-8), knows all languages
Clerical abilities: turn 2-12 dead 64%, curse 30%, remove curse 30%, healing touch (1-8), dimensional teleport 66%
Description: The tempters; this is the traditional devil with red skin, horns, tail, and cloven feet. Like deevils they like to assume the shape of mortals to lure them into danger and evil ways.

DIRE HARPIES

Alignments: evil (any but frequently diabolic)
Size: 18 feet
A.R.: 12
Hit points: 8-64
Number of attacks: 3 claws do 2-12 damage or by weapon
Bonuses: +6 to damage, +2 to strike, +4 to parry or dodge, +2 on all saving throws



Psionics: all level one abilities, I.S.P. 40, fourth level proficiency
Magic abilities: none
Natural abilities: nightvision 120 feet, fly 50 mph, impervious to fire (no damage), bio-regeneration (1-8)
Clerical abilities: turn 2-12 dead 575, curse 17%, remove curse 17%, healing touch (1-8), animate/command 2-12 dead 57%, dimensional teleport 40%
Description: Looks like a giant, ugly mortal harpy. The skin in a sick blotchy green, their eyes glow with a yellow flame, and they drool hot lava. They are cruel, evil creatures who feed on the flesh of both living and dead. They hate angels more than any other being.

FENRY, WOLVES OF HELL

Alignments: evil (any)
Size: 8 feet long, 4 feet at the shoulder
A.R.: 14
Hit points: 8-64
Number of attacks: 2 bite does 3-18 damage or by psionics
Bonuses: +4 to damage, +3 to strike, +6 to dodge, +3 on all saving throws
Psionics: all level 1-3 abilities, I.S.P. 64, fifth level proficiency
Magic abilities: none
Natural abilities: nightvision 90 feet, impervious to fire (no damage), bio-regeneration (1-8), I.Q. 14, speed 24, knows all languages
Clerical abilities: turn 2-12 dead 60%, exorcism 30%, animate/command 2-12 dead 60%, healing touch (1-8), dimensional teleport 31%
Description: Appear as giant black wolves. They are very crafty, cunning creatures and the symbol of lycanthropy.

FIENDS

Alignments: evil any but usually miscreant or diabolic
Size: 15 feet tall
A.R.: 12
Hit points: 10-80
Number of attacks: 3 claws do 2-12 damage each, by weapon, or magic
Bonuses: +6 to damage, +3 to strike, +4 to parry or dodge, +3 on all saving throws
Psionics: none
Magic abilities: all level one spell magic plus shadow meld at second level proficiency
Natural abilities: nightvision 90 feet, see the invisible, turn invisible, metamorphosis, fire and cold resistant (half damage), prowl 78%, pick licks 63%, pick pockets 58%, locate secret compartments/doors 50%, knows all languages
Clerical abilities: turn 2-12 dead 60%, healing touch (1-8), dimensional teleport 64%
Description: These frightening devils seem to be featureless, jet black shadows except for their glowing yellow eyes and mouth. They are usually clad in hooded robes. Fiends often assume the guise of other creatures to stalk or mislead humans.

GORGON

Alignments: diabolic (evil)
Size: 12 feet tall
A.R.: 10
Hit points: 6-48
Number of attacks: 2 claws do 1-8 points each, by weapon, or by petrification
Bonuses: +4 to damage, +1 to strike, +3 to parry or dodge, +2 on all saving throws
Petrification: All who behold the eyes of the serpent-tressed Gorgon are permanently turned to stone. Saving throw: standard vs spell magic
Psionics: none
Magic abilities: none
Natural abilities: nightvision 90 feet, see the invisible, resistant to fire and cold (half damage), bio-regeneration (1-8), low I.Q., speed 6
Clerical abilities: turn 1-8 dead 70%, curse 24%, remove curse 24%
Description: An ugly man or woman (medusa) with serpents for hair. (Serpents bite doing one point of damage each, range 2.5 feet).

IMPS

Alignments: evil or selfish (any)
Size: 3 feet tall
A.R.: 10
Hit points: 6-48
Number of attacks: 2 claws do 1-8 points each, by weapon, or magic
Bonuses: +1 to strike, +3 to parry or dodge, +2 on all saving throws
Psionics: none
Magic abilities: all level one spell magic at first level proficiency, recognizes wards
Natural abilities: nightvision 90 feet, see the invisible, resistant to fire (half damage), bio-regeneration (1-6), cunning, pranksters, fly 18, pick pockets 60%, prowl 56%, knows all languages
Clerical abilities: healing touch (1-6), dimensional teleport 67%
Description: Strange little pot-belied devils with tiny bat wings, tail, horns, and cloven feet. Imps are deceptively innocent, almost cute looking. They enjoy robbing, over eating, over drinking, debauchery, and getting humans into as much trouble as possible.

GREATER DEVILS

ARCH-FIENDS

Alignments: evil (any but are usually miscreant or diabolic)
Size: 15 feet tall
A.R.: 14
Hit points: 11-88
Number of attacks: 3 claws do 2-12 damage each, by weapon, or magic
Bonuses: +6 to damage, +3 to strike, +4 to parry or dodge, +3 on all saving throws
Psionics: none
Magic abilities: all symbols and wards at sixth level proficiency
Natural abilities: nightvision 90 feet, see the invisible, turn invisible, metamorphosis, fire and cold resistant (half damage), knows all languages, bio-regeneration (1-8)
Clerical abilities: turn 3-18 dead 88%, healing touch (1-8), dimensional teleport 66%
Description: Identical to the fiend; a walking ebony shadow.

THE BEASTS

Alignments: evil (any)
Size: 16 feet tall
A.R.: 14
Hit points: 10-80
Number of attacks: 3 claws do 2-12 points each, by weapon, or magic
Bonuses: +6 to damage, +2 to strike, +4 to parry or dodge, +3 on all saving throws
Psionics: none
Magic abilities: all level 1-3 spell magic at sixth level proficiency
Natural abilities: nightvision 120 feet, fire and cold resistant (half damage), metamorphosis, bio-regeneration (2-120, fly 30 mph, knows all languages
Clerical abilities: turn 3-18 dead 605, animate/command 3-18 dead 60%, healing touch (2-12), dimensional teleport 30%
Description: horns, tail, cloven hooves, large bat wings.

HORRORS

Alignments: evil (any)
Size: 20 feet
A.R.: 12
Hit points: 10-80+20
Number of attacks: 2 claws do 2-12 points, bite 2-12, by weapon, by magic, or poison
Bonuses: +2 to strike, +2 to parry or dodge, +3 on all saving throws
Poison drips from both claws and mouth doing 2-12 damage (roll for each blow). Saving throw standard. Causes hallucinations, victim -2 to strike or parry, 40% chance runs away screaming in terror.
Psionics: none
Magic abilities: all level one air elemental magic at fourth level proficiency
Natural abilities: nightvision 120 feet, fire and cold resistant (half damage), bio-regeneration (1-8)
Clerical abilities: turn 6-36 dead 56%, exorcism 50%, curse 61%, remove curse 61%, healing touch (1-8), dimensional teleport 19%
Description: hideous monstrosities with dripping mouth and claws, many eyes

PANDEMONIUMS

Alignments: diabolic
Size: 8 feet tall
A.R.: 12
Hit points: 8-64
Number of attacks: 2 claws do 1-8 points each, by weapon, or mesmerism
Bonuses: +4 to damage, +1 to strike, +2 to parry or dodge, +2 on all saving throws
Gaze of Mesmerism: Victims to its gaze lose all sense of reality as their world melts away, replaced by a twisted, terror filled hell. Victims are -6 on initiative, -2 to strike or parry. They do not recognize friend or foe 65%, fall to the ground sobbing or wracked in fear 50%; note: roll for permanent insanity (roll on random insanity tables for trauma). Duration: until the Pandemonius leaves the area or released the victim. Note: they can manipulate specific images on each victim. Saving throw: save vs spell magic or 14 or higher.
Psionics: telepathy, empathy, I.S.P. 100, fourth level proficiency
Magic abilities: none



Bonuses: nightvision 90 feet, fly 20, metamorphosis, bio-regeneration (1-8), knows all languages
Clerical abilities: none
Description: Always appear as an attractive humanoid (frequently the opposite sex of the victim).

SERPENTS

Alignments: evil (any)
Size: 20 feet long
A.R.: 15
Hit points: 100
Number of attacks: 3 bite does 2-12 damage each, by magic, or spit fire
Bonuses: +4 to damage, +2 to strike, +4 to parry or dodge, +3 on all saving throws
Spits fire doing 4-24 damage; range 30 feet.
Psionics: none
Magic abilities: all level 1-4 earth elemental magic at sixth level proficiency
Natural abilities: nightvision 120 feet, impervious to fire (no damage), bio-regeneration (2-12), knows all languages
Clerical abilities: turn 6-36 dead 76%, animate/command 4-24 dead 69%, exorcism 60%, remove curse 37%, curse 37%, healing touch (1-8), dimensional teleport 24%, resurrection 14%
Description: A beautiful but frighteningly huge golden serpent.

WRAITHS

Alignments: evil (any)
Size: 12 feet tall
A.R.: 10
Hit points: 8-64
Number of attacks: 2 psionic
Bonuses: +3 to strike, +3 on all saving throws
Psionics: all level 1-6 abilities, I.S.P. 110, sixth level proficiency
Magic abilities: none
Natural abilities: impervious to fire and cold (no damage), impervious to normal weapons (just pass right through), fly 20
Clerical abilities: turn 2-12 dead 50%, dimensional teleport 35%
Description: Ghostly apparitions of great psionic ability, sometimes called the black spectres. Normal weapons cannot harm them; only magic or magic weapons affect them.

DEVIL LORDS

SATAN, LORD OF HELL

Alignments: miscreant (evil)
Size: 20 feet tall
A.R.: 15
Hit points: 666
Number of attacks: 3 claws do 3-18 points each, by weapon, or magic
Bonuses: +6 to damage, +4 to strike, +6 to parry or dodge, +5 on all saving throws
Psionics: all level one abilities, I.S.P. 70, fourth level proficiency
Magic abilities: all spell magic levels 1-11 at tenth level proficiency; all circles of power, wards, at fifteenth level proficiency; knows all symbols
Natural abilities: nightvision 120 feet, see the invisible, turn invisible, impervious to fire and cold, metamorphosis, fly 50 mph, prowl 87%, pick pockets 80%, pick locks 80%, track 70%, bio-regeneration (2-12), knows all languages
Clerical abilities: turn 100-600 dead 90%, animate/command 100-400 dead 89%, exorcism 70%, curse 60%, remove curse 60%, healing touch (3-18), resurrection 59%, summon: minions (4-16 lesser devils) 75%, summon: 2-8 greater devils 70%, dimensional teleport 87%
Description: Very handsome, aristocratic nobleman with black hair and beard, red skin, small horns, sparkling dark eyes, tail, and cloven feet. The symbol of temptation, lust, and betrayal.

HEL

Alignments: miscreant
Size: 16 feet tall
A.R.: 15
Hit points: 340
Number of attacks: 3 claws do 2-12 damage each, by weapon, or magic
Bonuses: +6 to damage, +3 to strike, +4 to parry or dodge, +5 on all saving throws
Psionics: all level 1-2 abilities, I.S.P. 90, sixth level proficiency
Magic abilities: all spell magic level 1-6 at tenth level proficiency
Natural abilities: nightvision 120 feet, see the invisible, fire and cold resistant (half damage), fly 40 mph, bio-regeneration (2-12), knows all languages, metamorphosis
Clerical abilities: turn 100-400 dead 86%, animate/command 100-400 dead 86%, exorcism 60%, curse 50%, remove curse 50%, healing touch (2-12), resurrection 65%, summon minions (3-12 lesser devils) 75%, summon: 2-8 greater devils 75%, dimensional teleport 80%
Description: Attractive (P.B. 20), scarlet haired woman with large leather wings. She is the wife of Satan and rules Hell at his side. Symbol of darkness.

MEPHISTO THE DECEIVER

Alignments: miscreant
Size: 16 feet tall
A.R.: 14
Hit points: 439
Number of attacks: 3 claws doing 3-18 points each, by weapon, by magic, or psionics
Bonuses: +4 to damage, +3 to strike, +4 to parry or dodge, +4 on all saving throws
Psionics: all levels 1-10, I.S.P. 194, tenth level proficiency
Magic abilities: all spell magic level 1-3 at sixth level proficiency; all symbols and knows all summoning circles at tenth level proficiency
Natural abilities: nightvision 90 feet, fire and cold resistant (half damage), teleport 96%, bio-regeneration (2-12), metamorphosis (into raven, black cat, spider, or scorpion only), knows all languages, I.Q. 19, M.E. 24
Clerical abilities: turn 6-36 dead 80%, animate/command 6-36 dead 80%, exorcism 60%, curse 70%, remove curse 70%, healing touch (2-12), resurrection 60%, dimensional teleport 70%, summon: minions (2-8 devilkins or imps) 90%
Description: Handsome, dark skinned human with sharp, pointed teeth, long black fly-away hair, wild eyes, and a devious grin. Secretly plots to take the seat of power from Satan, but patiently waits for the right moment. Considers mortals to be mere toys and pawns to be used for his amusement. Mephisto has been known to summon and command all manner of creatures including demons, elementals, and angels. He suffers from delusions of grandeur and borders on meglomania. Symbol of illusions and deception.

OLD NICK

Alignments: anarchist (selfish)
Size: 12 feet tall
A.R.: 12
Hit points: 175
Number of attacks: 2 hand to hand to 2-12 each, by weapon, or magic
Bonuses: +4 to damage, +2 to strike, +6 to parry or dodge, +4 on all saving throws
Psionics: all level 1-2 abilities, I.S.P. 110, eighth level proficiency
Magic abilities: all spell magic levels 1-3 at fifth level proficiency
Natural abilities: nightvision 90 feet, fire and cold resistant (half damage), metamorphosis, teleport 89%, knows all languages, bio-regeneration (2-12), cunning
Clerical abilities: turn 3-18 dead 75%, exorcism 70%, remove curse 60%, healing touch (2-12), resurrection 21%, dimensional teleport 56%, summon: minions (2-8 deevils) 95%
Description: A merry, rolly-polly old man with a great grey beard (P.B. 16). Symbol of corruption.

LEVIATHAN

Alignments: diabolic
Size: 18 feet tall
A.R.: 12 natural or black armour: A.R. 17, S.D.C. 200
Hit points: 310
Number of attacks: 3 do 3-18 damage, by weapon, or magic
Bonuses: +6 to damage, +2 to strike, +5 to parry or dodge, +3 on all saving throws
Psionics: none
Magic abilities: all earth elemental magic levels 1-6 at sixth level proficiency
Natural abilities: nightvision 90 feet, impervious to fire (no damage), bio-regeneration (2-12), knows all languages
Natural abilities: turn 2-12 dead 70%, exorcism 50%, healing touch (2-12), dimensional teleport 28%, summon: minions (3-12 dire harpies) 81%
Description: Giantess warrior, powerful and cruel. She is the mistress of the dire-harpies and the symbol of revenge. Leviathan (P.B. 6) hates Rhada, is jealous of her beauty and has vowed to slay Abdul-Ra.

RHADA

Alignments: aberrant (evil)
Size: 14 feet tall
A.R.: 12 natural or cloak of protection: A.R. 15, S.D.C. 150
Hit points: 229
Number of attacks: 3 doing 2-12 damage , by weapon, or magic
Bonuses: +4 to damage, +2 to strike, +4 to parry or dodge, +5 on all saving throws
Psionics: none
Magic abilities: all spell magic levels 1-7 at tenth level proficiency
Natural abilities: nightvision 90 feet, fly 20, turn invisible, see the invisible, bio-regeneration (1-8), metamorphosis (into a python only), knows all languages, I.Q. 20
Clerical abilities: turn 3-18 dead 66%, animate/command 2-12 dead 66%, exorcism 50%, remove curse 50%, healing touch (2-12), resurrection 23%, dimensional teleport 42%, summon: minions (2-12 fenry) 92%
Description: Beautiful (P.B. 23) ivory skinned woman with long silver hair. She is an outcast among the other dishonorable devil lords. It is said that her heart belongs to her demon lover Abdul-Ra, but that she is held captive in the devil dimension of Hell. It is Diabolus' magic that holds her here, mocked and beaten by the other devil lords. Diabolus lusts for Rhada himself. Her only allies are Mephisto, who is her only true friend, and the fenry. Twice has Abdul-ra attempted to rescue his love but has failed, for Rhada is under constant surveillance.

DIABOLUS

Alignments: diabolic
Size: 13 feet tall
A.R.: 13
Hit points: 230
Number of attacks: 3 hand to hand doing 2-12 each, by weapon, or magic
Bonuses: +6 to damage, +2 to strike, +3 to parry or dodge, +4 on all saving throws
Psionics: none
Magic abilities: all symbols, wards, protection circles, and power circle of domination/control at twentieth level of proficiency
Natural abilities: nightvision 90 feet, fly 20, bio-regeneration (1-8)
Clerical abilities: turn 4-24 dead 72%, animate/command 4-24 dead 72%, exorcism 50%, remove curse 56%, healing touch (2-12), dimensional teleport 41%
Description: Diabolus is a twisted, hunch-backed troll. He is most definitely insane, enjoying the company of dead things above all others. He is extremely cruel, unpredictable, and dangerous.

RACES

THE HISTORY AND DESCRIPTION OF THE VARIOUS RACES

Introduction: Pre-history

Long before the time of man, during the age of Chaos, the planet was dominated by the Old Ones. Foul monstrosities spawned in hatred, nurtured by sorrow, and born to evil. They are the dark ones, pestilence, despair, envy, anguish, betrayal, death and decay.

The Old Ones, whose very vistage is said to drive most men mad. It is they who ruled this land. They developed and mastered the mystic arts.

Thus it is written: *And all the lands were lost to sin and darkness; until envy and betrayal sought to usurp the Great Old One. So it was that light was born and in its radiance the archaic races and beasts were begotten. Thus the archaic beasts/men rose to smite the Old Ones down in a mystic maelstrom that reshaped Mother Earth. And though defeated, the Old Ones could not be destroyed; but a great enchantment was placed upon them, locking them within the bowels of the Earth, forever lost in dreamless slumber.*

But the battle's cost was great indeed for those who did wage war upon the Old Ones. Only the elves, titans, and dragons did live. Yet with death there is always birth; so it was that a birthing of a new age did come to pass. For dwarf and gnome, and troll and goblin and all manner of beastmen now walked the Mother Earth; and though elf would rule for 10,000 years, it would be man, true men, who would inherit the world.

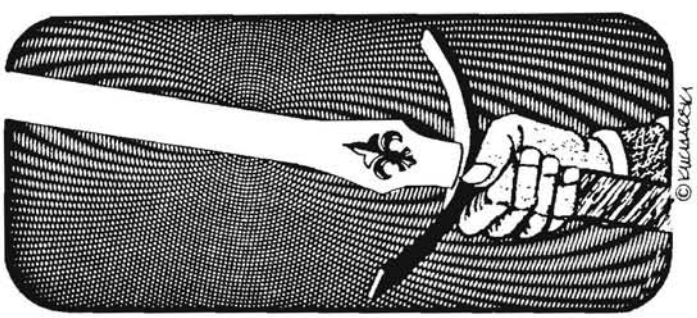
The Tristine Chronicles

HUMANS

For some reason I think most of the readers have a pretty solid idea of what human beings are capable of. Consequently I shall concentrate on the human world.

Humans are the dominant life form in the Palladium world. The keyword here is "dominant". In numbers, there are almost as many goblins, orc, and wolfen, but it is the humans who have created the strongest, most advanced civilization. They have the strongest kingdoms, armies, and fleets. Humans have established forts, villages, and towns in nearly every corner of the world. It is they who shape the world in their image. Humans seem to be the masters of this world; a world they have claimed for themselves.

The civilizations in this world are very much like those you read about in stories of King Arthur and his noble knights of the round table, Prince Valiant, or Conan the Barbarian. Historically it is a combination of the Greek legends, the Roman Empire before the birth of Christ, and the Middle Ages with its knights and castles. Although similar, it is none of these because we include fantasy and magic. This is a world of fabulous cities, with their very rich and very poor; it is a land of wonder and intrigue where gods and demons interfere in the affairs of men. It is a world where dragons trod the lands and wizards challenge the gods. It is a world of dreams, magic, and high adventure with a wealth of treasure and knowledge for any who can claim them.



The Eight Attributes

Number of six-sided dice rolled is designated below

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	3	3	3	3	3	3	3

Psionics: Standard; see psionic section

Hit Points: Standard; see determining hit points

Alignments: Any

O.C.C.: Any

Physical Appearance: Vary widely, tend to be tall, lean, muscular; light skinned; blonde, brown, black hair. **Height:** 4' to 6'10", **Weight:** 90 to 250 lbs; **Average life span:** 60 years.

Special/Natural Abilities: adaptive, resourceful.

Enemies: Wolfen, goblins, hob-goblins, orcs, kobolds, ogres, trolls, changelings, giants.

Allies: Elves, dwarves, gnomes. Indifferent toward troglodytes and faerie folk.

Favorite Weapons: Any with leanings toward blade weapons and bows.

Other Notes:

1)Worship a variety of deities.

2)Wears all types of armour.

3)Highly skilled/educated/trained.

4)Most advanced of the other races.

5)Aggressive

6)Explore and master all areas of knowledge: magic, men of arms, clergy, crafts, arts, construction, farming, etc.

THE WOLFEN

The greatest threat to human dominance of the Palladium world is the emerging Wolfen empire. Once lost to bickering and warring against each other, the wolfen were considered to be witless buffoons much like orcs or hob-goblins. However, since the unification of the twelve wolfen tribes they have proven themselves to be clever, inventive, adaptive, and ferocious warriors. The wolfen are incredibly well organized, disciplined, and just.

Much like the early days of the Roman Empire, the wolfen are building a reputation for strength, justice, loyalty, and military might. Like the Romans they are masters of diplomacy and subterfuge, offering aid and assistance to any kingdom or people (even humans) who request it. Treaties, pacts, and alliances complete the transaction which the wolfen fulfill to the letter. If such an agreement is broken by the other party, they are crushed or bullied into submission.

The wolfen goal is to conquer the known world uniting all the races under one global government. Of course that government would be organized, led , and enforced by wolfenkind. Already the word has spread that the wolfen do not destroy or enslave its conquered people, but rebuild their cities, protect and provide for the people and allow them to keep and openly practice their religious faiths, as long as they are not subversive to wolfen rule. This fair play is unprecedented even in human rule and conquest. And so the wolfen empire slowly grows and prospers.

Needless to say, humans are completely opposed to submitting to the wolfen, no matter how generous their rule. This has provoked a number of lengthy border wars up north with no decisive victory for either side. One advantage for the humans is their superiority in quality metal arms and armour. The humans also dominate the waters with powerful, well trained fleets. Yet, even now the arms advantage dwindles as wolfen become more adept in working metals. To compound matters, wolfen and kobold alliances are tightening with kobolds producing some of the very best arms and armour available in the world. Although the wolfen have no sea worthy vessels at all, their foot soldiers are trained to perfection. Combined with honor, dedication, and a burning goal of global conquest the wolfen armies are a force respected and feared. Assaults against human villages, forts, and strong holds in the great northern wilderness and along its borders have increased sharply. Thus far the wolfen have directed their strongest attacks in areas far from the sea coast where humans are at their weakest.

Unfortunately for humans, wolfen dominate the Northern Wilderness, an immense land area widely unexplored. To the best of human reconnaissance wolfen seem to control/dominate the northeastern portion of the wilderness. It is in this area that large wolfen cities and farmlands have been sighted.

Wolfen are not like many of the more chaotic sub-human races who wander about in loose-knit tribal societies. Wolfen are civilized with cities, culture, and laws. They are very similar to humans in that they are inventive, social creatures who have farms, forts, villages, cities, merchants, diplomats, soldiers, nobles, and kings. They have rules, laws, and regulations. They are not inherently cruel or evil simply because they are the enemies of humans. Wolfen are simply another race, another people, trying to carve their place in this world.

Wolfen and humans are sworn enemies destined to a confrontation that is likely to change the face of this world. Although wolfen disapprove of the cruel, dishonorable sub-human races like goblins, orc, and trolls, all of whom are considered barbarous by wolfen, they realize their value as allies against a common foe, humanity. They often enlist the services of goblins and orcs as mercenary fighters. Easily impressed by the wolfen's strength and military might, orcs and goblins make willing pawns in this war. However, even though wolfen have commanded up to a thousand of these scoundrels at a time, they have not been successful in uniting or controlling greater numbers of these chaotic beings. Yet the possibility of an orc and/or goblin army under wolfen command is real. If the wolfen can unite these races, as they did their own tribes, they could become a power that even the humans and their allies (dwarf, elf, gnome) could not repel.

The Eight Attributes

Number of six-sided dice rolled is designated below

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	3	2	4	3	3	3	4

Psionics: Standard; see psionics section.

Hit Points: Standard; see determining hit points.

Alignment: Any, but tend toward principled and aberrant: both alignments with a strong personal code of honor.

O.C.C.: Any

Physical Appearance: Just as their name suggests, they look like giant humanoid wolves. The body is covered in dark and/or light grey colored fur; muzzle, canine teeth, powerful jaws; hazel, brown, or green eyes. **Height:** 7 to 9 feet tall; **Weight:** 190 to 300 pounds; **Average life span:** 50 years.

Special/Natural Abilities: Nightvision 40 feet, normal day vision, superior sense of smell and hearing, +8% to track.

Enemies: Humans, dwarves, and changelings. Elves are allied to humans and therefore an enemy, however, wolfen covet the knowledge and friendship of elves and are constantly soliciting their favor.

Allies: Goblins, hob-goblins, kobolds, orcs, ogres, and trolls. Indifferent toward gnomes, troglodytes, giants, and faerie folk.

Favorite weapons: Pole arms, ball and chain, swords, and axes.

Other Notes:

1)Worship a variety of deities.

2)Wear all types of armour.

3)Competent builders/craftsmen.

4)Superior foot soldiers.

5)Provide aid and protection to all who request it.

6)**Damage notes:** *claws* in hand to hand combat do 1-6 damage plus O.C.C. and P.S. damage bonuses if any. *Bite* does 1-8 points damage, P.S. damage bonus does not apply.





THE ELF

Elven history stretches long before human history, into the legendary age of chaos. They, along with dragons, titans, and the other (now dead) archaic races were responsible for the incarceration of the Old Ones and the inception of a new era. Although much of the ancient magic has been lost to the elves, they are still believed to be creatures of magic and knowledge. Creatures of magic?; perhaps, for they come from a time when magic was supreme and none know the true origin of elvenkind. Yet, possibly spawned by magic, they are mortal creatures of flesh and blood. However, the average life span of an elf is many times longer than most of the other races, creating the myth of elven immortality. The average elf will live for 600 years and some have lived for as long as 1200. Consequently, vast amounts of knowledge can be gathered, skills honed to perfection in what would be 10 lifetimes for a human. Thus, an elder elf is usually a force of great knowledge and power. Attracted to knowledge, elven magic users are among the most powerful in the world. All this perpetuates the myths and legends of elvenkind.

Ah, but there is more. After the age of Chaos, elves ruled for nearly 10 thousand years. Their power unquestioned, they were truly the masters of the world. Unfortunately, their rule was marred by violence and unrest.

The first 4 thousand years have been called the golden age of Elven Rule. Their society prospered and the new peoples (dwarf, gnome, kobold, etc.) prospered also. The titans remained close allies of the elves and with their unmatched skill at arms, were able to suppress all evil from the likes of dragons and orcs.

During this time the Dwarven kingdoms rose to great heights, soon taking place in the world's powers. Theirs alone were the secrets of rune magic. Although they would smith great rune swords and weapons for the elves, thus cementing elven supremacy, they would not share the secrets of the runes.

Envious of the dwarve's knowledge, the elves grew wary of their dwarven allies, banning all use of rune magic except for the creation of elven weaponry.

The elves adopted a haughty air of superiority that chastised all the non-elven peoples. Non-elves were regarded as second class citizens (or less) with frequent degrading lessons to remind them of their place. Unrest soon swept the elven kingdoms as arrogance replaced justice; condescension replaced understanding; and anarchy replaced peace.

The titans soon found their morals compromised, prompting them to leave their life long allies, never again to fight at the side of the elven Lords. Soon after, the clash of dwarven impudence and elven arrogance resulted in outright war. An ugly, senseless war which would become even uglier, with acts of atrocities committed by both sides. A war fueled by envy and ego that would last 2000 years. The final conflict would ally the dwarves to demonic forces that would, ironically, destroy the only two rulers (usurper dwarf king, Isle-wind and elven Lord Azalon) who might have restored peace and equality to both kingdoms.

The winners, if such there were, of the Great dwarf/elf wars were the elves. Although elves would rule for another turbulent 4 thousand years, their empire and people had been dealt a lethal blow, from which they would never recover. The dwarven kingdoms, close to complete annihilation, would never regain their former position in the world. The great wars left only a legacy of hate and bitterness that survives to this day in the hearts and minds of most elves and dwarves.

5000 years since the final days of elven rule, the elves have learned humility, anguishing over past sins.

Generally, elves are well educated, highly moral creatures with a strong sense of manifest destiny and justice. Although most elves still consider themselves superior to most of the sub-human races, they have curbed their arrogance, acknowledging that all creatures are of value (with the possible exception of dwarf). However, **most** of the other races despise elves, remembering their mistreatment at the hands of elvenkind. With few exceptions, elves are feared, hated, held in contempt or considered treacherous by many of the other races. Others, even humans, look upon elves with jealous suspicion. After all, can you really trust someone who is handsomer, quicker and will out-live you by 10 life times?

Nor has the mutual hate between elf and dwarf waned over the centuries. One will seldom associate with the other, or even transact the simplest of business. Many a bloody fight has resulted from the meagerest of insults, and many dwarves and elves will attack the other on sight, without the slightest provocation and without mercy.

Of all the races, humans are the elves' favorite. Perhaps it is because humans most resemble elf in both appearance and spirit. None will ever know for certain, but it is humanity who has won elven favor. Consequently, it is not unusual to find a occasional elf scattered among the human populace of most cities and villages. Many hold high positions within the human society, such as court council, merchants, and mages. If elf can not walk tall among his own people, then he will walk with man.

Sadly, there are no longer any elven kingdoms. Hated and hunted by most of the sub-human races, the elves have found sanctuary within human society. What few independent elf communities exist are very small(usually less than 100 strong), hidden deep within seldom travelled forests or mountain regions.

The Eight Attributes

Number of six-sided dice rolled is designated below

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	3	2	3	4	3	5	3

Psionics: Standard; see psionic section
Hit points: Standard; see determining hit points
Alignments: Any
O.C.C.: Any
Physical Appearance: Tall slender creatures with very handsome, distinguished, youthful features. Black or brown hair, pointed ears, dark eyes. **Height**: 6 to 6.10 ft, **Weight**: 150 to 200 lbs. **Average life span**: 600 years
Special/Natural abilities: Nightvision 90 ft
Enemies: Dwarves, Trolls, Ogres, Kobolds, Goblins, Hob-goblins, Orcs and Gnomes.
Allies: Humans, Pixies, Brownies, Sprites and Faeries. Indifferent toward changelings, troglodytes and wolfen. **NOTE**: Although Wolfen covet the friendship and knowledge of elvenkind, elves usually regard wolfen as dangerous, seldom aiding these creatures, who are the enemies of man.
Favorite weapons: Large swords, Short swords, Long bow, Knives, Blunt.



DWARVES

Once the greatest of the subterranean races, their kingdoms have been destroyed and their people slain. Today, dwarves are small in number and coexist with their human allies. Dwarves are a common sight especially in larger towns and cities, holding a respected place in the human society as merchants, warriors, weaponsmiths, and armourers supreme. Indeed, no other creature can craft a suit of armour or sword as magnificently or as perfectly as a dwarf. Being the best weapons and armour available they command a high price in the market place. (Many dwarven weapons are so well balanced that they receive bonuses to strike or parry, not because of magical properties, but for sheer quality of craftmanship. Likewise, dwarven armour, specially crafted, have higher SDC and armour rating than common quality armour. They also usually cost 30% to 50% more than common stock.) Only kobold crafted weapons and armour come near those of the dwarf. Some scholars believe that it was the dwarves who taught kobolds the craft thousands of years ago. This is not as unlikely as it may sound, as dwarf and kobold have always been on amiable terms.

Although dwarves have given up their subterranean life style, they are still excellent miners with a keen eye for precious metals. Dwarven underground tunnel kingdoms were said to consist of elaborate tunnel systems and great chambers. The walls smoothly cut, were often decorated with relief carvings and rich tapestries of silk and velvet. The underground cities were as large as human cities housing thousands of people. Major tunnel arteries would connect the city to other cities, small towns, and mining communities, linking dozens of city states stretching for hundreds of miles. However, during the final conflict of the great dwarf/elf wars tens of thousands of dwarves were slain and their fabulous underground kingdoms laid to ruin. Both elf and demonic forces were to blame for the holocaust, caving in and burying almost all the proud dwarven kingdoms. Today only a handful of known ruins exist, abandoned in the mountains of the "old" kingdom.

The dwarf/elf wars ended 5000 years ago, but hate twixt the two lives on. Rarely will elf or dwarf treat each other with even the simplest cordiality. Elves, repentant for their past, are not as quick to attack a dwarf verbally or physically and will take a fair amount of verbal abuse from dwarves before retaliating in kind. However, they will seldom allow a physical assault to pass without retribution. Dwarves are considerably less tolerant. Bitter and resentful, most dwarves hate elves and will jibe and insult them mercilessly. Dwarves are also more likely to instigate a physical confrontation with an elf regardless of circumstance or consequence. An elf can provoke a dwarf over the most trifling things: a comment, question, glance, or attitude can lead to a death duel. Both dwarf and elf have been known to attack each other on sight (although not as often in more civilized communities where humans, elves, and dwarves coexist). Dwarves will seldom deal directly with an elf for anything, whether it be buying or selling foods or equipment, or soliciting information or enlisting the aid of all good men for a noble quest. Generally, dwarves and elves treat each other with an air that is so cold that it could freeze an iceberg.

Actually most dwarves appear to be grumpy, treating everybody in a brisk, impudent manner. They huff and puff with exasperation, make rude and insulting remarks (often mumbling under their breath but just loud enough to be heard) and act like they are being kept from some urgent appointment. Despite this brazen, impudent facade dwarves can be kind, loving, generous, sincere, trustworthy, fair, loyal, honest, and caring. They are particularly fond of humans despite their friendship with elves. A dwarf may treat you in a gruff, haughty manner one moment, and give you the deal of your life the next, if he has taken a liking to you. They are impressed and flattered when treated with respect, but only if they believe those to be real feelings and not just a front to get something.

The Eight Attributes

Number of six-sided dice rolled is designated below

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	3	2	4	3	4	2	2

Psionics: Standard; see psionics section.

Hit Points: Standard; see determining hit points.

Alignments: Any

O.C.C.: All Men of Arms except longbowman, all clergy, mind mage and witch (no other magic O.C.C.).

Physical Appearance: Short, husky people with white hair and aged appearance. Even the young appear much older than they really are. Muscular, broad shoulders, ruddy complexion. **Height:** 3 to 4 feet; **Weight:** 100 to 200 pounds; **Average life span:** 200 years.

Special/Natural Abilities: Night vision 90 feet, normal day vision, +6 to recognize weapon quality, and +4 to recognize precious metals/stones (this is in addition to any O.C.C. bonus).

Enemies: Elves, goblins, hob-goblins, orcs, ogres, trolls, and wolfen. Dislike gnomes, changelings, and giants.

Allies: Humans, kobolds, troglodytes. Indifferent towards the faerie folk.

Favorite Weapons: Battle axe, ball and chain, blunt, iron staff, sling

Other Notes

1)Worship a variety of deities.

2)Wear all types of armour (particularly chain and plate types).

3)Excellent men of arms.

4)Have long since forsaken the ways of magic (except mind mage and an occasional witch).



GNOMES

Originally a subterranean race, gnomes now dwell in dense forests or shallow tunnels in low hill sides. They are a small hardy people full of life and adventure. Standing only 2 to 2 1/2 feet tall, people not familiar with faerie lore often mistake a gnome as a pixie, brownie, or leprechaun.

Extremely agile and possessing a superior physical constitution gnomes make excellent thieves, assassins, and rangers. They are also attracted to the mystic arts as well.

Unfortunately, gnomes have been a favorite target of the non-human races such as kobolds, goblins, orcs, ogres, and trolls. Raw gnome is a special delicacy for kobolds and trolls, both of which have slain gnomes with a vengeance. As a result, the gnome population has fallen sharply over the past few centuries. Perhaps this is why they have fled their shallow mountain tunnels for the safety of secluded forest and mobility.

Considered rare, gnome tribes are seldom seen, and are never located near populated areas. Clever and self reliant, gnomes have adapted easily to a life in the wilderness. There are even rumors of a large gnome tribe, at least 400 strong, in the Northern Wilderness, deep in wolfen territory. However, the typical tribe or band is very small (3-18 members) while even larger bands seldom contain more than 50 members.

The Eight Attributes

Number of six-sided dice rolled is designated below

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	2	3	2	4	4	4	2

Psionics: None

Hit Points: Standard; see determining hit points.

Alignments: Any

O.C.C.: Limited to mercenary fighter, thief, assassin, ranger, all clergy and magic except mind mage and illusionist.

Physical Appearance: Very short, handsome, with white hair, bushy eyebrows and sparkling blue eyes. Males will almost always sport a neatly trimmed beard and/or mustache. **Height:** 2 to 2.5 feet, **Weight:** 20 to 50 pounds; **Average life span:** 300 years.

Special/Natural Abilities: Night vision 90 feet, normal day vision, and very agile. Receive a +10% bonus to prowl (in addition to any O.C.C. bonus).

Enemies: Kobolds, trolls, dwarves, goblins, hob-goblins, orcs, and ogres.

Allies: Humans, elves, and faerie folk. Indifferent towards troglodytes, changelings, and wolfen.

Favorite Weapons: Knives, short sword, sling, short bow, and cross bow.

Other Notes:

1)Although gnome and dwarf are cousins, they fiercely dislike each other.

2)Worship a variety of deities.

3) Wear all types of armour.

4)*Gnome weapons* are very small and light weight, consequently they do less damage than human sized ones. Knives, short swords, blunt, staves, axes, and spears do 1-4 damage. Large swords, ball and chain, and pole arms do 1-6 damage. The short bow and sling do 1-4 while the gnome cross bow does 1-6 damage.



TROGLODYTES

Troglodytes are a gentle race of subterranean humanoids similar, in habit, to dwarves and kobolds. However, they are not as intelligent as either, leading a sheltered reclusive life deep beneath the surface. Troglodytes are rarely seen above ground and then only at night. Possessing the keenest of nightvision (120 Ft) their vision is weak in daylight (30 Ft) even after their eyes have adjusted to the light.

Troglodytes have little social structure, rules, or laws. They have no specific leader or chieftain, god or religious doctrine, social class or functioning economy. Rather they live side by side sharing and caring for each other as circumstances demand. In many ways these innocent people survive by animal-like instincts and compassion. Very primitive the males, generally a little larger than females, dig tunnels, hunt small game (rodents, lizards, amphibians, and insects; spiders and beetles a trog. delicacy), make tools and weapons, and protect the young and females. The females are fair farmers growing a variety of moss, molds, and mushrooms edible by troglodytes (but frequently poisonous to non-trogs). The females also take care of the young and sick.

Generally troglodytes are poor craftsmen as is reflected in the crude stone tools and weapons they make. They wear little or no cloth and have no real personal possessions other than an occasional trinket or favorite weapon or tool.

Many surface dwellers mistake the lack of social structure and easy going nature of trogs for laziness. This is not true. Trogs are sincere and devoted to their family friends and race. They all work and play together with enthusiasm.

Broad powerful creatures, a troglodyte can carve through solid rock with the most primitive of tools faster than any other subterranean race. Their flabby muscles, short, stocky, quasi-human appearance belies the true speed and agility of the troglodyte. Consequently trogs dig large, crude tunnels and chambers that weave and dip and intertwine for miles and miles. Although a trog tunnel network is usually more condensed than a kobold complex, the largest seldom more than 30 square miles, they are at least twice as complex and three times more confusing. Quite often a trog tunnel system will consist of 5 or 6 main tunnel villages or cities. The villages are usually under 10 miles and, as mentioned, their cities seldom exceed 30 square miles. However, the main tunnels may actually run a thousand or more miles connecting both populated and abandoned pockets of tunnel outcroppings of villages. The smallest trog village will contain 6-36 trogs, medium size 100-600, large 1000-6000. Trogs have no use for mineral or ore deposits and do not mine them, although their tunnels may go through all types of mineral riches.

Troglodytes avoid contact with most races, especially the large strange surface dwellers. Even if their tunnels are invaded by intruders, trogs often shun contact, hiding in shadows and behind rocks. Passive in the extreme, trogs will not attack unless scared, threatened, or attacked first. They may be gentle, non-aggressive creatures, but if they feel endangered or one of their kind is hurt then heaven help the persons who did so. Trog males are instinctively the protectors of their people and fight with a speed and fury that is nearly unbelievable. Like a Doctor Jeckle/Mister Hyde transformation the bashful little creature becomes a roaring, fighting machine that will fight without mercy until it is slain or the intruders have been eliminated or driven very far away. A foolhardy person would stand a better chance invading the den of an angry grizzly bear than invoke the destructive wrath of a troglodyte. (Note: entire armies have fallen to but a few hundred trogs defending their people.)

The Eight Attributes

Number of six-sided dice rolled is designated below

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	2	3	4	4	3	2	5

Psionics: None

Hit Points: Standard; see determining hit points.

Alignments: Any, but tend toward *good* or selfish.

O.C.C.: Limited to mercenary fighter, thief, assassin, shaman, and healer.

Physical Appearance: Broad shouldered, pale skin tone, large dark eyes, fat flabby looking bodies with heads that seem to resemble lizards or amphibians rather than human. **Height:** 4 to 5 feet tall, **Weight:** 130 to 250 pounds;**Average life span:** 90 years.

Special/Natural Abilities: Nightvision 120 feet, dayvision 30 feet, posses great speed and agility.

Enemies: Fear/dislike **all** *surface dwellers* .

Allies: Indifferent towards the other subterranean races, dwarf, kobold, gnome, and goblin.

Favorite Weapons Thrown rocks, cudgel, stone axe, stone hammer, stone tools, wood clubs.

Other Notes:

1)Worship Nymph or elemental deities if any.

2)Wear little or no clothes: no armour.

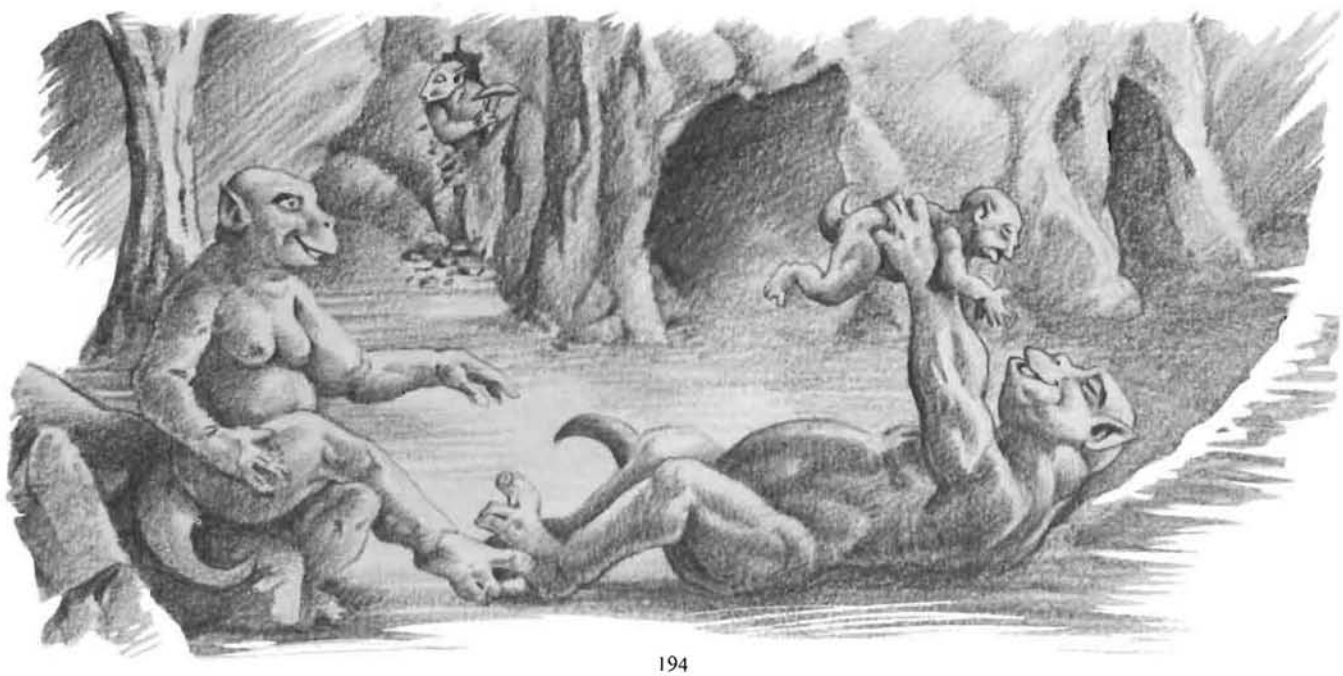
3)Rarely use metal weapons/tools unless found somewhere.

4)Have no worldly goods such as gems or precious metals (but do like things that sparkle).

5)Although trogs shun daylight, they do use fire and torch light to a limited extent.

6)Compassionate, shy, mild mannered.

7)**Damage Notes:** *claws* in hand to hand combat 1-6 damage plus P.S. damage bonus if any. *Bite* 1-6 damage; P.S. damage bonus does **not** apply.



KOBOLDS

Kobolds are the uglier cousins to goblins and like goblins, are a subterranean mining race of mischievous, troublesome, vicious creatures. In many ways kobolds are meaner and more dangerous than their goblin kin. Most notably they are organized, smarter, more cunning, and crueler. Not only do they hate and despise the larger, more attractive humanoids but they delight in torturing and killing these creatures (usually very, very slowly).

Unlike goblins or hob-goblins, kobolds usually stick to themselves, pursuing an active mining life. Territorial in the extreme, any unfortunate wanderer who unwittingly enters into a kobold domain has marked his doom. However, except for kobold scouting parties, bandits, and adventurers, they seldom travel beyond their realm or above the surface.

A kobold domain usually consists of several small tribes or bands scattered throughout the area, centering around one or two large subterranean complexes (kobold cities). The small tribes often dwell on the surface or in a shallow network of crude tunnels close to the surface. These tribes may contain as few as a dozen members or as many as a hundred. Such tribes are often composed of thieves, assassins and brigands of all sorts.

The heart of a kobold domain is always built upon rich mineral deposits ranging from iron to precious metals and gems. A labyrinth of crude tunnels and chambers, a typical kobold city-tunnel complex can run hundreds of miles long as well as several miles deep. Despite the impressive size of these complexes, they are sprawling cities comprised of tunnels that are either old and abandoned or seldom travelled. It is impossible to discern an old tunnel from a new tunnel. Nor do they seem to have been constructed with any rhyme or reason. Consequently, deceptively large cities will often be populated by surprisingly few kobolds. (Note: a common kobold city will consist of a maze of tunnels running 50-100 miles long with 4-12 levels, 1-4 miles deep. Some of these levels will be mines. A typical population ranges from 600 to 6000 strong.)

The inhabitants, scattered in small pockets throughout the tunnel complex, will be concentrated largely near active mining operations (with several hundred or a thousand kobolds).

Kobold tunnels are characteristically crude, rough structures about 5 feet tall, of equal width, opening into larger chambers seldom exceeding 10 feet in height. They prefer to inhabit cool, rocky or mountainous regions.

Kobolds themselves are nocturnal creatures seeing clearly in the dark (90 ft). Consequently, they shun bright light and are seldom seen above the surface during the day. Light so impairs their vision that even after their eyes become adjusted they cannot see clearly beyond 30 feet. (Note: a simple fire from a torch or campfire will not appreciably affect a kobolds vision. However, intense light will blind them for 2-12 melee rounds.)

Kobolds are fine craftsmen, artisans, weaponsmiths, and armourers. Only dwarven arms and armour surpass the kobold. Thus, a kobold crafted weapon or armour is much coveted, giving them an honored place among the sub-human races as their arms manufacturer. Although kobold may sell equipment to their goblin kin, these weapons are often of lower quality. (Remember, kobolds dislike goblins. Orcs also fall in this category due to their association with goblins and because they are so easily duped.) Kobolds **never** sell to humans, elves, or gnomes.

Fine metal artisans and jewelers, their jewelry and silverwares are among the finest in the world. Particularly fond of gold, silver, and precious stones, the treasure vaults of a prosperous kobold is a sight to behold.

The Eight Attributes

Number of six-sided dice rolled is designated below

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	2	3	3	3	4	2	3

Psionics: Standard; see psionics section.
Hit Points: Standard; see determining hit points.
Alignments: Any, *tend to be selfish or evil.*
O.C.C.: All except long bowman, knight, or palladin.
Physical Appearance: Short, thin creatures with a pale waxen complexion. Bald or white haired (no facial hair), thick leathery skin, yellow and/or red eyes, pointed teeth. **Height:** 3 to 4 feet, **Weight:** 70 to 120 pounds; **Average life span:** 160 years.
Special/Natural Abilities: Nightvision 90 feet, day vision 30 feet, +10% to recognize weapon quality.
Enemies: Humans, elves, gnomes, changelings, goblins, and hob-goblins. Kobolds find goblins to be pathetic, ignorant barbarians worthy of contempt. They enjoy using, abusing, and tormenting goblins.
Allies: Trolls, wolfen, troglodytes, dwarves, and giants. Indifferent towards orcs and ogres.
Favorite Weapons: Picks, hammers, knives, and swords.
Other Notes:
1)Worship demons
2)Sometimes sell services as mercenaries.
3)Prefer studded, chain, scale, and plate armour.



GOBLINS

Goblins, hob-goblins, kobolds, and orcs are the malicious, ugly inhabitants of the faerie folk. These villains are thieves and bushwackers lurking in shadows and dark places to attack the unsuspecting.

The descendants of a swarthy mining race, much like the dwarves, recent generations have forsaken the pick and shovel for the sword and dagger in pursuit of easy treasure. They are disagreeable, vindictive, stupid creatures with a passion for precious metals and gems. Goblins hate the larger and handsome races, particularly elves and humans. They have been known to join forces with orcs, hob-goblins, ogres, and wolfen in assaults against human and elf settlements.

Strangely, goblins detest their first cousins, kobolds, and will often attack them on sight. This hostility has lasted for centuries, presumably stemming from the kobold's degrading treatment of all goblins. Kobolds find their stupid cousins rage and anxieties very amusing and tend to fuel goblin hatred with cruel and degrading conflicts; they love to torment goblins with tricks and lies. However, while kobolds dislike and distrust goblins, they will seldom attack without reason or provocation.

The goblin society is one of the strong preying upon the weak. This shabby tribal unit is usually comprised of a warrior chief, a war chief (second in command), and a cleric leader (third in command). Goblin tribes can be found throughout the known world, although they prefer woodlands and mountain regions. An area dominated by goblins will contain dozens of small nomadic tribes ranging widely in number from as few as 20 to a few hundred. Goblin tribes are seldom larger than 600 with a 30% female, 20% young, 50% male ratio. Large tribes construct a network of subterranean tunnels and chambers dug under hills or mountain sides.

These dwellings resemble kobold lairs with their crude walls and low ceilings; however, goblin tunnels are **never** as long, deep, or elaborate, seldom spanning more than a mile radius. Nocturnal creatures, they see equally as well in the dark as they do in the light.

Goblins, cruel, malevolent creatures, are attracted to evil and power like moths to a candle flame. Consequently, witches, evil mages, black priests, devils and demons often use goblins as their instruments in the performance of dark deeds. Some have even amassed goblin and orc armies thousands strong. The greater the power, the more sorrowful, decadent, and violent the situation, the better the goblins like it. Thus, they, orcs, and hob-goblins are the perfect pawns for dark powers.

The Eight Attributes

Number of six-sided dice rolled is designated below

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	3	3	3	4	3	2	3

Psionics: Standard; see psionics section.
Hit Points: Standard; see determining hit points.
Alignments: Any (however, goblins are reared in a cruel, selfish society with little regard for life. *Tend to be of selfish and evil alignments).*
O.C.C.: All except long bowman, knight, or palladin. Of the magic classes goblins are limited to *witch* and *cobbler.* They tend toward men of arms O.C.C. especially thief and assassin.

Physical appearance: Short and skinny with spindly limbs. (Even the robust goblin with broad chest and thick neck will have comparatively thin arms and legs.) Black, brown, or red haired; large ears, dark eyes.
Height: 3 to 4 feet, **Weight:** 60 to 100 pounds; **Average life span:** 80 years.
Special/Natural Abilities: Nightvision 90 feet, (day vision same), possible magic abilities (cobbler).
Enemies: Humans, kobolds, dwarves, elves, gnomes, and changelings.
Allies: Hob-goblins, orcs, trolls, wolfen. Indifferent towards ogres, troglodytes, and giants.
Favorite Weapons: All except pole arms and long bows.
Other Notes:
1)Worship evil gods, devils, and demons.
2)Often sell services as mercenaries.
3)Wear any type of armour (prefer studded leather and chain).
4)Poor craftsmen
5)Lazy, cruel, vindictive dispositions.



THE COBBLER

Like most faerie folk, goblins once possessed natural magic abilities. Yet, for some reason (perhaps genetic) very few present day goblins have these abilities. The few that do are known as Cobblers and hold a respected place in the goblin community.

Cobblers can naturally polymorph at will into small animals indicative of their vile nature such as frog, toad, raven, weasel, mouse, or rat. They can also perform the following spell-abilities twice per 24 hour cycle: mend wood/clay, wither plants, sense magic, charm, tongues, and create darkness. (Note: these abilities operate exactly like normal spells of the same titles at third level strength/proficiency.)

One out of every 20 goblins is a Cobbler.

Cobbler as a Playing Character

If you have chosen a goblin as a playing character it is possible that he/she is a Cobbler. The following rules and limitations apply.

Roll percentile dice to determine if your goblin has natural magic abilities.

A roll of 1-15 indicates a Cobbler; a roll of 16-00 indicates no magic abilities.

Cobblers are automatically able to polymorph into *small* animals not weighing more than ten pounds. This can be done as often as once every other melee round. See the polymorph spell description for more details.

The other abilities are not available until the character has reached third level in his chosen O.C.C. *At third level* the player's character is able to perform all the other spell abilities. Each ability can be performed twice daily (24 hours). These are not cumulative powers which can be stored; if the character does not use an ability one day he cannot perform it four times the next day. See spell magic for exact descriptions of the spells.

Since the Cobbler is not a true magic-user, his abilities *do not increase* as he gains more experience levels. The *spell strength* of these abilities are third level, meaning the Cobbler can cast these spells with the same potency and proficiency as a third level wizard. Unlike a wizard, the spell strength never increases, nor can the Cobbler learn more spells, read magic, or gain/study any other magic abilities. His spells will always be limited to the afore mentioned five and do not ever increase above third level strength.

HOB-GOBLINS

Hob-goblins are genetic mutations of the goblin appearing to be tall, lanky, flop-eared goblins. Like their goblin brothers they are mean, petty, treacherous creatures preying upon the weak and helpless.

All aspects of the hob-goblin; their attitudes, morals, disposition, passion for precious metals and gems, society, enemies, and allies; are identical to the goblin. Hob-goblin and goblin are usually seen in the company of each other and will often be of the same tribe. One readily accepts the other as brother or friend.

There are, however, certain differences between the two beside physical appearance. Hob-goblins are not as quick or dexterous as the goblin, nor do they possess their keen night vision (limited to 40 feet). The hob-goblins strength is his mental endurance (M.E.), providing most with a healthy resistance to psionic attacks as well as insanity and mental fatigue.

Independent hob-goblin tribes (those not associated with a goblin tribe) are usually small with 20 to 120 members. They will often live in caves, shallow burrows, or shabby huts.

Hob-goblins are not nearly as common as goblins; their total population is no more than one third than that of their goblin brothers. Still births are frequent; the hob-goblin days in this world seem numbered.

The Eight Attributes

Number of six-sided dice rolled is designated below

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	4	3	3	3	3	2	3

Psionics: None, but possess a natural resistance to psionic attacks (high M.E.).

Hit Points: Standard; see determining hit points

Alignments: Any (tend to be of selfish and evil alignments).

O.C.C.: All except long bowman, knight, or palladin. Of the magic classes hob-goblins are limited to witch only. They tend toward men of arms O.C.C., especially mercenary or thief.

Physical Appearance: Smaller than the average human, they resemble tall, gaunt goblins with large floppy ears and large flat teeth. Dark complexion, dark eyes, stringy black, brown, or red hair. **Height:** 4 to 5 feet, **Weight:** 90 to 150 pounds, **Average life span:** 60 years.

Special/Natural Abilities: Nightvision 40 feet, normal day vision.

Enemies: Humans, elves, gnomes, dwarves, kobolds, and changelings.

Allies: Goblins, orcs, trolls, wolfen. Indifferent towards ogres, troglodytes, and giants.

Favorite Weapons: Any, but prefer spears, pole arms, and blunt weapons.

Other Notes:

1)Worship evil gods, devils, and demons.

2)Often sell services as mercenaries.

3)Wear all types of armour.

4)Poor craftsmen

5)Lazy, cruel, greedy, vindictive disposition.





ORCS

Although orcs are commonly found among goblins and hob-goblins, they are not related in any way other than their wicked disposition. These large, dull witted brutes are the most common of the sub-human races (goblins being the second most common). Although normally of human height and stature, orcs are much broader and heavily muscled. Born predators, they are deadly warriors who genuinely enjoy combat. Like goblins, they are foul miscreants with wicked tempers. Fortunately orcs are stupid, greedy creatures with delicate egos making them vulnerable to all manner of deception. Fierce and haughty fighters when in large numbers or an obvious winning situation, they are easily unnerved and down right cowardly when clearly out matched. Actually, many a warrior has bluffed and bullied his way out of dilemmas with orcs where they had the definite upper hand but were conned into believing otherwise. Do not make the mistake of underestimating these warriors for an orc will remember who has wronged or tricked him, extracting a cruel vengeance when the scales tip in his favor. Likewise, the anger of a orc knows no bounds when truly outraged and he will fight to the death without hesitation.

Orc, goblin, and hob-goblin associate frequently together, often co-inhabiting within the same tribe. Orcs are even found dwelling with goblins in their subterranean tunnels. They also have a habit of living amid the ruins of all types of abandoned structures; tunnels, buildings, castles, dungeons, caves,the list is endless. Orcs also build simple huts, stockades, and erect tents. Common to all climes and terrain, they seem to prefer woodlands, hilly, rocky, or mountainous regions. This is partly due to their close relationship with goblins.

A typical small band of orcs will range from 20 to 60 with either a warrior chief or powerful magic-user or priest. Large tribes may consist of as many as two or three thousand with another several hundred goblin and hob-goblin allies. The larger tribes usually have a warrior or magical (clergy included) leader with a second in command war chief and a string of lieutenants and sergeants. It is interesting to note that many times the leaders of orcish tribes or troops are **not** orcs. They are often rogue humans, ogres, trolls, giants, or wolfen of great strength in fighting or command some magic or supernatural power that have impressed the orc tribe members. Because of their respect for strength and power they are willing to follow and obey *any* creature who wields it and promises them the path of plunder, wealth, glory, and power of their own. They and their goblin friends are often the willing pawns of **evil** magic-users, clergy, and even devils and demons.

The Eight Attributes

Number of six-sided dice rolled is designated below

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	2	3	4	3	3	3	3

Psionics: None

Hit Points: Standard; see determining hit points

Alignments: Any (tend toward selfish and evil)

O.C.C.: All except palladin and none of the magic classes except witch and warlock.

Physical Appearance: Broad shouldered, husky, muscular humanoids with large canine teeth. Dark complexion, dark eyes, large pointed ears, black or dark brown hair, wide up-turned (pig-like) nose. **Height:** 5 to 6.8 feet, **Weight:** 130 to 240 pounds, **Average life span:** 50 years.

Special/Natural Abilities: Nightvision 40 feet (normal day vision), great physical strength (P.S.).

Enemies: Humans, elves, dwarves, gnomes, and changelings.

Allies: Goblins, hob-goblins, trolls, ogres, wolfen. Indifferent towards kobolds, troglodytes, and giants.

Favorite Weapons: Any

Other Notes:

1)Worship evil deities, devils, demons, or forces of great power.

2)Often sell services as mercenaries.

3)Wear all types of armour.

4)Poor craftsmen

5)Greedy, cruel, hot tempered

6)**Damage notes:** *claws* in hand to hand combat 1-6 damage plus P.S. damage bonus if any; *fangs/bite* 1-6 damage, P.S. damage bonus not applicable.



CHANGELINGS

Changelings are an ancient race of shape changers universally feared and hunted by all other races except elves. Although elves show some degree of hospitality toward changelings, even they do not trust them completely and have little regret for having to slay one. Changelings are naturally a tall (7 ft), thin, pale yellow skinned humanoid with large sad eyes and rather homely features. They all possess the ability to shape change into any humanoid creature from as small as 3 feet to as tall as 10 feet. Obviously creatures of magic, with a history almost as old as the elves, legend is rich with foul deeds and treachery of these shape changers. Infamous villains, they were once believed to have plotted the destruction of the other races by assuming the shape of those people and slaying them while they slept. Changelings were also, and still are, believed to secretly study a person, his speech, mannerisms, and life style, then slay him and assume that identity. Although much of this is legend, many changelings have been known to capture or kill a person to assume that identity. The motives for such acts of cruelty and/or deception are usually founded upon greed, envy, fear, or revenge rather than one of global domination by changelings. However, terror and panic brought birth to global genocide of all changelings good and bad.

Today it is believed that changelings are extinct or nearly so. No one can be certain, for how does a person identify a creature who can assume any humanoid shape at will? It is believed, and rightly so, that changelings, few as there are, coexist among the other races disguised as one of their own. The sighting of a changeling, or even the accusation of changeling coexistence can create a frenzy that makes a witch hunt seem tame.

Although changelings do have a bloody history dealing with all manners of treachery and corruption, they are not necessarily evil. Many are benevolent towards humans and the other races and are capable of great feats of courage, friendship, and loyalty. In fact, many times a changeling grows to identify with the race he is impersonating, feeling a true sense of kinship and commaraderie.

It is extremely difficult to identify a changeling unless it reveals itself in its true form. Height, age, complexion, race can all be controlled and altered. A changeling aura is not much different from an elf or human and even a high level mind mage may not be able to discern an appreciable difference. They also have an extremely high mental endurance, making mental probes or examination an equally difficult task. Perhaps their physical differences are the most striking to the trained eye. Changelings have weak constitutions (P.E.) making them susceptible to disease and fatigue. They also have absolutely no tolerance to alcohol, becoming blasted on one glass of ale. They cannot eat salt either, without becoming ill/nauseous. Changelings do not possess great speed or agility.

The Eight Attributes
Number of six-sided dice rolled is designated below

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	5	4	3	3	2	2	2

Psionics: Standard, see psionics section
Hit Points: Standard, see determining hit points
Alignment: Any
O.C.C.: Any
Physical Appearance: With shape changers who knows?
Special/Natural *Abilities:* Can alter shape and size to assume the appearance of *any* **humanoid creature**. They **can not** shape change into animals or objects. It takes one full melee round (one minute) to complete such a metamorphosis. Being limited to human shapes, changelings have *size restrictions* also; three feet is the *smallest* and ten feet is the *tallest* height they can assume. Mass/weight varies only by thirty pounds or so. Consequently, when small they are fat or husky and when tall they are lean or skinny. When assuming the guise of a particular living person they can adjust diet accordingly, gaining or losing weight to make the impersonation perfect. Only the physical body changes shape, the *Eight Attributes* remain *stable.* Nor do clothes change to fit a new shape. Changelings are *asexual*, having no one sex, they can be either male or female or both.

They can alter features subtly, changing just the size and shape of a nose, shin, hair line, or altering the skin color and so on. However, they *can not* add an additional limb or appendage. Likewise, they *can not* delete a limb or regenerate a missing one. If a changeling loses an arm in battle then all of his metamorphoses after that incident will also be missing that arm.
Enemies: *All races* are to be feared.
Allies: Elves are the closest to being a real ally. However, the company of humans, elves, wolfen, orcs, and trolls are preferred.
Favorite Weapons: Any
Other Notes:
1)Worship any number of deities.
2)Wear all types of armour.
3)Tend to be suspicious of others, especially strangers.
4)Fair craftsmen and metal workers.



OGRES

Some scholars believe ogres to share the same ancestral lineage as humans. This belief is given credence by the fact that ogres can, and do, successfully mate with humans producing healthy offspring (such offspring are always considered ogres). While human and ogre may share a common ancestry the similarity ends there. Ogres are large, almost giant, humanoids powerful in limb and wicked in temperament. These misanthropes distrust all humanoid life, even the other sub-human races, including trolls, goblins, and kobolds. They loath the more handsome races, such as human, elf, dwarf, and the faerie folk. Of course these races all hold a special place in the ogre's menu, as these vicious predators love raw humanoid flesh.

Ogres are quite primal; driven by passion, love, anger, hate. They delight in hand-to-hand combat to prove their superiority, and seldom refuse such a challenge even under the least favorable conditions. They always fight to win, battling without mercy or honor and usually till death. A coward or weakling has no place among ogres. Whether armed with the large blade weapons that ogres love or simply fang and claw, they are deadly foes.

Ogre tribes are quite small rarely exceeding one hundred members. Common to most terrans, an ogre tribe is usually established at or near some form of natural fortification. However, ogre have also been known to take over castles and villages. A typical tribe will contain a ratio of 40% female (one-half human captives), 45% male, and 15%

young. Many female ogres are sterile (possibly the result of mutant genes) prompting the males to kidnap and hold captive human females for breeding purposes.

Orcs being slow witted and impressed by the size, strength, and stamina of ogres are often found living with or near an ogre tribe. They present no threat to the fragile ogre ego and paranoia, and are always subservient to their ogre betters. Again, these are usually small bands of orcs numbering under 40 or 50.

Although terrible craftsmen, ogres recognize and appreciate well crafted weapons and armour. Among their favorite are large swords, axes, and blunt weapons (mace, morning star, cudgel). Many also seem adept with the sling as well. Items created from precious metals, gem encrusted, or endowed with magic properties are also coveted by ogres.

Unlike some of the other sub-human races, ogres have developed skills other than fighting and bickering. They are excellent hunters of game and superb trainers of animals. Consequently, there are few lairs which do not have an array of trained animals prowling about. Most are animals used for hunting and protection such as wolves, coyotes, ferrets, bears, hawks, and falcons. At the domestic spectrum: goats, wild boars, pigs, and some fowl are stocked.

The Eight Attributes

Number of six-sided dice rolled is designated below

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	3	2	4	3	4	2	3

Psionics: Standard, see psionics section
Hit Points: Standard, see determining hit points
Alignments: Any, but tend toward selfish and evil alignments.
O.C.C.: Any
Physical Appearance: Huge, hairy, muscular humanoids sporting wicked canine teeth and sharp claws. Complexion a warm grey to tannish color; thick hide, sometimes scaling or flaking. Small round ears, dark eyes, dark hair. **Height:** 6-8 feet, **Weight:** 180-300 pounds, **Average life span: 90 years.**
Special/Natural abilities: Nightvision 40 feet (normal day vision), high physical endurance (P.E.) and strength (P.S.).
Enemies: Humans, elves, dwarves, gnomes, faerie folk, changelings. Dislike/distrust: goblins, hob-goblins, kobolds, wolfen, trolls, and giants.
Allies: Orcs
Favorite weapons: the sling, large swords, axes, blunt weapons.
Other Notes:
1)Worship war gods and the elements.
2)May sell services as mercenaries.
3)Wear all types of armour.
4)Attracted to power, magic, and treasure.
5)Vengeful, greedy, paranoid.
6)**Damage notes:** *claws* in hand to hand combat 1-8 damage plus P.S. damage bonus if any. *Fangs/bite* 1-6 damage, P.S. damage bonus not applicable.

TROLLS

Trolls are a race of vindictive, foul giants which detest humans, elves, and gnomes. These large beasts are slightly smaller than giants but equally as strong (if not stronger). They are intelligent, cunning predators given to deeds most foul. The mere sight of these monsters can be terrifying, as they resemble giant, hairy corpses with pale (almost white) blotchy skin and terrible fangs. Trolls may wear anything from rags to plate armour to nothing but they tend toward animal skins and soft leather.

They are fierce fighters with a love for hand to hand combat; thus they seldom use spears or missile weapons (except for an occasional boulder) much preferring large blade weapons such as sickles, scythes, axes, picks, and large swords. (G.M. Note: Troll and giant weapons weigh 2 to 3 times more than the standard human size ones and do an extra die of damage in addition to any strength bonuses to damage. The strength of these giant beasts have been taken into account in the eight attributes.) Trolls are strong and agile in the extreme.

Trolls predominantly dwell in rocky areas such as mountains, ravines, caverns, gorges, and the bases of cliffs and large hills. They usually inhabit caves or build large stone huts. Although trolls can be found world wide, their number are small, consequently, one seldom encounters more than one to three trolls in any one place. Even the rare large community of trolls scarcely exceeds 30 members. Fair miners, these large communities may carve shallow tunnels or caves into the side of a mountain or large hill.

Trolls commonly establish their lairs near a cross road, bridge, or mountain pass, extracting exorbitant tolls from all wishing to pass. Antagonized they will not hesitate to slay the person or people who have invoked them. Not to be trusted, they will often rob, beat, or kill the unsuspecting for the sheer pleasure of it. Trolls also have a reputation for terrorizing towns and villages for both pleasure and profit, demanding bounty (live stock, booze, precious metals, and gems) or services to appease him. If refused he (they) will enjoy nightly murder sprees, lob boulders, set fires, rape, pillage, and create general mayhem and terror until the people submit to his demands. A single troll can easily terrorize and/or destroy a small unprotected town or village.

The legendary might and ferocity of the troll enable them to deal amiably with all the sub-human races including dwarves. However, they enjoy the company of kobolds above any other. Trolls will often be accompanied by 2 to 8 kobolds, as well as share his spoils and residence with them. Orcs, goblins, and hob-goblins are customarily employed as underlings if friendly kobolds cannot be found.

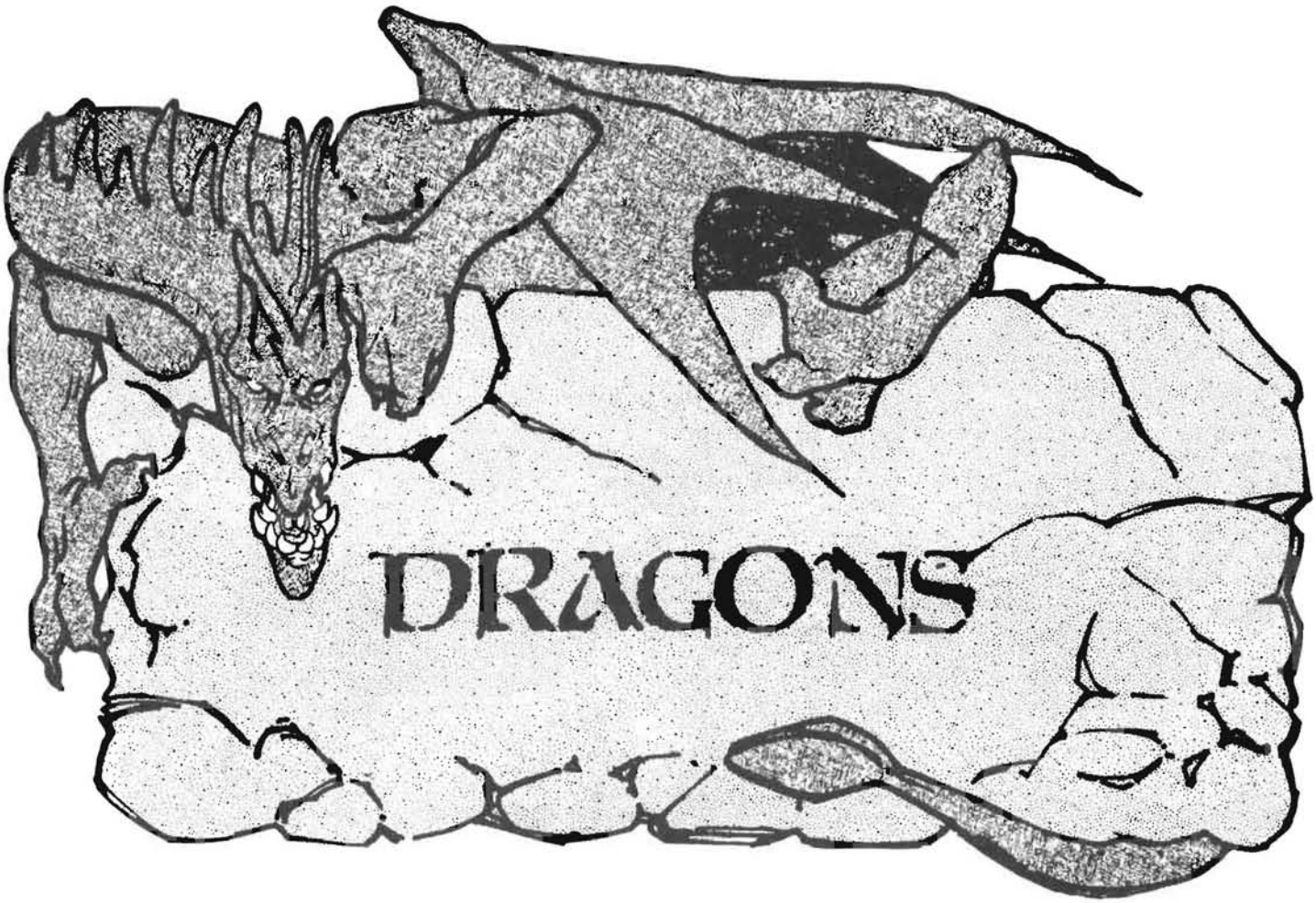
The Eight Attributes

Number of six-sided dice rolled is designated below

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	2	2	5	4	4	2	2

Psionics: None
Hit Points: Standard; see determining hit points
Alignments: Any but tend toward selfish and evil.
O.C.C.: All except mind mage and illusionist. They tend toward mercenary fighter, thief, and assassin (seldom dabbling in magic).
Physical Appearance: Giant in stature, frightful, imposing, monsters with powerful claws and terrible fangs. Pale white blotchy skin, light stringy hair, red rimmed eyes. **Height;**10 to 12 feet, **Weight:** 400 to 600 pounds, **Average life span:** 120 years.
Special/Natural Abilities: Nightvision 60 feet, great strength, agility, and endurance.
Enemies: Humans, elves, and gnomes.
Allies: Kobolds, goblins, hob-goblins, orcs, giants. Indifferent towards wolfen, dwarves, troglodytes, ogres, and changelings.
Favorite Weapons: Large blade weapons, sickles, scythes, axes, picks, and large swords.
Other Notes:
1)Worship evil deities
2)Rarely sell services as mercenaries.
3)Wear all types of armour, especially leather.
4)Have a keen eye for precious metals and gems.
5)Love to eat enemies; gnomes are considered a delicacy.
6)Clever, cunning, treacherous, cruel, wickedly friendly temperament.
7)**Damage Notes:** *claws* in hand to hand combat 2-12 damage plus P.S. damage bonus if any. *Fangs/bite* 2-12 damage, P.S. damage bonus not applicable.
8)A troll's wealth is judged by the size of his treasure hoard and the string of heads (skulls) that line his lair.





DRAGONS

Before man, some say even before elf, there were dragons, great mystical beasts whose very blood courses with magic. They came in many shapes and sizes; some with long snaking bodies, others mammoth creatures of muscle and magic. Some are earthbound others have massive leather wings that carry them through the skies with amazing ease. Strange creatures with breath of flame, terrible jaws with many rows of teeth, and lashing tails. They are a mystery and a power to be recognized. It was the dragons of old, assisted by elf and titan, who were finally able to subdue the Old Ones. It was the dragon who dominated the Palladium world for at least a hundred thousand years (some say before the Old Ones). But as with all things the day of the dragon slowly draws to a close. No longer do they fill the skies, blotting out the sun with their numbers. Few possess the magic of their forebearers. Today the dragons numbers are few but still their presence instills awe and terror in all who survey them.

Dragons are magical creatures cloaked in mystery and legend. Many people will tell you many contradicting tales, for little is truly known about them. What is known is all dragons are the embodiment of magic (some believe they are the creation of the Old Ones' mystic experiments).

FACTUAL NOTES ABOUT DRAGONS

1) **All dragons are magic.**

2) **Most dragons** wield some degree of magic (only the cockatrice, wooly, and some sea serpents do not).

3) Most dragons are well versed in more than one type of magic, studying and mastering them over the course of centuries.

4) Fortunately, most dragons are also lazy, relying on reputation and intimidation to get their way. NOTE: the magic abilities and level of proficiency listed under each type is their natural magic ability or the general area of magic pursued. Many dragons, particularly fire, ice, thunder, and horned, are dedicated magic-users primarily studying wizardry, symbols, wards, and circles (although seldom summoning circles). Thus it is not surprising to find one of these dragons having mastered one or all of the above at tenth level proficiency or greater. Some ancient dragons have been known to attain twentieth and thirtieth levels in each category but this is not the rule.

5) Most dragons possess some level of psionics but rarely exceed third level abilities.

6) Alignments vary greatly from each individual dragon and species. Most seem to be selfish or evil.

7) Highly intelligent, cunning, and treacherous.

8) Life spans generally extend into thousands of years.

9) **Greedy by nature!** Even dragons of good alignments tend to be greedy with a penchant for hoarding valuables and magic. They are reluctant to share even among their own kind. Evil dragons are greedy in the extreme and will often do anything to get what they want.

10) Savage when angered.

11) Tend to manipulate others, very clever.

12) Extremely secretive, tend to be loners.

13) Evil ones are without honor, being creatures of deceit, subterfuge, bitterness, cruelty, and jealousy.

14) Masters of intimidation (this cannot be stressed enough. After all, how many people have called a dragon's bluff and lived to tell of it?)

15) Laziness results from the use of intimidation as few question the power of a raging dragon.

16) Sleep should not be construed as laziness. Apparently a dragons' constitution is greatly different than mortal creatures, enabling them to preform great feats of magic or intense activity without rest for weeks, but then requiring twice as much sleep. Dragons have been known to slumber for weeks at a time.
17) Hibernation is also a factor for many dragons. Scholars speculate that dragons need a great amount of sleep to both replenish their magical energies and for bio-regenerations after combat. They may hibernate for a season or a decade.
18) Dragons do not need to eat but, as with all else indulge themselves in the pleasures of eating and drinking. They are particularly fond of fresh, raw humanoid flesh and good ale.
19) Metamorphosis is a common natural ability that dragons greatly enjoy. They love to disguise themselves deriving almost childlike glee from such trickery. A favorite ploy is to suddenly assume their true form in the middle of a thronging crowd, scaring the people senseless. This technique is also employed for dramatic effect.
20) Clerical abilities such as 'turn dead', 'healing touch', etc. are possessed by many dragons.
21) The reputation of dragons among humans and most other races is such that they are feared and hated by all. Thus dragons (good and evil) are hated, hunted, and destroyed whenever possible. Even those of an allegedly good alignment are not trusted as the treachery of dragons is legendary. Is it not better to slay it than to take chances?
22) Elves are the most familiar with dragons and are the least hostile toward them always appreciating the friendship and loyalty of these powerful beasts.
23) None are more loyal to a true friend than a dragon. They will rarely desert or betray a friend, standing at their side even in the face of death.
24) The wrath of a dragon is frightful to behold (especially if avenging personal injustice or death of a friend). As with all their goals they will not rest until revenge is complete; a revenge that is usually ten fold more terrible than the crime.
25) Dragon bones and teeth are instilled with great magic and as such are coveted components in the creation of the most powerful wards, circles, and magic. (cost 1000 gold per ounce.)
26) Dragon blood is also possessed of powerful magic and equally desired for various magic creations. (costs 700 gold per ounce). Still warm blood is scalding to the touch (does 1-6 damage).
27) Dragon organs (particularly the heart and brain) are also used for magic (prices vary depending on type, usually 20,000 gold or more).
28) Dragon flesh has no special properties but is extremely tasty (sells for 100 gold per pound).
29) Dragon lairs are frequently underground or carved in the wall of a sheer cliff. They are generally guarded by some other creature or force other than the dragon itself.
30) Dragon treasure hoards found in the lair are often greater than a kings' ransom with thousands of gold, silver, gems, weapons, armour, and magic (scrolls, potions, books, etc.) NOTE: The wooly and cockatrice accumulate comparatively small fortunes rarely totalling over four or five thousand gold and little if any magic. The basilisk and kukulcan fortunes are usually twice that and rich with magic.
31) Most dragons are good trackers with a base ability to identify tracks 46%, track 63%, prowl 49%; they are good thieves as well. Pick pockets 62%, pick locks 44%, locate secret compartments/doors 57%.
32) Lay 1-4 eggs once every 400 years (take ten years to hatch).

DRAGON ARMOUR RATING

Dragons have a naturally tough hide which protects them like a suit of armour. **No damage is inflicted to a dragon unless the attacker rolls above the natural A.R.** Other attacks may strike but do no damage.

BREATH WEAPONS

A dragon can breathe its breath weapon (poison, fire, frost, etc.) as many times per melee as indicated by number of attacks. Damage bonuses do not apply to breath attacks unless specifically indicated.



SERPENT OF THE WIND

Alignments: usually selfish but can be any
Size: 20 feet long
A.R.: 14
Hit points: 8-80
Number of attacks: 3 claws 1-8 damage each, whipping tail 1-6 damage, or bite 1-8 damage plus poison (4-24 damage unless saving throw is made)
Bonuses: +4 damage, +2 strike, +3 to parry or dodge, +3 on all saving throws.
Psionics: all level one and two abilities, I.S.P. 54, fourth level proficiency
Magic knowledge: all air elemental magic levels 1-7 (may also study magic circles, symbols, and wards). Seventh level magic experience.
Natural abilities: nightvision 90 feet, see the invisible, turn invisible, fire and cold resistant (half damage), metamorphosis, cannot fly, Speed 20, I.Q. high
Average life span: 3000 years
Clerical abilities: turn 4-24 dead 81%, exorcism 20%, healing touch (1-8), animate/command 4-24 dead 64%, resurrection 12%.
Description: Serpents of the wind are long, thin, snake-like, wingless dragons copper, red-brown, or dark brown in color. They are greedy, coniving schemers, the perpetuators of dark deed and the masters of subterfuge. These serpents hoard gold, silver, gems, and magic. Woe to the person who owns an item craved by a serpent of the wind for they will not rest until the item is theirs. They are unrelenting in the pursuit of their goals and will do absolutely anything without conscience or regard for life to achieve their end. This insane greed has led many serpents to destroy hundreds of lives and sometimes destroy themselves in their mad quests.





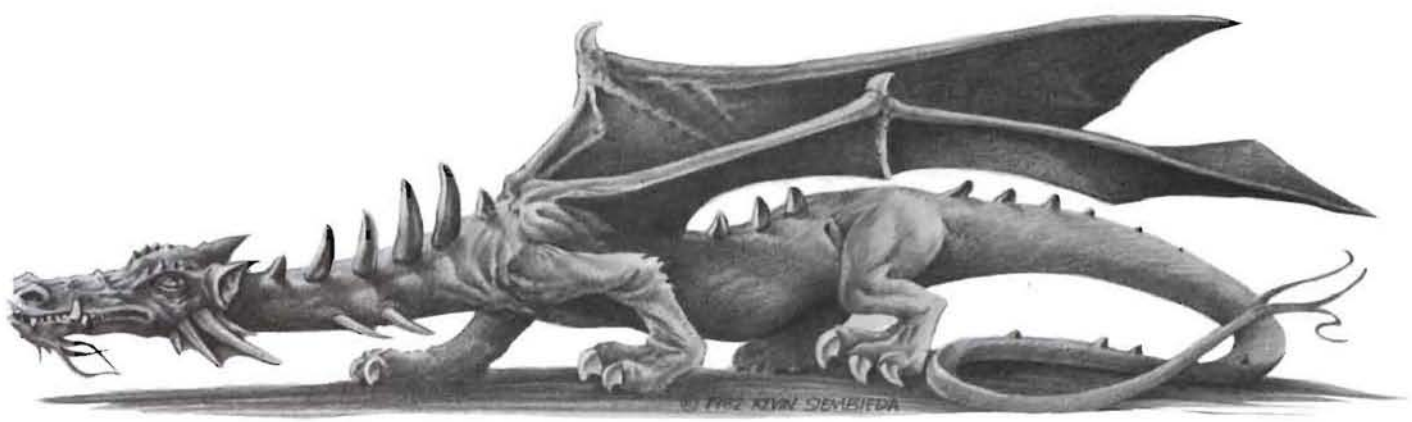
THE MIGHTY WOOLY DRAGON

Alignments: any
Size: 30 to 50 feet tall, 60 to 80 feet long
A.R.: 14
Hit points: 320 (average)
Number of attacks: 2 claws 4-24 damage each or bite of 6-36 damage
Bonuses: +3 to strike, +15 to damage, +2 to parry or dodge, +4 on all saving throws
Psionics: all level one abilities, I.S.P. 66, sixth level proficiency
Magic knowledge: none
Natural abilities: nightvision 120 feet, see the invisible, fire and cold resistant (half damage), speed 30, I.Q. low
Average life span: 1000 years
Clerical abilities: none
Description: These furry giants are believed to be the distant ancestors of present day dragons. Only the wooly dragon is covered in a short fine body hair with a heavy mane and tufts of fur lining its spine and tail. Body hair is tan or reddish with a darker colored mane. Unlike most dragons the woolys possess absolutely no magic powers, are of low intelligence, and are incapable of flight. They are a dying species found only in the southern hemisphere.

NIGHT STALKERS

Alignments: predominantly evil or anarchist but can be any
Size: 8 to 10 feet tall, 30 to 40 feet long, 60 foot wing span
A.R.: 14
Hit points: 2-16 times 10
Number of attacks: 3 claws for 3-18 each, bite 3-18 damage, or breath
Fire Breath (normal magic saving throw) range 30 feet, 6 feet wide, does 4-24 damage
Bonuses: +3 to strike, +10 to damage, +3 to parry or dodge, +4 on all saving throws
Psionics: all level one abilities, I.S.P. 60, fourth level proficiency
Magic knowledge: All spell magic levels 1-3 at fourth level proficiency. (may also study wizardry, circles, symbols, and wards).
Natural abilities: nightvision 200 feet, see the invisible, poor day vision 40 feet, fire and cold resistant (half damage), metamorphosis, fly (40 mph), I.Q. average, prowl 66%, identify tracks 70%, track 83%.
Average life span: 4000 years
Clerical abilities: turn 6-36 dead 77%, exorcism 55%, remove curse 21%, healing touch (1-8), resurrection 11%, animate/command 6-36 dead 77%, teleport 88%, dimensional teleport 14%.
Description: Dull green, grey, or black with large watery blue eyes, long serpentine body, powerful wings and terrible claws. Night stalkers are the symbol of darkness and the undead (which they often associate with). Like most dragons they covet wealth, magic, and power. Stalkers enjoy hunting, torturing, killing, and eating humanoids, especially ogres, elves, dwarves, and humans.

They are found throughout the world particularly in mountainous areas, caverns, the Old kingdom, and in the north. Stalkers are night creatures and are virtually blind in day light.





BASILISK

Alignments: evil or anarchist
Size: 8 feet long from head to rump, long whip like tail is frequently 8-10 feet long itself.
A.R.: 10
Hit points: 7-56 + 10
Number of attacks: 2 claws do 2-12 damage each, or bite does 2-12, or whipping tail does 2-12. **Petrification** (standard magic saving throw). The victims are turned to stone from the crimson gaze (eye beams) of the basilisk. A mirror will reflect the gaze back turning the basilisk into stone. Unfortunately the affect on the basilisk is temporary (1-4 weeks) but if shattered while stone the beast is forever dead.
Bonuses: +6 to damage, +3 to parry or dodge +1 on all saving throws.
Psionics: none
Magic knowledge: no natural abilities but many study the arts of wizardry, diabolists, or warlocks.
Natural abilities: nightvision 120 feet, see the invisible, turn invisible. No wings, cannot fly. Speed 18, I.Q. high, knows all languages.
Average life span: 600 years
Clerical abilities: turn 2-12 dead 80% and healing touch (1-8).
Description: The basilisk are nefarious beasts who love to use and manipulate others to achieve their goals. Greedy and lustful for power, they are often the secret masters of despot lords. They are terribly cunning and equally treacherous to the point that most dragons shun them. This is also due in part to the basilisks' insane jealousy toward their more powerful cousins.

Basilisks are loners who prefer dark, cool sanctuaries, rarely appearing during the day. They are found throughout the world except in the southern hemisphere. Seldom are there more than one or two seen in any one place (2-8 maximum). They are intrigued by magic, gems, and enjoy torturing helpless creatures. Basilisks appear as thin serpentine creatures with a beaky maw, bone ribbed crown on head, and a long slashing tail.

THE SEVEN HEADED HYDRA

Alignments: evil
Size: 25 feet tall, 50 feet long
A.R.: 13
Hit points: 4-24 times 10
Number of attacks: 7 bites do 3-18 each or breath (each head has own special breath)
1 **Fire breath** range 30 feet, 6 feet wide, does 4-24 damage
2 **Frost breath** range 30 feet, 6 feet wide, does 4-24+2 damage
3 **Poisonous vapors** range 30 feet, 6 feet wide, paralyzes victims for 1-8 melees (standard saving throw)
4 **Breath of death** range 15 feet, does 4-24+6 damage (standard saving throw)
5 **Corrosive spray** range 30 feet, 6 feet wide, does 4-24+10 damage
6 **Cloud of slumber** range 30 feet, 4 foot radius, victims sleep 2-12 melees (standard saving throw)
7 **Psionic evil eye** I.S.P. 80, fourth level proficiency
Bonuses: +4 to strike, +4 to parry or dodge, +3 on all saving throws
Psionics: none other than head seven (evil eye only)
Magic knowledge: none
Natural abilities: nightvision 90 feet, see the invisible, fire and cold resistant (half damage), cannot fly, bio-regenerates hit points (2-12 once per melee round), regenerates heads and limbs within 30 melees, I.Q. low
Average life span: 3000 years
Clerical abilities: turn 4-24 dead 77%, animate 4-24 dead 77%
Description: Hideous monster dragon with seven heads. Some believe the hydra cannot die but this is not true (when hit points are reduced to zero the monster is dead). Hydras are vicious, wicked tempered beasts who delight in killing and devouring humanoids and other dragons.





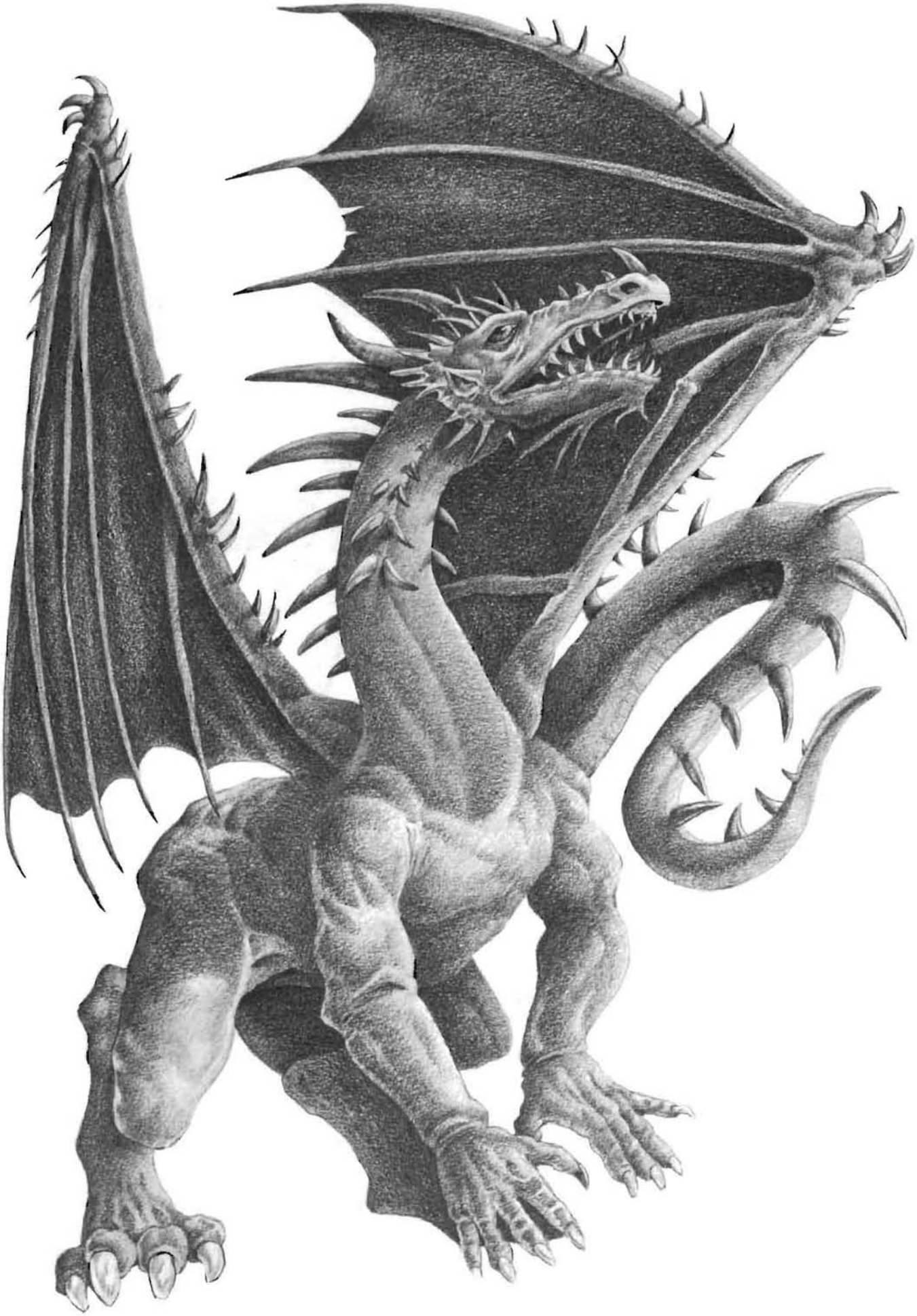


THUNDER LIZARDS

Alignments: any (tend to be selfish or evil)
Size: 20 feet tall, up to 45 feet long
A.R.: 15
Hit points: 4-32 times 10
Number of attacks: 3 claws of 2-12 damage each, bite 3-18 damage, or breath. **Breath of Poison Vapors** (standard magic saving throw) range 30 feet, paralyzes victims for 2-12 melees.
Bonuses: +4 to strike, +12 to damage, +4 to parry or dodge, +5 on all saving throws
Psionics: all level one and two abilities, I.S.P. 82, seventh level proficiency
Magic knowledge: all spell magic levels 1-5 at seventh level proficiency (may also study wizardry, circles, symbols, and wards).
Natural abilities: nightvision 90 feet, see the invisible, turn invisible, fire and cold resistant (half damage), metamorphosis, cannot fly, speed 24, I.Q. high
Average life span: 4000 years
Clerical abilities: turn 4-24 dead 88%, exorcism 68%, remove curse 53%, healing touch (2-12), resurrection 15%, teleport 89%, dimensional teleport 20%
Description: Wingless, emerald green and gold reptilian giants once common to the Old Kingdom. They have been discovered world wide and are avid practicioners of magic.

KUKULCAN

Alignments: any but lean heavily toward good (most are scrupulous or principled)
Size: 9 feet long, wing span 15 feet
A.R.: 10
Hit points: 8-64
Number of attacks: 2 claws do 1-6 damage or by weapon
Bonuses: +2 to strike, +3 to parry or dodge, +2 on all saving throws
Psionics: levels one to three, I.S.P. 60, sixth level proficiency
Magic knowledge: all air elemental magic levels one to six
Natural abilities: nightvision 90 feet, see the invisible, fly (60 mph), fire and cold resistant (half damage), metamorphosis (any shape), I.Q. high
Average life span: 1500 years
Clerical abilities: turn 4-24 dead 90%, exorcism 50%, healing touch (1-8), remove curse 33%, resurrection 19%.
Description: The kukulcan, also known as the bird serpent, is the symbol of light and are gentle, peaceful creatures of the wind. It appears as a giant bird-like creature with brightly colored plumage of gold, silver, and bright white. The kukulcan are quite fond of both elves and humans and often take on their guise to walk among them. They will aid or protect any good creatures from evil or injustice, but rarely show their true dragon form. It is believed that there are fewer than a hundred kukulcan in the world. They are among the favorite prey of the cockatrice and basilisk.



ICE DRAGON

Alignments: any
Size: 20 to 30 feet tall, 50 to 70 feet long, 100 foot wing span
A.R.: 14
Hit points: 4-24 times 10
Number of attacks: 3 claws do 3-18 points each, bite 3-18, or breath
Frost Breath range 40 feet, 6 feet wide, does 5-30+6 damage
Bonuses: +3 to strike, +10 to damage, +3 to parry and dodge, +5 on all saving throws
Psionics: all level one and two abilities, I.S.P. 90, fifth level proficiency
Magic knowledge: all spell magic levels 1 to 6 at tenth level proficiency (may also study additional spell magic, circles, symbols, wards, or elemental magic).
Natural abilities: nightvision 90 feet, see the invisible, impervious to cold/ice (no damage), metamorphosis, fly (70 mph), I.Q. high
Average life span: 6000 years
Clerical abilities: turn 2-12 dead 57%, exorcism 60%, remove curse 33%, healing touch (2-12), resurrection 14%, teleport 88%, dimensional teleport 25%
Description: Any shade of blue from light to dark or white in color. These dragons have been known to wield great magic and have led troops of orcs, goblins, and wolfen. At one time long ago ice dragons were worshipped by wolfen and have been known to befriend and aid them. Ice dragons are found primarily in the north and can often be seen playing in the winter snow on the grassy tundra of the Ophids Grasslands.



THE GREAT HORNED DRAGON

Alignments: any (tend toward principled and aberrant)
Size: 20 to 30 feet tall, 50 to 70 feet long, 120 foot wing span
A.R.: 15
Hit points: 6-36 times 10
Number of attacks: 4 claws do 2-12 damage each, bite 3-18, or breath
Fire Breath range 30 feet, 6 feet wide, does 4-24+4 damage
Bonuses: +3 to strike, +10 to damage, +3 to parry or dodge, +5 on all saving throws
Psionics: all level 1 to 3 abilities, I.S.P. 103, sixth level proficiency
Magic knowledge: all spell magic levels 1 to 11 at tenth level proficiency, recognizes and understands all symbols, circles, and wards (may study the use of circles, symbols, and wards).
Natural abilities: nightvision 90 feet, see the invisible, fire and cold resistant (half damage), fly (90 mph), I.Q. very high
Average life span: 6000 years
Clerical abilities: turn 4-24 dead 70%, exorcism 60%, animate/command 2-12 dead 56%, remove curse 25%, healing touch (2-12), resurrection 19%, teleport 92%, dimensional teleport 59%
Description: colors vary widely from light green to golden orange to light tan. The horned dragon is one of the fiercest and most powerful of all dragons. They occasionally are sighted throughout the world.

FIRE DRAGON

Alignments: any
Size: 20 to 30 feet tall, 50 to 70 feet long, 100 foot wing span
A.R.: 14
Hit points: 4-24 times 10
Number of attacks: 3 claws do 3-18 damage each, bite 4-24 damage, or breath. **Fire Breath** range 40 feet, 6 feet wide, 5-30+6 damage
Bonuses: +3 to strike, +10 to damage, +3 to parry or dodge, +5 on all saving throws
Psionics: all level one and two abilities, I.S.P. 90, fifth level proficiency
Magic knowledge: all spell magic levels 1-6 at tenth level proficiency (may also study additional spell magic, circles, symbols, wards, or elemental magic)
Natural abilities: nightvision 90 feet, see the invisible, impervious to fire (no damage), metamorphosis, fly (60 mph), I.Q. high
Average life span: 6000 years
Clerical abilities: turn 2-12 dead 63%, exorcism 60%, remove curse 30%, healing touch (2-12), resurrection 13%, teleport 88%, dimensional teleport 32%
Description: Various shades of red from scarlet to alizarin, massive wings, and powerful limbs. Fire dragons are among the most prolific in the use and study of magic. They are common throughout the world but prefer warm climates.



SEA SERPENT

Alignments: mostly evil but can be any
Size: 30 to 130 feet long
A.R.: 10
Hit points: 3-18 times 10
Number of attacks: 3 claws do 3-18 damage each, bite 2-12, strangulation/drowning, or by breath. **Fire Breath** (above water only) range 40 feet, 6 feet wide, does 4-24 + 6 damage
Bonuses: +3 to strike, +6 to damage, +3 to parry or dodge, +3 on all saving throws
Psionics: level one abilities only, I.S.P. 50, second level proficiency
Magic knowledge: none
Natural abilities: nightvision 120 feet, fire and cold resistant (half damage), extended telepathy, swim (45 mph), breath under water and above (amphibious), low I.Q.
Average life span: 3000 years
Clerical abilities: turn 2-12 dead 50%, healing touch (1-8)
Description: These strange creatures are always serpentine but vary in size, length, ribbing, number of appendages, fin design, color, and even facial appearance. They plague sailors by capsizing, crushing, or battering vessels, drowning and eating people. Sea serpents crop up occasionally in all the seas but thrive in the Sea of Dispair. So numerous are they in this area that no vessels come within 500 miles of it. Folklore says that the dark forces that rule the Land of the Damned nurture and breed sea serpents to guard its northern coasts. Indeed no vessel has ever made it unscathed sailing through the Sea of Dispair; none have ever reached the coast. The Sea of Dread also has much more than its fair share of sea serpents.

COCKATRICE

Alignments: evil (miscreant or diabolic)
Size: 12 feet long
A.R.: 12
Hit points: 6-48 + 10
Number of attacks: 2 claws doing 2-12 damage each or bite 1-8 damage; whipping tail does 1-8 damage. **Breath of Death** (standard magic saving throw) Range 12 feet, toxic breath does 6-36 damage.
Bonuses: +2 to strike, +3 to parry or dodge, +1 to save vs all magic
Psionics: none
Magic knowledge: none
Natural abilities: nightvision 60 feet, keen vision and sense of hearing (creatures within 60 feet prowl at -20), withers plants within ten feet, fly (60 mph)
Average life span: 600 years
Clerical abilities: none
Description: This strange serpentine dragon has a bird-like beak , powerful claws and feathered wings. It possesses a wicked disposition delighting in hunting, killing, and eating humanoids particularly the small ones.

Although active during both night and day, they take high to the sky during the morning hours for the crow of a cock will paralyze a cockatrice for 1-4 hours rendering it completely helpless. (only a real cock's crow will affect them). Cockatrices usually travel in pairs (male and female), are found world wide inhabiting jungles, forests, and mountain regions.

See page 216 for illustration of Cockatrice.



Known dragon domains

DRAGONS

SEA SERPENTS



ELEMENTALS

TRUE ELEMENTALS

True elementals are strange, apparently immortal creatures, actually composed of and able to command air, earth, fire, and water. These strange creatures NEVER come into the Palladium world unless they are forced to perform some mission by a magic user (usually a summoner, diabolist, warlock, or deity). Unless summoned to our dimension they will contently stay within their own. Unfortunately elementals are often enlisted and frequently enslaved by a powerful wielder of magic. Because of the elementals immortality, incredible strength, and powers they are common tools of ambitious magicians.

Although immortal, an elemental can be slain by both magic and conventional means. This is sad indeed, for among their own kind they never fight and consequently never die. Thus an elemental cannot even comprehend the meaning of death; death is not in the vocabulary of one who has always been and will always be. What they do understand is that sometimes, when one of their kind visits (or is forced) our Palladium dimension they do not come back. This confuses and angers elementals. Fear is also unknown to them.

Elementals are totally alien to our world in almost every way. It is this alien nature and the enslavement by evil forces that have led most people to believe that all elementals are hideous, evil monsters spawned in the darkest pits of Hell. This belief is not without some truth, for elementals have absolutely no regard for human (mortal) life. They will callously destroy a town or murder thousands including women and children without hesitation or slightest regret. This is not done out of malice or evil intent because elementals lack such moral concepts. The mortal creatures of our world, whether they be animal or humanoid, are insignificant to elementals. Does a human stop to think of the mayhem, death, and destruction he has caused when he steps on an anthill? An elemental may literally walk through a town, smashing the strange, ugly creatures that assault it, without thought beyond the simple purposelessness of casual destruction like a small boy.

To complicate things, elementals forced to remain in our dimension become angry and unbelievably hostile, destroying everything it encounters. The rage of an elemental is a terrible thing. Elementals lash out and do what they do with little thought or emotion as humans understand them. Elementals (true elementals) never torture, rape, kill or destroy for pleasure nor revenge. Those are urges they do not experience. Elementals do not feel hate, love, friendship, jealousy, ambition, or regret. They do feel anger and do feel a sort of compassion, kindness, and peace with their own kind. Sadly, elementals and humans are beyond each other's comprehension.

Elementals and Warlocks

No one, including warlocks, understands the rapport shared between elemental and warlock. It remains a mystery as to how the link, or union, between mortal and elemental is established. Warlocks are the only mortal creatures of our dimension which are accepted universally by all elementals. They can communicate, summon, and command elementals as well as expect to be treated with kindness and respect by these dimensional visitors.

ELEMENTALS AND WEAPONS

An elemental may use a weapon but will not own one or carry a weapon with it. Rather, it will grab anything handy, from a sword or spear, to a rock or tree.

THE ELEMENTALS

Water
Earth
Fire
Air

WATER ELEMENTALS (MINOR)

Alignments: unprincipled or anarchist
Size: 3 to 18 feet tall
A.R.: 10
Hit points: 5-40
Number of attacks: one doing 1-6 damage or by magic
Bonuses: +1 to strike, +2 to damage, parry, and dodge, +2 on all saving throws
Psionics: limited telepathy, I.S.P. 200
Magic: all level 1-2 water elemental magic at third level proficiency
Natural abilities: Impervious to poison, impervious to cold (if frozen A.R. 18, +4 to damage), impervious to normal weapons. All non-magic weapons just slosh right through them doing no damage. Only magic spells, magic weapons, and fire affects them (a torch does 1-6 points). Any fire does double damage. Other abilities include nightvision 90 feet, speed 16, bio-regeneration (1-8 every four melees).
Description: A flowing mound of water.

WATER ELEMENTALS (MAJOR)

Alignments: unprincipled or anarchist
Size: 12 to 30 feet tall
A.R.: 14
Hit points: 12-96
Number of attacks: 2, pounds opponent doing 2-12 damage, by magic, or by weapon
Bonuses: +2 to strike, +6 to damage, +3 to parry or dodge, +3 on all saving throws
Psionics: same as minor
Magic: all water elemental magic at tenth level proficiency
Natural abilities: same as minor water elemental
Description: A giant flowing mound of water

ICE ELEMENTALS

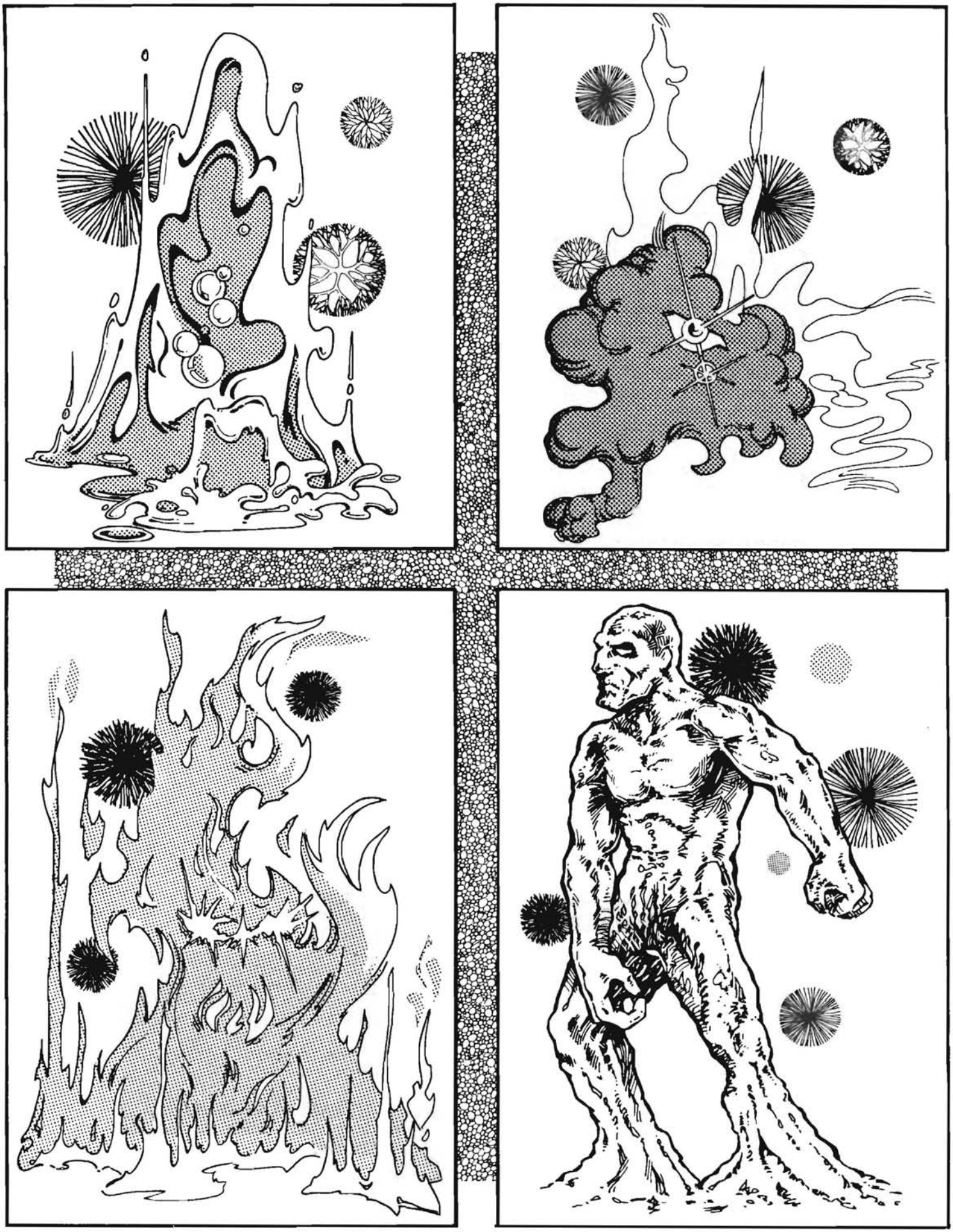
Although cold does not harm a water elemental it can freeze their bodies making them A.R. 18 with an additional +4 to damage as well as reducing their speed to ten. A favorite tactic used by water elementals is to magically freeze themselves in the middle of combat increasing their A.R. and damage potential. **Note:** in ice form it is vulnerable to normal weapons.

EARTH ELEMENTALS (MINOR)

Alignments: unprincipled or anarchist
Size: 4 to 8 feet tall
Hit points: 5-40 **A.R.:** 11
Number of attacks: 1 doing 1-8 damage, by weapon, or by magic
Bonuses: +1 to strike, +6 to damage, +2 to parry or dodge, +2 on all saving throws
Psionics: limited telepathy, I.S.P. 200
Magic: all level 1-2 earth elemental spells at second level proficiency
Natural abilities: Impervious to poison, fire and cold resistant (half damage), nightvision 90 feet, speed 10, bio-regeneration (1-8 every four melees), **Note:** is vulnerable to normal weapons.
Description: A large walking mound, may mold itself to take on a distinctly humanoid form when in this dimension.

EARTH ELEMENTAL (MAJOR)

Alignments: unprincipled or anarchist
Size: 12 to 30 feet tall
A.R.: 15
Hit points: 12-96+10
Number of attacks: 2 doing 3-18 points each, by weapon, or by magic
Bonuses: +2 to strike, +12 to damage (P.S. 27), +4 to parry and



dodge, +3 on all saving throws
Psionics: same as minor
Magic: all earth elemental magic at tenth level proficiency
Natural abilities: same as minor earth elemental
Description: A giant mound of earth and rock

MUD MOUND (MAJOR EARTH ELEMENTAL)

Alignments: unprincipled or anarchist
Size: same
A.R.: 13
Hit points: same
Number of attacks: 2 doing 3-18 damage, by weapon, or magic
Bonuses: +2 to strike, +8 to damage (P.S. 23), +3 to parry or dodge, +3 on all saving throws
Psionics: same
Magic: same
Natural abilities: Impervious to normal weapons (they slosh right through). Only magic or magic weapons or fire does damage. Impervious to poison, nightvision 90 feet, speed 8, bio-regeneration (1-8 every four melees). Note: fire does normal damage.
Description: giant, walking gooey mound of mud and slime.

FIRE ELEMENTALS (MINOR)

Alignments: unprincipled or anarchist
Size: 2 to 8 feet tall
A.R.: 12
Hit points: 5-40
Number of attacks: one burning touch does 2-12 damage or by magic
Psionics: limited telepathy, I.S.P. 200
Magic: all level 1-2 fire elemental magic at second level proficiency
Natural abilities: Impervious to poison, impervious to fire (no damage), impervious to normal weapons. Only magic or magic weapons do damage. One gallon of ordinary water does 1-8 damage. Note: water does double damage; cold does normal damage. Other abilities include nightvision 90 feet, speed 16, bio-regeneration (1-8 every four melees).
Description: Walking pillar or wall of flame with blazing yellow eyes.

FIRE ELEMENTALS (MAJOR)

Alignments: unprincipled or anarchist
Size: 10 to 30 feet tall
A.R.: 14
Hit points: 8-80+10
Number of attacks: 2 burning touches doing 4-24 each or by magic
Bonuses: +2 to strike, +8 to damage, +3 to parry or dodge, +3 on all saving throws
Psionics: same as minor fire elemental
Magic: all fire elemental magic at tenth level proficiency
Natural abilities: same as minor fire elemental
Description: Giant walking mass of flame

AIR ELEMENTALS (MINOR)

Alignments: unprincipled or anarchist
Size: 2 to 8 feet tall
A.R.: 12
Hit points: 5-40
Number of attacks: one doing 1-6 damage or by magic
Bonuses: +2 to strike, +2 to damage, +4 to dodge, +2 on all saving throws
Psionics: limited telepathy, I.S.P. 200
Magic: all 1-2 level air elemental magic at second level proficiency
Natural abilities: impervious to poison, fire and cold resistant (half damage), impervious to normal weapons, turn invisible, see the invisible, fly 45 mph, nightvision 90 feet, bio-regeneration (1-8 points every four melees), prowl 94%, locate secret compartments/doors 75%, can pass through small openings like keyholes, door jams, cracks, etc.
Description: Appears as a white, light blue, or yellow vaporous cloud with one large sparkling silver eye.

AIR ELEMENTALS (MAJOR)

Alignments: unprincipled or anarchist
Size: 10 to 40 feet
A.R.: 14
Hit points: 8-80
Number of attacks: 2 doing 1-8 each or by magic
Bonuses: +3 to strike, +6 to damage, +6 to dodge, +3 on all saving throws
Psionics: same as minor air elemental
Magic: all air elemental magic at tenth level proficiency
Natural abilities: same as minor air elemental
Description: same

ANGELS

Angels are dreadfully beautiful to behold. They are not kin to devil or demon, but are linked to the elemental dimension (although they are not "true" elementals). They are the symbols of light, truth, justice, and righteousness. Angels oppose all the gods of darkness including demons and devils. Although generally of good alignments, dark angels (evil) are known to exist. These renegades are usually outcasts corrupted by the dark forces of evil.

Angels rarely take a direct hand in the affairs of mortals but may provide aid or information by sending dreams or visions and inspiring ideas. Angels have been known to ally themselves to mortals involved in great conflicts with evil forces. During the battle of Elderon over eight score of angels appeared, fighting side by side with mortal man to crush the mad diabolist Miko and his scheme to awaken the Old Ones.

Angels frequently hide their identities by metamorphosing into the shape of mortal creatures.

Dark angels take a more active hand in the affairs of man. Some have even established domains in the mortal world. They are often aligned with men of magic or other (evil) forces of magic such as devils, demons, dragons, and gods.

Angels are not truly immortal but the average life spans twenty thousand years.

ANGELS

Cherub (air)
Ariel (earth)
Seraph (fire)
Tharsis (water)

THE CHERUBS

Alignments: any, but tend toward principled and good
Size: 2 to 3 feet tall
A.R.: 12
Hit points: 8-80
Number of attacks: 2 doing 1-8 damage each, by weapon, or magic
Bonuses: +2 to strike, +6 to damage, +6 to dodge, +4 to parry, +3 on all saving throws
Psionics: all level 1-3 abilities, I.S.P. 60, fifth level proficiency
Magic: all levels 1-5 air elemental magic at sixth level proficiency.
Natural abilities: nightvision 90 feet, see the invisible, turn invisible, metamorphosis, bio-regeneration (1-6 every two melees), fly 50 mph, dimensional teleport 50%
Clerical abilities: turn 2-12 dead 80%, exorcism 40%, remove curse 36%, healing touch (2-12), resurrection 15%
Description: An infant with feathered wings and eyes of yellow flame

ARIEL

Alignments: any, but tend toward principled and good
Size: 12 to 24 feet tall
A.R.: 15
Hit points: 8-80+20
Number of attacks: 3 claws doing 3-18 damage each or by magic
Bonuses: +2 to strike, +8 to damage, +3 to parry and dodge, +3 on all saving throws
Psionics: all level 1-3 abilities, I.S.P. 50, fifth level proficiency
Magic: all level 1-5 earth elemental magic at sixth level proficiency
Natural abilities: nightvision 60 feet, fire and cold resistant (half damage), metamorphosis, bio-regeneration (1-8 points every two melees), fly 30 mph, dimensional teleport 11%
Clerical abilities: turn 2-12 dead 80%, exorcism 50%, remove curse 38%, healing touch (1-8), resurrection 11%
Description: Perhaps the most bizarre of the four angels, the Ariel has two human heads, the body of a lion, the wings of an angel, and the tail of a serpent.

SERAPH

Alignments: any, but tend toward scrupulous and good
Size: 12 to 15 feet tall
A.R.: 15
Hit points: 8-80+10
Number of attacks: 2 doing 2-12 each, by weapon, or magic
Bonuses: +2 to strike, +6 to damage, +3 to parry or dodge, +3 on all saving throws
Psionics: all level 1-3 abilities, I.S.P. 50, fifth level proficiency
Magic: all level 1-5 fire elemental magic at sixth level proficiency
Natural abilities: nightvision 90 feet, impervious to fire (no damage), metamorphosis, bio-regeneration (1-8 points every two melees), fly 40 mph, dimensional teleport 50%
Clerical abilities: turn 3-18 dead 80%, exorcism 55%, remove curse 50%, healing touch (1-8), resurrection 20%
Description: Appears as a beautiful woman with wings of an angel

THARSIS

Alignments: any, but tend toward scrupulous and good
Size: 12 to 18 feet tall
A.R.: 14
Hit points: 8-80+10
Number of attacks: 3 doing 2-12 points each, by weapon, or by magic
Bonuses: +4 to strike, +6 to damage, +4 to parry or dodge, +3 on all saving throws
Psionics: all level 1-3 abilities, I.S.P. 60, fifth level proficiency
Magic: all level 1-5 water elemental magic at sixth level proficiency
Natural abilities: nightvision 60 feet, fire and cold resistant (half damage), metamorphosis, bio-regeneration (1-8 points every two melees), fly 20 mph, swim 96% (speed 20 mph), dimensional teleport 60%
Clerical abilities: turn 3-18 dead 70%, exorcism 44%, remove curse 44%, healing touch (2-12), resurrection 15%
Description: The tharsis, also known as "the Avenging Angel", and "wingless angel", are gentle creatures who abhor unnecessary violence or suffering. They search out and eliminate evil wherever it is found. They despise demons and devils above all others. A tharsis will usually be accompanied by an ariel when engaged in a quest of vengeance. The tharsis resemble beautiful golden sea horses of great stature.



With few notable exceptions, like goblins, hob-goblins, kobolds, and orcs, the Faerie folk are a host of tiny magical people with little concerns of the affairs of man (or any of the other races). Likewise, they dislike their larger, crueler cousins mentioned above, looking upon them with disdain or indifference. The faerie folk quite often seem to be lost in their own business, but being a strange and secret people just what their concerns and pursuits are is completely unfathomable.

By civilized standards the faerie folk seem quite insane, content to a vagabond life of mischief and wandering. Volatile, and uncertain in temper, they have a strong tendency for mischief and malice. Like spoiled children they do, say, and act as they damn well please and woe to the person that dares to interfere in their play. It is the temper-tantrum or vengeance of a perturbed faerie where malice comes to the fore. The mischief stems from their selfish, carefree, wild, scatterbrained antics and complete lack of concern for non-faerie folk. They will steal horses and ponies, riding them wildly throughout the night, tease dogs or twirl cats by their tails creating a ruckus that could wake the dead. Other favorite tactics include moving or hiding objects (often into the pocket of some poor unwitting bystander, then tattling on the poor fellow accusing him as a thief), souring milk, opening doors or gate or animal pens or bottles, howling, hooting, stomping or banging around, whisper lies, tell tales (usually all or mostly untrue), tattle on others, pinch, pull hair, untie shoes, undo belts and locks; steal fresh baked bread and fruit pies, milk and wine (which they love with a passion), and all manner of similar mischief.

However, not all faerie folk are harmless pranksters and some are positively dangerous. Even under the friendliest of circumstances a wise person will mind his tongue, not drink their drink, eat their food, or dance with their maidens. Many are the tales of the faerie's dances, charms, sleeping enchantments, potions and illusions. Faerie folk enjoy beguiling, confusing and deceiving those not of their ilk. Even some of their pranks can be dangerous or deadly since they have no understanding of the human condition, laws, or morals.

Despite their tricks and volatile tempers, they **are not evil** and have been known to aid the helpless and unfortunate. Frivolous, jovial people, they hate sorrow and despair, and will often attempt to cheer a sad person with gifts of fruit and flowers, mend clothes, or perform spectacular dances and acrobatics. Sometimes one or two become attached to a particular household, secretly performing chores such as mending clothes or fences, milking cows (if they don't drink all of it), shucking corn, churning butter, and so on. The home with a guardian faerie person need never worry about intruders or bad luck.

Only elves are spared the games and wiles of most faerie folk as they are beloved by the denizen of faerie.

Believed to be immortal, their antics have been recorded since the beginning of history. They are happy, freewheeling spirits, tiny in stature (rarely more than 6 inches to a foot tall), often winged, and glow of magic. Most are attractive, cute or handsome or seductive and deceptively friendly.

Those that have not chosen a permanent domain travel continually, seldom staying in one place, and travel in groups (typically 6 to 48). Having a great sense of kinship, all faerie folk welcome one another openly and are frequently found living or travelling near or with one another (Note: All the faerie fold can speak each others language). They seldom live in human towns or villages and shun cities and sad or evil places.

Although rumors of faerie gold abound, faeries, pixies, brownies and sprites have no need or desire for gold or any other precious metals, moneys or gems, and **never** keep them. They're more likely to keep a magic wand or medallion, but only if residing in a permanent dwelling.

Faerie folk live under hills, mushrooms, flower beds, in trees and sometimes caves and animal burrows. They eat little, but favorite foods include nectar, morning dew, flower buds, honey, mild and fresh baked bread and fruit pies. Some are also quite addicted to alcohol, especially wines.

Unless otherwise stated, faerie lore applies to all faerie folk.

FAERIE MOUNDS (OR FAERIE HILLS)

These small hills (or large mounds of earth and grass) are frequently ringed with wild flowers and mushrooms and are the abode of large groups of faeries, sprites, or pixies. Anywhere from two dozen to a

hundred of these faerie people will live under a faerie mound, singing and dancing, and drinking or sleeping. Often the captives of faeries are found in these mounds, deep in enchanted slumber. To disturb a faerie mound is to invoke the full wrath of its inhabitants. Faerie mounds are not very common and are found in bright sunlit areas in secluded forests, meadows, and grasslands.

FAERIE RINGS

Faerie rings are circles in the grass rimmed by mushrooms or flowers, often near a faerie mound. This is where the faeries dance. A place of magic and danger for the unsuspecting passerby. If a human (or other non-faerie folk) steps into the ring during the faerie's dancing, he is compelled to join the dance until the festivities cease or he is released. The enchantment of the faerie ring is powerful (requiring a saving throw vs. magic of 16 or greater to fight off the spell), and requires only one **faerie or sprite** to activate it. Faeries have been known to dance and sing for weeks without pause. Victims of a faerie ring are completely helpless (-10 to strike, -10 to dodge and parry) and magically sustained for the length of the dance. The captive can be rescued by a friend who, with at least one other holding his coat-tails, joins the dance, always keeping one foot out of the ring, and pulls the dancer out. Faerie folk may participate without being affected.

THE FAERIE'S DANCE

This is a spell or enchantment similar to the faerie ring, but is of limited duration. It too compels the victim to dance until the spell elapses or is cancelled. The dancer cannot be rescued except by convincing the faerie responsible to stop the spell. Faeries often strip the dancer's clothes off and hide his valuables. The victim is helpless -8 to hit, -8 to dodge and parry. (See magic spell for more info on this spell.)

WEAPONS

The larger or meaner faerie folk like goblins, pucks, and spriggans may use any type of weapon, but usually use smallish arms such as knives, hammers, short swords, clubs, cudgels, rocks, and so on. However, the smaller faerie people seldom use weapons, but when they do, they can be quite dangerous. The following is a list of weapons used by faeries, pixies, bogies, brownies and sprites, along with damage inflicted.

Normal bow and arrow (tiny) 1 point of damage per arrow.
Tiny swords or spears 1 point of damage.
Magic arrows do 1 point of damage plus:
sleep (save vs. magic 12 or greater) 2-12 melee rounds,
deep slumber (" ") 1-6 hours,
paralyze (" ") 2-12 melee rounds,
charm (" ") 6-36 hours.
Poison arrows (save vs. poison/death 12 or greater) 1 point damage, plus:
simple 1-6 damage,
lethal 4-24 damage.

FAERIE FOOD AND DRINK

The wise person **NEVER** accepts food or drink from any faerie folk; sprites, pixie, leprechaun, faerie or any one of faerie descent. The substances, usually breads, syrups, nectars, and ales, are almost always *tainted*, resulting in one of the following:

Dizziness -4 to strike, dodge or parry; lasts 1-6 hours
Charm for 6-36 hours
Love charm for 4-24 hours
Sleep for 4-24 hours
Slumber for 1-6 days

FAERIE SPEED AND DEXTERITY

All faerie folk are exceptionally fast and dexterous. Consequently, they have several attacks per melee when it comes to hand to hand combat/mischief. *All faeries, pixies, brownies, leprechauns, sprites, pucks and bogies* have **three attacks** per melee round (plus bonuses to hit, dodge and parry. See P.P. bonus chart). *Satyrs, Spriggans, Nymphs and toad stools* have **two attacks** per melee round. Will-o-the-wisp has four.

FAERIE LOYALTIES

The faerie folk are very loyal and friendly toward each other, and will **always** come to the aid of another faerie person (with the exception of the evil pucks, toad stools, will-o-the-wisp, goblins, hob-goblins, orcs, and kobolds).

AVERAGE LIFE SPAN

Faeries, pixies, sprites, nymphs, will-o-the-wisps and bogies are *immortal* (although they can be killed). Leprechauns, spriggans, mermaids, merrows, and brownies live for *thousands of years*. Satyrs, kobolds, pucks and toad stools live for about two or three hundred years. Goblins, hob-goblins and orcs average life span is about *60 to 80 years*.

PROTECTION FROM FAERIES

The following methods will protect a person from faeries as well as sprites, pixies, and bogies. (Some of these methods obviously work by making the faerie people laugh too hard to cause mischief.)

- One of the best is turning clothes inside out and wearing them.
- A red ribbon tied in a bow above a doorway or on the tails of horses and live stock.
- The crucifix or cross keeps them at bay.
- Salt, or a circle of salt, will faeries and their tiny cousins away.
- Various magic symbols and circles.
- Horseshoe(s) placed under a pillow or hung over a door or bed.

THE FAERIE FOLK

Faeries (common)
Silver-Bells
Green-Wood
Night-elves

Pixies (common)
Frost-pixies
Brownies
Leprechauns
Tree sprites
Water sprites
Wind-puffs (air sprites)
Nymphs
Satyrs
Spriggans
Toad-stools
Pucks
Bôgies
Will-o-the wisp
Mermaids
Merrows
Also...
Goblins, Hob-goblins, Kobolds, and **Orcs** (*See playing character races for descriptions of these evil faerie folk*).



FAERIES

The (common) Faerie

The common faerie appears as a tiny handsome man or woman standing no more than 6 inches tall, with brightly colored butterfly wings of gold, red, violet, blue or yellow. They are golden haired, often nude or draped in delicate robes or gowns spun from silk or spider's web. Of course, they are a merry, care-free people with a penchant for mischief.

While all faeries are magic (glowing both day and night), some of their specific spell abilities vary from type to type. Thus Silver-bell and Night-elves cast different enchantments even they both are faeries.

The common faerie can cast all of the following: charm, love charm, cloud of slumber, tongues and the faeries dance.

Faerie magic is very powerful, requiring a saving throw (vs. magic) of *14 or higher*, and has a spell strength (duration) equal to a *tenth level wizard*. While these little trouble makers can cast spells all night long, faerie magic has *limitations* not common to normal magic. A faerie can not cast the same spell more than once on the same person within a 24 hour period. So if a faerie threw a charm spell on someone, after the spell ended or was cancelled, the faerie could not cast a charm spell upon that person again until 24 hours had passed. This also applies to saving throws vs. magic. If a person saves against a faerie's spell once, he cannot be affected by *that* faerie's spell again until 24 hours has passed. Of course, the faerie can cast another of his spells upon that person, or a *different faerie* could cast the *same spell* upon that person, requiring him to save vs. magic or fall under the spell. For this reason it is wise to avoid a gathering of faeries (and faeries seldom travel alone - usually in pairs, if not by the dozen). **This applies to all faerie folk magic unless otherwise stated.**

The common faerie's natural abilities include: flying, nightvision 90 ft, see the invisible, normal dayvision, identify plants/fruit 50%, locate water 40%, prowl 76 and +4 to dodge.

Alignment: Any, but tend to be unprincipled or anarchist.
Psionics: None
Hit points: P.E. × 5
O.C.C.: None
Notes: Never wear armour - disliked by most races/people.

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	2	2	1	4	2	5	4(×8 for flight)

Silver Bells (faeries)

Silver bells are tiny (6 inches tall) faeries of pale complexion, pale golden hair and adorned with magnificent white gossamer wings. They are often clad in milky white or light pastel colored silken gowns. They love to dance and sing more than any of the other faeries. The Silver bell faerie's voices are said to sound like a thousand tiny bells chiming in harmony, hence their name.

Silver bell magic includes: charm, love charm, wind rush, tongue and the faerie's dance. The same strength and limitations as the common faerie apply.

Silver bell natural abilities are: flight, nightvision 90 ft, see the invisible, normal dayvision, identify plants/fruits 60%, prowl 75%, locate secret compartments/doors 54% and +4 to dodge.

Alignments: Any, but tend to be unprincipled, anarchist, or scrupulous.
Psionics: None
Hit points: P.E. × 5
O.C.C.: None
Notes: Never wear armour; disliked by most people, likeliest to be seen at dawn playing in the morning sun.

The Eight Attributes
Number of six-sided dice rolled is designated below:

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	2	2	1	3	2	5	4(×8 for flight)

Green wood (faeries)

The Green wood faerie also stands about 6 inches tall, slim, handsome, and of green complexion topped with long jet black hair. Their wings resemble butterfly wings, but are darker than those of the common faerie such as deep reds, oranges, browns and greens. They are fond of green and yellow clothes, pointed shoes and feathered hats. They are most commonly seen in dense forest regions.

Green wood magic includes: charm, grow plants, animate plants, circle of rain, circle of flame and the faerie's dance. The usual limitations of faerie magic apply.

Natural abilities are: flight, nightvision 90 ft, see the invisible, normal dayvision, identify plants/fruits 80%, prowl 80%, locate water 70%, pick pockets 50% and +3 to dodge.

Alignments: Any, but tend to be unprincipled and anarchist.
Psionics: None
Hit points: P.E. × 5
O.C.C.: None
None: Never wear armour, use tiny bows and arrows (see faerie weapons), disliked by people, mischievous in the extreme.

The Eight Attributes
Number of six-sided dice rolled is designated below

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	2	2	1	4	2	4	4(×8 for flight)

Night-elves (faeries)

Despite their name, these mischievous little spirits are faeries, not elves. **Night-elves** are of a dark grey-green complexion, dark brown or black hair and sport luminous blue gossamer wings. They are usually seen in the buff, with tiny wooden swords hanging from a belt at the waist. They love sweets and wine almost as much as they love causing trouble.

Night-elves magic includes: mesmerism, mend wood/clay, ventriloquism, turn self into mist and the faerie's dance. The usual limitations of faerie magic apply.

Natural abilities are: flight, nightvision 90 ft, see the invisible, normal dayvision, identify plants/fruits 80%, prowl 80%, locate water 70%, pick pockets 50% and +3 to dodge.

Alignments: Any, but usually good or selfish.
Psionics: None
Hit points: P.E. × 4
O.C.C.: None

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	2	2	1	4	2	4	4(×10 for flight)



PIXIES

The (common) Pixie

Are similar to faeries, except they are twice as big (12 inches tall), don't have wings and are not quite as attractive. Like all faerie folk, the pixies have an irrepressible tendency for mischief.

They are generally a handsome, slender people with flaming red hair and fair complexion. They prefer to live in fields, meadows, or small groves of trees. Although wingless, all pixies can fly as well as cast magic.

Pixie magic includes: charm, cloud of slumber, wind rush, sphere of light, mend wood/clay, tongue, and circle of rain. The usual limitations of faerie magic apply.

A **Pixie's natural abilities** are: flight, nightvision 60 ft., normal dayvision, turn self invisible (at will), prowl 60%, pick pockets 50%, pick locks 40%, locate secret compartments/doors 48% and +2 to dodge.

Alignments: Any, but tend to be unprincipled and anarchist.
Psionics: None
Hit points: P.E. ×4
O.C.C.: None
Notes: may wear soft leather armour (S.D.C. 10, A.R. 8), wear light colored clothes, are disliked by most people.

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	2	2	1	4	2	3	3(×5 for flight)

Frost-pixies

Like the common pixie, they are a handsome, slender people born to mischief. They are approximately one foot tall with light blue skin and white or silver hair. **Frost-pixies** inhabit climes with cold, cool, or moderate temperatures, particularly fond of snow, glaciers, and mountain tops. Impervious to cold, they can bound through snow drifts completely nude, but do wear a variety of light color furs (rabbit, fox, weasel, etc.).

Frost-pixie magic includes: Wind-rush, North wind, Freeze water, Hail, Snow storm, and Wall of ice. The usual limitations of faerie magic apply. (Spells are identical to the elemental spell of the same names.)

Natural abilities of frost-pixies are quite unique: Fly, Nightvision 60 ft., Normal dayvision, Turn self invisible, Finger of Frost (Range: touch, creates frost/frost patterns, causes 2 points of damage, making victims feel terribly cold: saving throw vs. magic 14 or greater no additional affect, if person fails to make his saving throw victim is stunned for 1-6 melee rounds.), and Frost breath (Range: 4 ft., causing 1-6 points of damage and temporarily blinds victim for 1-6 melee rounds unless intended victim saves vs. magic. No affect if successfully saves vs. magic.). They can also pass though ice.

Alignments: Any, but tend to be unprincipled or anarchist.
Psionics None
Hit points: P.E. ×4
O.C.C.: None
Notes; Never wears armour, disliked by most people; Jack of frost is the most famous of these pixies; they are believed responsible for frosts, hail and unseasonal snow storm or cold snaps.

The Eight Attributes
Number of six-sided dice rolled designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	2	2	1	4	2	4	4 (×10 for flight)

LEPRECHAUNS

One of the larger faerie folk, **leprechauns** are usually well groomed, wearing fine black or dark green suits adorned with large silver or gold buttons or buckles on vest, belt, shoes and hat. They stand about two feet tall with white curly hair, neatly trimmed beard, bushy eyebrows, and a winning smile.

Leprechauns are characteristically moody, tricky, sly and mischievous. These merry little people are particularly fond of playing tricks on anyone not of faerie descent. They are very skilled thieves and con-artists. Travelers who encounter (heaven help them if there are two or more) should guard their valuables carefully. Leprechauns will **ALWAYS** attempt to steal valuables and do not intentionally show themselves for any other reason (unless to cause mischief).

Hoarders of gold, gems, and magic items, the treasures of leprechauns are legendary. These treasures are always well hidden, and seldom in the leprechaun's lair. Leprechauns are huge sissies and rarely draw blood in a struggle or when captured. If captured, they will always try to lead their captors away from their treasure hoard (often into danger) until they can escape. These cool operators can smoothly talk and/or trick their way out of any situation and have been known to lead captors on a merry expedition that lasts weeks only to end in the leprechaun's escape. Torture is useless, for these little people are no cowards and would rather die than reveal their secrets. If you torture a leprechaun, be sure you kill him when you are done, because if he lives to escape, his vengeance is terrible, lasting from (leprechaun instigated)

disaster after disaster.

Besides their greed for riches, they also adore good liquor. In fact, 60% of all leprechauns are alcoholics and the rest are on their way to becoming alcoholics. Liquor (beer, wine, whiskey) is the best way to loosen a leprechaun's tongue or catch him unawares. However, most leprechauns can out-drink the average human, consuming 6 times his body weight before getting intoxicated. Even drunk as a skunk, a leprechaun is quick and cunning, and should be watched carefully.

Magic spells: None

Natural abilities: Nightvision 60 ft., Normal dayvision, Turn self invisible, Ventriloquism, Speaks all tongues, Prowl 44%, Pick pockets 82%, Pick locks 55%, Locate secret compartments/doors 64%, Recognize precious metals/stones 96%.

Alignments: Any, but almost always anarchist (unprincipled or miscreant are the next most likely). However, will never hurt or betray another of the faerie folk.

Psionics: None
Hit points: P.E. ×4
O.C.C.: None (faerie shoemaker and/or taylor)
Notes: Thief, con-man, super greedy, extremely mischievous, always loyal to faerie folk, hoards only gold and expensive gems or magic items, lives in secluded places, usually alone.

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	2	2	2	4	3	3	4

BROWNIES

The **brownie** is among the least mischievous, the most helpful and friendly of the faerie folk. Shy and withdrawn, they hide in shadows, doing favors and chores while their friends are asleep or gone for the moment. They may attach themselves to a house or family, helping and guarding them, sometimes for generations. Even to these people a brownie will rarely show himself, taking his reward of cream or honey only when none are looking.

Brownies have an incredible sweet tooth, with a love for sugar, honey, syrups and sweet cakes. They also enjoy cream, milk, wine and beer.

Brownies stand one foot tall with long hair (fur) covering their entire body except for their cute round faces, hands and large feet. Usually naked, they like old (never new) clothes and floppy hats.

Besides the usual habitats of faerie folk, brownies can be found living in hollow trees, tree stumps, under porches and in wells.

Brownie magic is limited to Mend wood/clay, Cloud of slumber, and Animate objects.

Their natural abilities are Nightvision 90 ft., Normal dayvision, Turn self invisible, and Prowl 75%, Pick pockets 50%, Pick locks 40%, and Locate secret compartments/doors 40%. They *can not* fly.

Alignments: Any, but tend toward good or selfish.
Psionics: None
Hit points: P.E. ×4
O.C.C.: None
Notes: The most liked of the faerie folk; never wear armour, never use weapons; shy, but like all faerie folk even the brownie has a hankering for pranks and silly antics.

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	2	3	2	3	2	3	4



BROWNIE

SPRITES

Sprites are very similar to faeries, but are even smaller, standing a mere 4 inches tall. They are cheerful, wild spirits, full of fun and mischief.

Tree sprites

These tiny sprites are bright yellow-green complexed with semi-transparent yellow wings. They are content to raid bee hives, birds eggs, flower nectar, and play in the sun among the butterflies and tree tops. They will often buzz travelers undoing, belts, saddles, trousers; pinching and pulling hair.

Tree sprite magic includes: Animate plants, Charm, and the faerie's dance. The usual limitations of faerie magic apply.

Natural abilities include: Flight, Nightvision 60ft., Normal dayvision, and Identify plants/fruits 80%, Prowl 80%, +4 to dodge.

Alignments: Any, but tend toward good or selfish.
Psionics: None
Hit points: P.E. ×2
O.C.C.: None
Notes: Never wear clothes or armour, never use weapons. Travel in groups of 8 to 48.

The Eight Attributes

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	2	2	1	4	2	4	4 (×6 for flight)

Water sprites

Pale skin, dark hair, blue iridescent wings are the trademark of water sprites. They prefer glens, meadows, quiet pools, and gentle streams, teasing frogs, chasing dragon-flies and skimming across the water. They will tease and pester travelers and torment unwitting fishermen or hunters come to plunder their domain.

Water sprite magic includes: Circle of rain, Create fog, and Purple mist. The usual limitations of faerie magic apply.

Their natural abilities are: Flight, Nightvision 60 ft., Normal dayvision, Swim, Prowl 60%, and +4 to dodge.

Alignments: Any, but usually good or selfish.
Psionics: None
Hit points: P.E. ×2
O.C.C.: None
Notes: never wear clothes or armour, never use weapons, travel in groups of 6 to 36.

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	2	2	1	4	2	4	4 (×6 for flight)

Wind-puffs (sprites)

These beautiful creatures wings are large and frilled, so when fluttered appear to be little puffs of white (or white and pink). They are common to fields and plains, living among the wild flowers, dancing in the sun. Shy, but curious, they often sneak-up on dozing travelers to examine them, rumaging through their belongings, scattering them all about. Wind-puffs also have a habit of tying knots in shoe laces, cords, and clothes.

Wind-puff magic includes: Charm, Mend wood/clay, and the faerie's dance. The usual limitation on faerie magic apply.

Natural abilities are: Flight, Nightvision 60 ft., Normal dayvision, Identify plants/fruits 80%, Prowl 60%, and +4 to dodge.

Alignments: Any, but tend to be good or selfish.
Psionics: None
Hit points: P.E. ×2
O.C.C.: None
Notes: Never wear clothes or armour, never use weapons, travel in groups of 6 to 36.



The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	2	2	1	4	2	4	4 (×4 for flight)



SPRIGGANS

Spriggans are small (2½ ft. tall), husky people with wild dark brown hair and ruddy complexion. Grumpy and ill tempered, they are often the targets of playful sprites. Spriggan generally ignore non-faerie people (not that they pay much attention to faerie folk), and get quite violent if pestered.

Their apparent mission is life is to erect large slabs of stone in a multitude of circular patterns. They also build tall pillars of stones that have reached heights of over 30 ft. Why they build these pillars and stone-henge like circles is a mystery even to the Spriggans, who do what they do "because!"

It's best to leave these insane builders alone; don't talk to them, don't offer to help, don't even go near them, and never *laugh at them*. Foul tempered, they will bully and/or beat-up anyone who bothers them (and that may simply be someone who looks cheerful). Weapons are usually heavy chisels, hammers, and picks, as well as large stones or boulders. Spriggan often hurl stones when angry or upset. It is said that they are the strongest creatures in the world, which may be true as they have been known to carry stone slabs weighing hundreds of pounds to a location 2 or 3 thousand miles away. God help the man who defiles a Spriggan's work.

They chew tobacco, enjoy beer and ale, eat bread, roots, sticks, bark and small stones. They have no need for precious metals or gems and never take them from those they beat or kill in anger.

Spriggan magic includes: Dust storm, Mend stone, Crumble stone, and Rock to mud. The usual limitations of faerie magic apply.

Natural abilities are: Nightvision 40 ft., Normal dayvision and the ability to pass through stone, rock, or clay as if it were air.

Alignments: Any, but usually selfish or miscreant.
Psionics: None
Hit points: P.E. ×3
O.C.C.: None (builders)
Notes: Loners, seldom working in groups of more than 2, rarely wear armour, disliked by most people.

The Eight Attributes
Number of six-sided dice is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	2	2	5	3	4	2	2

NYMPHS

Nymphs are among the more mysterious and mystical of the faerie folk. They are spirits of nature, the presiding deities of rivers, wells, springs, caves, hills, trees and forests. Etherial, wraith-like creatures, they appear as a beautiful elven maiden bathed in white light and slightly aglow. Upon closer inspection, observers can see that she is semi-transparent like a ghost.

Nymphs cannot be harmed except by magic. Physical attacks are futile, harmlessly passing through her like air. Fortunately, they are gentle, compassionate spirits who aid the good, the helpless and the lost. However, they seldom take a direct hand in the affairs of mortals, preferring to help secretly if at all.

The nymph's people are the trees, flowers, rivers, hills, and all the children of nature, both animal and faerie folk. They will not allow senseless destruction of their land or the animals and faerie people in it. Nymphs are particularly protective of faeries, sprites, pixies, and brownies. To invoke the wrath of a nymph is to flirt with death for their vengeance is as terrible as it is just.

While a nymph may protect an entire valley or forest area of a dozen or more miles, she will inhabit a particular place or object in her territory. This will always be a special place, such as a particularly lovely hill, or glen, or stream, or ancient oak tree, and so on. Spirits of nature, they will never leave the land they protect for any reason, for they are a living part of that land.

Nymph magic includes: Cloud of slumber, Dust storm, Create fog, Purple mist, Call lightning, Grow plants, Animate plants, Extinguish fires, Wind rush, Part waters, Calm waters, Wall of thorns and Breath of life. The usual limitations of faerie magic apply (tenth level spell strength/duration).

A nymph's natural abilities are: Nightvision 90 ft., Normal dayvision, Flight, Turn invisible, Swim, and Speak all languages and Know all plants, herbs, poisons. *Only magic can harm or affect them.*

Alignments: Any, but are usually of good or unprincipled alignments
Psionics: None
Hit points: P.E. ×5
O.C.C.: None (protector of nature)
Notes: Loners, secretive, good, liked by most people.

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	2	2	2	3	3	4	3 (×6 for flight)



BOGIES

Bogies are tiny malignant forces of mayhem standing 8 inches tall, with spindly black insect-like bodies. Ugly and ill tempered, they enjoy tricking travelers, leading them into swamps, quicksand, or other places of danger. They also love to scare (terrorize is more like it) people; howling, thumping, creating wind and eerie images. They love gold, gems, spoiled food and good ale, beer, or wine (able to drink a full gallon before passing out).

Bogies live anywhere, from grasslands, to forests, to swamps, but always prefer a place that looks odd, mysterious, or frightening. Their lairs can be found under rotting logs, hollow trees, and animal burrows. Despite their maleficent mischief, bogies are loyal and down right defensive of the gentler, prettier faerie folk, while they shun the evil faerie people such as goblins and toad stools. Bogies travel in groups of 6 to 36.

Bogie magic includes: Wind rush, Fog of fear, Wisps of confusion, Purple mist, Sphere of light, Mesmerism, Ventriloquism, and Animate objects. They usual faerie magic limitations apply.

Natural Bogie abilities are: Nightvision 90 ft., Normal dayvision, can polymorph into the shape of a larger spider, scorpion, or centipede, and are superb climbers/Scale walls 92%, and Prowl 77%.

Alignments: Any, but tend toward the selfish and evil ones.
Psionics: None
Hit points: P.E. ×3
O.C.C.: None
Notes: Tricks or hurts those not of faerie descent, love to scare people, disliked by non-faerie folk, may use weapons.

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	2	2	1	4	3	1	4

TOAD STOOLS

Toad stools are one of the ugliest of the faerie people appearing as a humanoid toad-creature with great gaping maw and putrid breath. They are 2 to 3 ft. long, with lumpy grey or brown skin covered with horny warts. Toad stools are as mean as they are ugly, preying on the unsuspecting and smaller, prettier faerie folk (particularly sprites and pixies). To **touch** one will give you painful and ugly warts, while the toad stools **bite** is poisonous, but not deadly (doing 1-6 +2 points of damage; causing fever and nausea for at least a 24 hour period, unless the victim saves vs. poison. Victims are -3 to dodge and parry).

They eat all types of poison mushrooms and berries. Toad stools are found living among their mushroom name sake, in swamps, bogs, and moist/humid caves and caverns.

Toad stool magic: Create fog, and Animate plants.

Toad stools natural abilities are: Nightvision 90 ft., Dayvision 40 ft., Swim, Recognize poison 98%, and can polymorph into a true toad at will. Speaks all the faerie folk languages.

Alignments: Any, but are usually evil.
Psionics: None
Hit points: P.E. ×3
O.C.C.: None
Notes: Cruel, malicious, spiteful; hated by most people.

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	2	2	1	3	3	1	3



PUCK

The **puck** are black hearted fiends resembling the satyrs, except that their upper body is more demonic than human. Their pranks are destructive and brutal, being responsible for the senseless slaughter of live stock and pets, fires, vandalism, and sometimes the kidnapping of children and young maidens. Pucks enjoy the torture of others, as well as a multitude of sadistic depravities. They are also fair thieves, hoarding silver and gold only.

Fortunately, pucks are one of the least common of the faerie folk, customarily inhabiting dark, solitary places of foul or evil appearance. Caves, swamps, bogs, dungeons, ruins and similarly inhospitable environments are their favorites.

Puck magic: None

Puck natural abilities are: Nightvision 60 ft., Normal dayvision, Polymorph into a goat, dog, pony or wild boar, Prowl 50%, Pick pockets 55%, Pick locks 45%, Recognize poison 72%.

Alignments: Any, but tend toward the evil and selfish ones.
Psionics: None
Hit points: P.E. × 3
O.C.C.: None (thief)
Notes: Stands 3 ft. tall, dirty grey complexion, use short blade weapons, may wear leather armour, travel in pairs, but rarely in a pack larger than eight members, are cruel, evil and depraved. Bite does 1-6 damage, claws do 1-6 damage.

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	2	2	2	4	3	2	4



SATYRS

These half-human, half-goat people are believed to be the children of the devil by the superstitious and fearful. **Satyrs** are a rustic people with short horns, pointed ears and tails, but do not have hooved feet (true devils do). However, like most faerie folk they are wild, mischievous and malicious, raiding farms, pelting travelers with stones and sticks, chasing women, scaring people, stealing and all manner of mischief. Known for their unbridled passion, they are especially dangerous to young maidens. Satyrs also have a taste for wine and ale, which just adds to their wild and unpredictable behavior.

They dwell in forests and grasslands, gathering fruits and roots as they wander the lands aimlessly. They stand about 5 ft. tall and are covered with short, curly brown hair. A typical band of these nomads will consist of 6 to 36 members with weapons (clubs, staves, cudgels)

Satyrs magic consists of: Change direction of wind, Create mild wind, Howling wind.

Satyrs natural abilities are Nightvision 40 ft., Normal dayvision, Speaks all tongues of the faerie folk.

Alignment: Any, but tend toward selfish miscreant.
Psionics: None
Hit points: P.E. ×3
O.C.C.: None
Notes: malicious, mischievous, run in packs, use crude tools and weapons (clubs, staves, cudgels)

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	2	2	3	3	3	2	4

WILL-O-THE-WISP

The **Will-o-the-wisp** is a spirit or essence that inhabits large, old trees. Once it has inhabited a tree it *becomes that tree*, forever locked within the bark and wood. Although the tree will eventually die, the Will-o-the-wisp will still live within it. Only if the tree is completely destroyed is the Will-o free to find another to inhabit. In spirit form, the Will-o-the-wisp is etherial, invisible, and powerless. However, upon linking with a particular tree, they are a force to be feared.

Mischievous, they enjoy *scaring* the unsuspecting by rattling their branches, creating wind, mist, strange lights, moaning, and so on. They can control the tree entirely, using the branches as hands and limbs, creating terrifying sights and stories of tree people. Will-o-the-wisps are rarely evil or malicious, but can be a terrible power of vengeance if its tree is desicrated or the faerie folk and surrounding fauna are harmed (everything is a 50 yard radius is the Will-o's territory).

Will-o-the-wisp magic includes: Circle of rain, Call lightning, Extinguish fires, Mend wood/clay, Sphere of light, Wind rush, Create fog, Purple mist. The usual faerie magic limitations apply.

Will-o-the-wisp natural abilities are: See for a 100 ft. radius day and night, and Animate/control its tree, using the branches like hands, fingers and limbs (Will-o's have *4 attacks per melee* in combat, doing *1-6 or 2-12 damage* depending on size and weight of the branch used as a cudgel).

Alignments: Any, but tend toward good or selfish.
Psionics: None
Hit points: P.E. ×8
O.C.C.: None
Notes: Often inhabit trees which seem to have human features; has no need for precious metals or gems, but may guard the treasure of a faerie friend.

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	4	2	4	2	4	3	1

MERMAIDS

These mistresses of the waters are found in both salt water and fresh, inhabiting the oceans, seas, and lakes of the world. **Mermaids** live near reefs, rock out-cropings, ship wrecks, and small islands. They distract or lure vessels to these areas (all dangerous, with low waters and submerged rocks), causing shipwrecks or panic among the crews. They find this quite amusing, having little respect for mortal lives.

The mermaid's beauty is legendary, and her sweet, alluring song (Charm spell) often beckons sailors to join them in play and love, then leave them to drown. They appear as beautiful women of pale milky skin, golden or red haired, with large green eyes and the tail of a fish. Vain in the exreme, they can oft be seen combing their long silky hair and admiring themselves. They are 6 to 7 ft. long from head to tail.

Mermaid magic includes: Charm, Love charm, Mesmerism, Create fog, Part waters, and (summon) Storm. The usual faerie magic limitations apply.

Their natural abilities are: Swim, Breath underwater, Nightvision 120 ft., Normal dayvision, Singing, and Song of the damned (yet another charm magic with the usual faerie magic limitation).

Alignments: Any, but usually evil or selfish.
Psionics: None
Hit points: P.E. ×3
O.C.C.: None
Notes: Often keep undersea treasures, ride dolphins and whales; evil, deadly and dangerous sea witches.

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	3	4	2	2	3	5	5 (in water)

THE MERROWS

These water faerie folk are very similar to mermaids, but are much gentler and very often helpful to man, calming storms, and saving drowning sailors. The merrow women are nearly identical to mermaids in appearance, though not quite as bewitchingly beautiful. The male merrow, however, are ugly (by human standards), appearing as old, long haired men or monstrosities, with the tail of a fish. Females measure 6 to 7 ft. long, males are 7 to 8 ft. long.

They collect sunken treasure and play with and protect undersea creatures (particularly dolphins and whales).

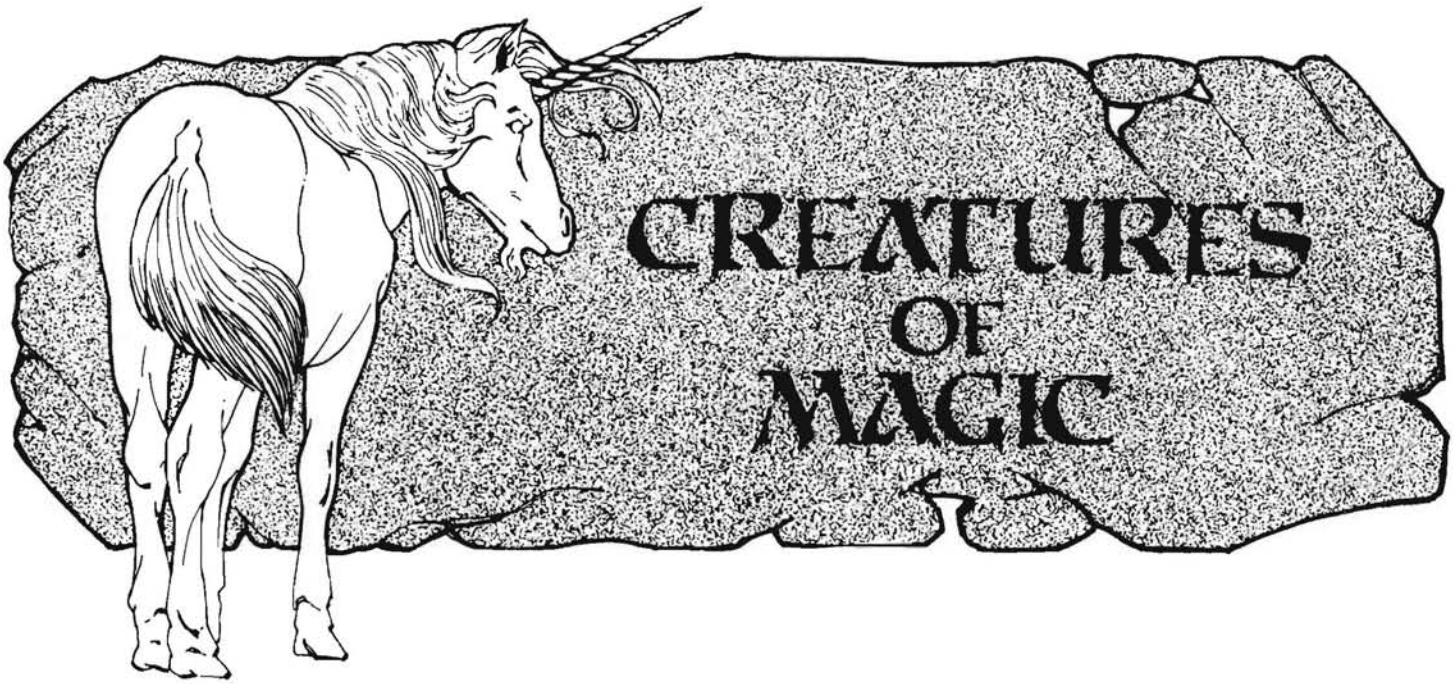
Merrow magic includes: Calm storm, Summon storm, Part waters, Create fog, Wind rush and Charm. The usual faerie magic limitations apply.

Merrow abilities consist of: Swim, Breath underwater, Nightvision 120 ft., Normal dayvision and Singing (non-magical).

Alignments: Any, but tend toward good or selfish.
Psionics: None
Hit points: P.E. ×3
O.C.C.: None
Notes: Love to play and chase; friendly, fond of dolphins, whales, seals, and walruses as play mates; eat fish and sea weed.

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	3	3	4	2	3	4 (female) / 2 (male)	5





MINOTAUR

Alignments: evil or selfish
Size: 8 feet tall
A.R.: 12
Hit points: 7-56
Number of attacks: 2 hand/claws do 2-12 points each, charge with horns does 4-24, or by weapon (large sword or axe)
Bonuses: +6 to damage, +2 to strike, +2 to parry or dodge
Natural abilities: nightvision 60 feet, fire and cold resistant (half damage) **Spd:** 20, Low I.Q.
Average life span: 400 years
Description: This is another rare race of beast-men. The minotaurs have the head of a bull and the body of a human with dark skin and blazing yellow-orange eyes. They are usually seen alone or in pairs, living in small bands or tribes of 4-24. They are found only in the southern hemisphere.



SCARECROWS

Alignments: evil
Size: 6 feet tall
A.R.: 6
Hit points: 6-48
Number of attacks: 2 hand to hand doing 1-6 each or by weapon
Bonuses: +4 to damage, +2 to strike, +2 to parry or dodge, +3 to save vs magic
Natural abilities: normal weapons do no damage; only fire destroys them (doing double damage). If smashed or dismembered the scarecrow will regenerate within twelve hours. **Spd:** 10
Average life span: until destroyed by fire
Description: appear to be animated scarecrows made of straw. Indeed, that is exactly what they are, having been originally created by an insane diabolist/alchemist in the Eastern Territory. Hundreds were created as an army before the madman was slain. No one knows how many still exist. They have spread across the land but are most common to the Eastern Territory.



SPECTRES

Alignments: selfish or evil
Size: any
A.R.: 14
Hit points: 6-48
Number of attacks: 2 psionic
Bonuses: +2 to hit, +2 to dodge
Natural abilities: psionics levels 1-3, I.S.P. 90, fourth level proficiency, fly 18, fire and cold resistant (half damage), impervious to normal weapons. Only psionics, magic, and/or magic weapons affect it. **Spd:** 11
Description: These wraith-like creatures are not ghosts nor are they of flesh and blood. They seem to be some sort of energy creatures that assume a humanoid shape.



UNICORN

Alignments: good or selfish
Size: sleek small horse
A.R.: 6
Hit points: 6-64
Number of attacks: 2, front kick does 2-12, rear kick 3-18, or charge with horn does 4-24
Bonuses: +3 to damage, +3 to strike, +3 to parry or dodge, +3 on all saving throws
Natural abilities: nightvision 90 feet, see the invisible, empathy, limited telepathy, average to high I.Q., running speed 40 mph, never tires, fire and cold resistant (half damage)
Average life span: 10,000 years
Description: A beautiful (P.B. 24), delicate, horse like creature with a long silver horn in the center of its head, a billy goat beard, and cloven hooves. They will allow no one to ride or tame them except for a virgin (male or female) pure of heart. They may assist or protect creatures of a good alignment.



PEGASUS

Alignments: any but usually good
Size: typical horse
A.R.: 6
Hit points: 5-40
Number of attacks: 2, front kick does 3-18, rear kick 4-24
Bonuses: +4 to damage, +3 to strike, +3 to dodge, +2 on all saving throws
Natural abilities: nightvision 90 feet, speed running 30, flying speed 60 mph, low to average I.Q., empathy, limited telepathy
Average life span: 1000 years
Description: White or black horse with large feathered wings, majestic in appearance. Extremely rare, most often sighted high up the Northern Mountains and Ophid's Grassland.



MUMMIES

Alignments: evil
Size: 6 to 10 feet tall
A.R.: 12
Hit points: 6-48 + 10
Number of attacks: 2 doing 1-8 damage each
Bonuses: +4 to damage +2 on all magical saving throws
Natural abilities: nightvision 90 feet, prowl 40%, I.Q. low, speed 6, normal weapons do no damage
Average life span: until destroyed by magic
Description: Mummies are members of the undead, animated by men of magic. They are found throughout the world usually in graveyards, catacombs, dungeons, and dark places.



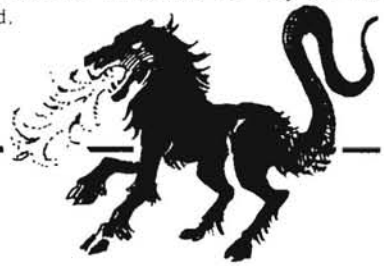
HARPIES

Alignments: evil (miscreant and diabolic only)
Size: 7 feet tall, 18 foot wingspan
A.R.: 6
Hit points: 6-48
Number of attacks: 2 claws doing 1-8 each or bite 1-6
Bonuses: +4 to damage, +2 to dodge +2 on magic saving throws
Natural abilities: nightvision 90 feet, fly 50 mph, sense good and evil, **Stench** ranging in a 25 foot radius around the harpy causes all to gag and vomit reducing number of attacks by one half, -2 to strike, -3 to parry or dodge, standard saving throw; I.Q. low but tricky
Average life span: 2000 years
Description: Harpies appear as giant creatures with an ugly woman's head and upper body and the legs, tail, and wings of a bird. They hate everything that is good or beautiful attacking and destroying them. They smell of decay and defecation. They torture and kill for pleasure, and they cannot be reasoned with or befriended for they are the embodiment of envy and hatred.



GRYPHON

Alignments: any
(more animal than intelligent)
Size: 4 feet tall, 7 feet long
A.R.: 9
Hit points: 8-64
Number of attacks: 3 claws do 2-12 each or bite 1-6
Bonuses: +4 to damage, +3 to strike, +3 to dodge, +2 on all saving throws
Natural abilities: nightvision 120 feet, exceptional normal vision (180 degree arc), fly 50 mph, prowl 66%, track 44% **Spd:** 20 running.
Average life span: 200 years
Description: Gryphons have the head and front claws of an eagle, the body of a lion, and great feathered wings. They can be found on most mountains world wide particularly those in the north. The gryphons flourish on the Isle of the Cyclops where they are raised as companions, hunters, and guardians of the Isle.



CHIMERA

Alignments: evil
Size: 4 feet tall, 10 feet long
A.R.: 10
Hit points: 7-56
Number of attacks: 2 claws do 1-8 damage each, or bite 1-8, or fire breath.
Fire breath range 16 feet, 4 foot width, does 3-18 damage.
Bonuses: +4 to damage, +2 to strike, +2 to dodge
Natural abilities: nightvision 60 feet, prowl 68%, track 74%, bio-regeneration (1-8 every melee). **Spd:** 40 mph, Low I.Q.
Average life span: 2000 years
Description: mystical beasts with the head of a lion, body of a goat, and tail of a dragon that breaths flame. Common to the Yin-Sloth jungles and Western Empire (may be found as far as the Eastern Territory but that is uncommon).



GHOSTS

Alignments: any
Size: any
A.R.: 17
Number of attacks: verbal and emotional harassment
Natural abilities: limited telepathy, turn invisible, see the invisible, limited telekinesis (30 pounds maximum), nightvision 90 feet, fly 20, intangible (can go through solid objects), possession, impervious to all attacks
Description: Ghosts are the essences of powerful entities that continue to exist even though their physical bodies have perished. They are usually frustrated, angry, and jealous of the living. They are generally harmless although they can be quite a nuisance and can hurl small objects at people telekinetically. The greatest danger that they represent is to a body that has been temporarily abandoned by its life force such as in astral projection. Ghosts can inhabit an empty body and take it over. Only an exorcism can free the body of this invader enabling the original life force to regain possession.

WERE-BEASTS



Alignments: evil (occasionally selfish)
Size: varies depending on the type of creature (6 to 10 feet average)
A.R.: 12
Number of attacks: 2 claws or bite
werewolf: bites does 1-8+2 damage +2 to parry/dodge
weretiger: claw or bite does 2-12 damage +2 to parry/dodge
werepanther: claw or bite does 1-8+2 damage +2 to parry/dodge
werebear: claw does 3-18 or bite 1-8 +1 to parry/dodge
Natural abilities: Impervious to normal weapons. Only magic and magic weapons harm them. Silver weapons do normal damage. Fire and cold resistant (half damage), bio-regeneration (1-8 points every four melees), nightvision 60 feet, metamorphosis into an animal at night only (note: a were-beast can only be one of the four listed), track 74%, speed 20, retain I.Q. and memory when in animal form
Description: These creatures of magic are a race of strange beast people who appear as normal humans, elves, dwarves, etc. during the day but are able to transform themselves into wild beasts at night. In man form they possess no supernatural powers, but at night the were-beasts cannot be harmed by any weapon wrought by man (unless it is silver or magic). If a were-beast is killed while in human form it will rise every night as the were-beast. To prevent this, the head must be severed from the body, burned and buried separately from the body.

Werewolves and werebears are found in the north, east, and Old Kingdom. Weretigers and werepanthers are found in the south, particularly in the Yin-Sloth jungles.

The Curse of Lycanthropy

Those under the curse of lycanthropy are normal men and women magically altered to take on the form of the were-beast when the moon is full. Those under this curse will metamorphosize into a were-creature *only when the moon is full*, hunting and eating human prey. Fortunately, the victim of lycanthropy does not remember his activities as a were-beast. The most common form of lycanthropy is that of the werewolf. Only a remove curse can destroy the curse. The clergy is -30% to remove the powerful magic of lycanthropy and if he is not successful in removing it he is likely to be the next victim of that were-beast. Those with lycanthropy possess all the abilities of true were-beasts when in animal form. This curse can affect any person good, evil, or selfish and is contracted by magical means or the bite of a were-beast.

Spd (humanoid form) roll 3 six-sided dice, Spd as werebeast 20.
Hit points: 6-48

SPHINX



Alignments: any but tend to be good or selfish
Size: 5 feet tall, 8 to 10 feet long
A.R.: 10
Hit points: 8-80
Number of attacks: 2 claws do 2-12 each
Bonuses: +6 to damage, +3 to strike, +3 to parry or dodge, +2 on all saving throws
Natural abilities: nightvision 120 feet, running speed 24, flying speed 45 mph, average to high I.Q., prowl 60%, track 77%, speaks all languages
Magic knowledge: may study any form of magic particularly wizardry (spell magic)
Average life span: 2000 years
Description: can be male or female, have the body of a lion, wings of an eagle, and human heads. They are quite intelligent, study magic, history, and cultures. They are found throughout the world particularly in the Old Kingdom and southern hemisphere.

GREEN MOLD



Alignments: none (plant)
Size: any
A.R.: 15
Hit points: near indestructible
Number of attacks: one
Natural abilities: Green mold is a product of some alchemical nightmare created thousands of years ago. A person contracts green mold from a cursed weapon or artifact or from someone infected with the horrid stuff. An item cursed with green mold will cause a small patch of mold to appear on the hand holding it. If the mold appears on cloth or glove, carefully and quickly discard it, being sure not to touch it with the bare skin. If the mold touches the skin it will automatically take root, covering the entire body in twenty minutes. Once the victim is completely covered the mold stops growing and can actually be touched, without consequence, by other living creatures. However, green mold germinates every two or three weeks becoming extremely contagious at that time. The germination period lasts about 24 hours.

Victims are -5 to strike, parry, or dodge and take 1-4 points of damage daily as the mold slowly feeds on him. Healing touch, potions, and magic will restore hit points countering the damage inflicted. When half or more of the hit points are drained, that person's speed is reduced by half and is -2 on all saving throws.

Victims are also impervious to fire and cold (no damage) and have a natural mold A.R. of 15.
Cure: Only a remove curse can destroy green mold.

BUG BEARS

Bug bears are an odd race of mischievous, cruel humanoids who wander Ophid's Grasslands in the north. They are barbaric nomads hunting and gathering food and preying on other humanoids. They apparently have no racial affiliations as they will as readily attack a lone goblin or wolfen as a human. Bug bears will rarely attack groups unless the intended victims are outnumbered at least three to one. Consequently, they hunt in packs of 2 to 8, clad in furs and using crude stone and wooden tools, spears, and weapons. Goblins, common to the region, are their favorite prey. Despite the abundance of small game animals, bug bears feed almost entirely on other humanoids.

Although not considered to be faerie folk, they are naturally magical; able to turn invisible, metamorphosis into a bear, and teleport. Like faerie folk they are very inquisitive, mischievous, and shy, avoiding contact with all other creatures except to hunt them.

Bug bears are exclusive to Ophid's Grasslands, travelling in scattered bands or tribes consisting of 24 to 64 members. It is believed that fewer than a thousand exist.

Entrepreneurs from the Western Empire have taken to capturing them for wrestling and gladitorial type spectacles because of their bestial appearance and savage fighting ability.

The Eight Attributes

Number of six sided dice rolled is indicated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	2	2	5	3	4	2	4

Psionics: none

Hit points: standard

Alignments: any, but tend toward selfish and evil

O.C.C.: men of arms, shamen, healer

Physical appearance: squat, broad, fur covered people of great strength. Light brown colored fur, canine teeth and vaguely bear like features. **Height:** 5 feet tall, **Weight** 150 to 200 pounds, **Average life span:** 80 years.

Enemies and allies: none, indifferent to all races.

Favorite weapons: stone axes, hammers, spears, and clubs

Other notes:

1) lousy craftsmen

2) low I.Q.

3) not familiar with armour or iron weapons

Special/natural abilities: nightvision 60 feet, see the invisible, turn invisible, metamorphosis into a bear, teleport 40 foot maximum 98% as often as once every other melee, +8% on all tracking skills.



GIANTS

GIANT-KIND

Algor (frost giants)
Cyclops (lightning masters)
Jotan (earth giants/metal workers)
Gigantes (mutants)
Nimro (fire giants)
Titans (warriors)

There are six distinct giant races known to inhabit this world. Most giants live in small tribes (6-36 average) although some large communities are known to exist (numbering into the hundreds) at Mt. Nimro, the Yin-Sloth jungles, the Land of the Damned, the Isle of Cyclops, and the Isles of the Four Sisters. They tend to keep to themselves and are found in mountainous or wilderness areas far from civilization. Giants are frequently worshipped by orcs, goblins, and hob-goblins (kobold have been known to follow or worship the Cyclops only). A rogue giant (or handful of giants) may take control of small bands of these creatures.

Although not as common as folklore would have one believe, giants do occasionally plunder and terrorize small human communities. With few exceptions giants despise human and their elf and dwarf allies. Many humans fear giants believing them to be creations spawned from the illicit union between gods and mortals.

GAMEMASTER NOTE: The giant races are delineated in much the same way as the playing character races. This makes it possible to create playing characters who are giants if desired. However, this should be done only with reliable, experienced players that will understand how to handle such a powerful character without dominating the other players. **I do not recommend using giants as playing characters** in a regular campaign, but a mini-series or tournament composed exclusively of giants and their adventures in the world of humans could be fun.

THE ALGOR

The legendary frost giants of the past are a fading race found almost exclusively in the Great Northern Wilderness. They are particularly common in the mountains that bear their name. The Algor frost giants are particularly hostile toward elves and dwarves having been caught in the middle of the ancient elf/dwarf conflicts which severely damaged the Algor as a race (they sided with the elves at the time). Having been used and manipulated by elven-kind elves are hated above all others. Dwarves who nearly obliterated the frost giants are sworn enemies. Unfortunately this animosity is extended to include humans who are allies to both elf and dwarf. Algor giants are friend of the wolfen who in an earlier day worshipped them as gods.

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	2	3	5	3	4	3	2

Psionics: standard
Hit points: standard
Alignments: any
O.C.C.: any except thief, palladin, and longbowman
Physical appearance: giant, pale white or pale blue skin, golden or silver hair, dark eyes. **Height:** 14-16 feet tall; **Weight:** 500-1200 pounds; **Average life span:** 300 years.
Special/Natural abilities: nightvision 60 feet, impervious to cold (no damage), **Frost Breath:** range 30 feet, 6 foot wide gust of icy breath that does 4-24 damage, counts as an additional attack in combat.
Enemies: elves, dwarves, humans. Dislike orcs, goblins, and hob-goblins.
Allies: wolfen, trolls, jotans, cyclops. Indifferent toward all others.
Favorite weapons: Giant sized axes, ball and chain, and pole arms.

THE CYCLOPS

The cyclops are said to have walked the earth when the Old Ones ruled and the planet was young. If true, they are one of the very few surviving races of that turbulent era hundreds of thousands of years ago (titans, dragons, and elves are the only known survivors of that time).

Only the cyclops possess the mystic knowledge to create lightning bolt javelins and arrows. These powerful weapons are molded by combining ground dragon bone, demon blood, and arcane magic. Scolars believe that the magic invoked to produce these lightning shafts actually calls upon the power of the Old Ones and only the cyclops can cast it without retribution. (Indeed, should any creature other thanthe cyclops learn and use the ancient magic, 2-12 greater demons will appear, seize the weapons, torture and/or slay the creator. If they should allow that person to live his tongue will be removed and hands crippled.)

A cyclops can amass great wealth and power by creating and selling the lightning shafts to powerful kings, warlords, clergy, and wizards. Even the gods are willing to grant favors to acquire them. It is rumored that the Western Empire gained its power through a special deal with the cyclops in exchange for their aid.

Lighting Shafts (magic)
The cyclops can create four types of javelins and two types of arrows doing the following damage:
Javelins
3-24, 5-40, 5-40 + 20, or 6-48 + 30
Javelins appear to be crooked rods pointed at both ends and range from six to ten feet long.
Arrows 3-24 + 4 or 5-40 + 10
Arrows can be designed to fit short bows, long bows, or crossbows. Like the javelins they appear crooked.

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	2	4	5	4	4	2	2

Psionics: standard
Hit points: standard
Alignments: any (tend toward selfish and evil)
O.C.C.: any, tend toward men of arms
Physical appearance: olive skin, giants with one large eye in center of the head, long dark hair. **Height:** 14 feet tall; **Weight:** 500-1000 pounds; **Average life span:** 600 years.
Special/Natural abilities: nightvision 90 feet, see the invisible, great natural strength.
Enemies: titans, changelings, and trolls.
Allies: kobolds, ogres, jotan, gigantes, nimro, and dragons. Indifferent to all others.
Favorite weapons: javelins, large swords, spears, short bows, long bows, slings; all giant sized.
Other notes:
1) very greedy
2) wear heavy armour types
3) frequently worshipped by kobolds

THE JOTAN

The largest and most powerful of giants are the jotan. Bitter and cruel they savagely lash out at any non-giant race they may happen upon. They are excellent metal workers and are frequently employed to create weapons and armour for the other giant races (particularly for cyclops and nimro).

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	3	2	5	5	5	2	3

Psionics: standard
Hit points: standard
Alignments: any but tend to be evil or selfish
O.C.C.: men of arms, clergy, witch, or warlock

Physical appearance: huge, bronze skinned people with powerful builds, dark eyes, and brown hair. **Height:** 18-20 feet tall; **Weight:** 700-1600 pounds; **Average life span:** 300 years.
Special/Natural abilities: great strength and endurance
Enemies: titans, elves, humans, dwarves, and gnomes
Allies: cyclops, nimro, trolls, ogres, orcs, goblins. Indifferent toward all others.
Favorite weapons: large swords, axes, ball and chain, blunt; all giant sized.
Other notes:
1) extremely hostile
2) wear any armour but prefer heavy types
3) frequently command troops of orcs, goblins, and hob-goblins.

GIGANTES

Perhaps the most feared of all the giant races, the gigantes are undoubtedly mutants with a varied and mutated genetic structure creating a host of monstrosities. The gigantes are ignorant, aggressive misanthropes with a lust for blood letting. Although humans and elves are their primary victims, the non-human races as well as other giants also fall prey to them.

The gigantes possess a host of powers and abilities which vary greatly from individual to individual. Insanity also plagues these monsters. They are found throughout the world but are numerous in the Yin-Sloth jungles and the Northern Mountains.

The Eight Attributes
Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	1	2	5	4	5	2	4

Psionics: standard
Hit points: standard
Alignments: selfish or evil
O.C.C.: men of arms, clergy, or witch
Physical appearance: humanoid, varies greatly in appearance from extra limbs to strange colors. **Height: 10-16 feet tall; Weight:** 450-1000 pounds; **Average life span:** 150 years.
Special/Natural abilities: (roll four times to determine abilities)
01-05 nightvision
06-10 see the invisible
11-15 turn invisible
16-20 impervious to fire
21-23 poisonous bite (3-18 damage)
24-26 single large horn (1-8 damage)
27-32 additional arm
33-40 scaly skin (A.R. 12)
41-45 thick, lumpy skin (A.R. 10)
46-50 leather wings (50% chance can fly: speed 20)
51-54 additional eye
55-59 large heavy tail
60-64 large fangs (2-12 damage)
65-69 short body fur
70-75 feather wings (50% chance can fly: speed 20)
76-80 claws (2-12 damage)
81-84 large flat teeth
85-90 breath fire (20 foot range, does 3-18 damage)
91-95 spit acid (20 foot range, does 4-24 damage)
96-00 additional leg
Insanity (roll one time)
01-44 no insanity
45-77 phobia
78-91 psychosis
92-00 affective disorder
Enemies: titans, elves, humans, dwarves, wolfen, gnomes, troglodytes, and changelings.
Allies: cyclops, trolls, ogres, orcs, goblins. Indifferent toward all others.
Favorite weapons: blade and blunt, all giant sized.
Other notes:
1) extremely hostile, aggressive, cruel
2) wear any type of armour
3) worship gods of darkness
4) titans are their arch-enemy.



THE NIMRO

Another giant of legend are the mighty fire giants, the nimro. The volcanic Mount Nimro and Mount Nimrod are both named after the fire giants. They are common to the Old Kingdom and the south. Like so many others, they resent elves and dwarves and their human allies. The nimro sometimes command troops of orcs, goblins, and occasionally ogres and the jotans. They are clever schemers with the dream of establishing a kingdom of giants.

The Eight Attributes

Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	4	3	4	4	5	3	2

Psionics: standard
Hit points: standard
Alignments: any but lean heavily toward selfish and evil.
O.C.C.: any except knight, palladin, or longbowman.
Physical appearance: giant, copper or red skin, black or red-brown hair, yellow eyes, **Height:** 14-16 feet tall; **Weight:** 500-1200 pounds; **Average life span:** 300 years.
Special/Natural abilities: nightvision 60 feet, impervious to fire (no damage), **Fire breath:** range 30 feet, 6 foot wide gust of flaming breath that does 4-24 damage. Counts as an additional special attack in combat.
Enemies: titans, elves, dwarves, humans, changelings, and gnomes.
Allies: jotan, gigantes, ogres, trolls, orcs, and goblins. Indifferent to all others.
Favorite weapons: large swords, blade weapons, and blunt; all giant sized.
Other notes:
1) aggressive and hostile
2) cunning, tricky, greedy
3) wear any armour
4) large tribes at Mt. Nimro
5) long to build a kingdom of giants.

THE TITANS

A race of giant, noble warriors, the titans are the symbol of strength, honor, and fair play. So great are these warriors that both giants and non-giants consider them to be demi-gods. Titans are an intelligent, secretive people whose exact numbers are unknown but believed to be very few.

Once the elve's greatest allies, the titans chastized them for their decadence and injustices to the dwarves and other races. Unable to bring themselves to act against their beloved elven allies, they abandoned the elves marking the beginning of the end of elven rule. Since that day no titan has called an elf friend.

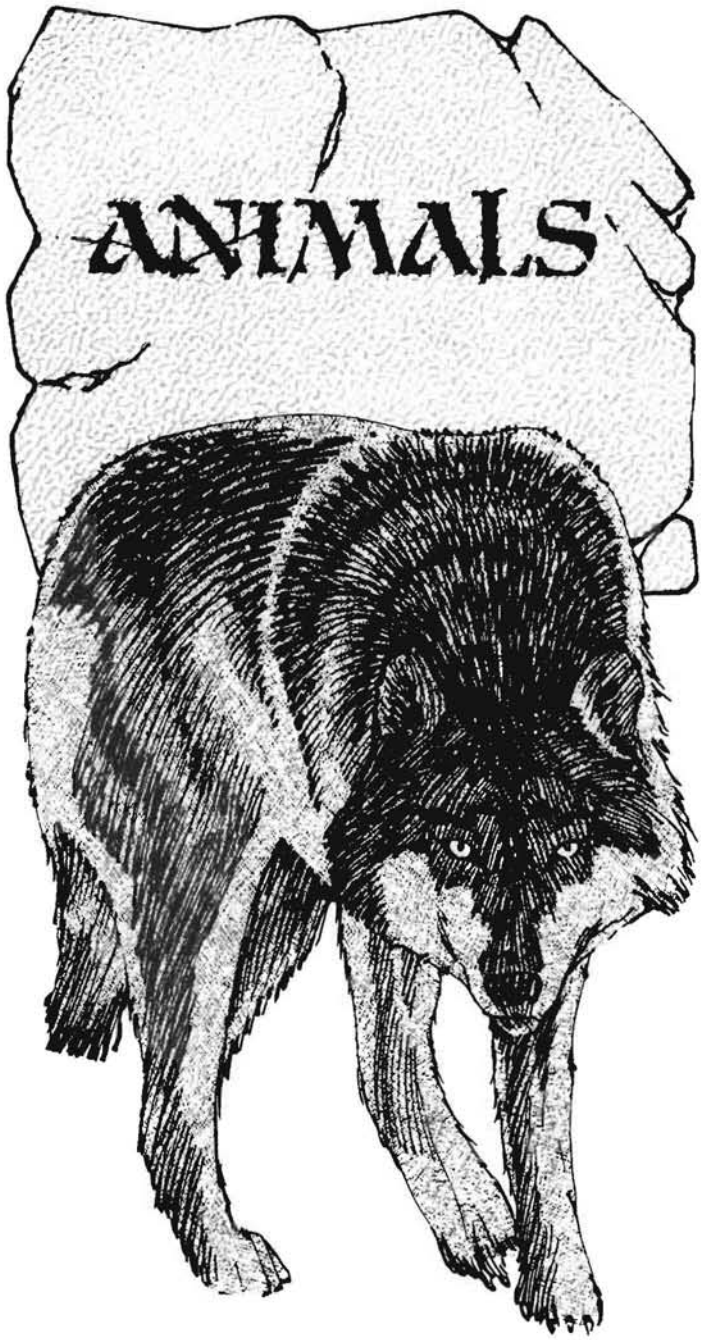
The champions of justice, they wander the world in pairs (seldom more than four) seeking adventure and righting wrongs.

The Eight Attributes

Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	2	3	5	4	5	5	4

Psionics: standard
Hit points: standard
Alignments: any but strongly tend toward good
O.C.C.: men of arms, healer, wizard, and warlock.
Physical appearance: majestic giant men and women, powerful of limb, golden, silver, or brown hair, warm eyes. **Height:** 12-14 feet tall; **Weight:** 400-900 pounds; **Average life span:** 1000 years.
Special/Natural abilities: nightvision 90 feet, see the invisible, turn dead 80%, great physical strength and beauty.
Enemies: gigantes, jotans, gods of darkness, ogres, trolls, kobolds, orcs, goblins, and all manner of evil/injustice.
Allies: gods of light, kukulcan, and all champions of justice and goodness
Favorite weapons: large swords, ball and chain, pole arms, battle axe, longbow, sling.
Other notes:
1) follow code of chivalry
2) wear any armour type (particularly splinted and plate)
3) helpful, honest, friendly to good.



BEARS

THE OLD KINGDOM BLACKBEAR

Size: 6 to 8 feet tall, 500 to 1000 pounds
A.R.: 6
Hit points: 6-64
Number of attacks: 2 claws do 1-8 damage each or bite 1-6
Bonuses: +1 to strike, +4 to damage
Natural abilities: prowl 26%, track 60% (by smell), nightvision 20 feet, speed 16, swim 60%, climb 80%
Average life span: 20 years
Value: fur 200 gold, meat (whole animal) 150 gold
Habitat: Old Kingdom, Land of the Southwinds, Timro, and occasionally the Eastern Territory

BROWN BEAR
Size: 8 to 10 feet tall, 600 to 1000 pounds
A.R.: 6
Hit points: 9-72
Number of attacks: 2 claws do 2-12 damage each or bite 1-8
Bonuses: +2 to strike, +6 to damage
Natural abilities: prowl 25%, track 66% (by smell), nightvision 20 feet, speed 18, swim 80%, climb 64%
Average life span: 20 years
Value: fur 250 gold, meat (whole animal) 180 gold
Habitat: Eastern territory, Northern Wilderness, and Lopan.

THE NORTHERN GRIZZLY
Size: 8 to 10 feet tall, 800 to 1800 pounds
A.R.: 6
Hit points: 10-80
Number of attacks: 3 claws do 2-12 damage or bite 1-8
Bonuses: +2 to strike, +6 to damage
Natural abilities: prowl 28%, track 68% (by smell), nightvision 20 feet, speed 16, swim 70%, climb 60%
Average life span: 25 years
Value: fur 350 gold, meat (whole animal) 250 gold
Habitat: Northern Wilderness, Eastern Territory, Lopan, Ophid's Grasslands, Land of the Damned

WESTERN SILVER BEAR
Size: 5 to 8 feet tall, 300 to 600 pounds
A.R.: 6
Hit points: 8-64
Number of attacks: 2 claws do 1-8 damage each or bite 1-6
Bonuses: +1 to strike, +4 to damage
Natural abilities: prowl 44%, track 70% (by smell), nightvision 30 feet, speed 14, swim 60%, climb 88%
Average life span: 25 years
Value: fur 600 gold, meat (whole animal) 180 gold
Habitat: Western Empire, Phi, Lopan, Baalgor Wasteland, Yin-Sloth jungles.
Note: Its silky silver fur make this animal a prime target for trappers.

JUNGLE KODIAK
Size: 8 to 14 feet tall, 1000 to 2200 pounds
A.R.: 6
Hit points: 11-88
Number of attacks: 3 claws do 2-12 each or bite 1-8
Bonuses: +2 to strike, +10 to damage
Natural abilities: prowl 35%, track 71% (by smell), nightvision 20 feet, speed 12, swim 70%, climb 50%
Average life span: 22 years
Value: fur 500 gold, meat (whole animal) 400 gold
Habitat: Yin-Sloth jungles, Land of the South Winds

MOUNTAIN BROWN BEAR
Size: 6 to 9 feet tall, 400 to 800 pounds
A.R.: 6
Hit points: 8-64
Number of attacks: 2 claws do 1-8 damage or bite 1-6
Bonuses: +2 to strike, +6 to damage
Natural abilities:prowl 58%, track 74% (by smell), nightvision 20 feet, speed 10, swim 50%, climb 88%
Average life span: 30 years
Value: fur 150 gold, meat (whole animal) 150 gold
Habitat: The mountains of the Western Empire, Old Kingdom, and northern areas (but not as common).

HOSTILITY INDEX: BEARS
01-25 run away or back off
26-75 attack only if threatened
76-00 unprovoked attack

BIRDS

SONG BIRDS
Size: 4 to 12 inches tall
A.R.: 2
Hit points: 1-6
Number of attacks: 1 peck/claw does one point
Bonuses: +3 to dodge
Natural abilities: song, fly 24
Average lifespan: 6 years
Value: live for pets, 10 to 30 gold
Habitat: global

GAME BIRDS
Size: 9 to 36 inches tall
A.R.: 2
Hit points: 1-8
Number of attacks: 1 peck/claw does one point
Bonuses: +1 to dodge
Natural abilities: fly 25
Average lifespan: 8 years
Value: meat 16 to 50 gold
Habitat: global

HAWK/FALCON
Size: 8 to 24 inches tall
A.R.: 2
Hit points: 1-8
Number of attacks: 2 talons doing 1-4 each or bite 1-6
Bonuses: +3 to strike, +2 to damage, +3 to dodge
Natural abilities: fly 30, nightvision 60 feet, track (by sound/smell) 50%
Average lifespan: 8 years
Value: as hunters, 50 gold
Habitat: global

OWL
Size: 8 to 42 inches tall
A.R.: 3
Hit points: 1-8
Number of attacks: 2 talons doing 1-4 points each
Bonuses: +2 to strike, +1 to damage, +2 to dodge
Natural abilities: fly 26, nightvision 20 feet, track (by smell/hearing) 60%
Average lifespan: 10 years
Value: 3 gold for magic use
Habitat: global

VULTURE
Size: 2 to 3 feet tall, 14 to 30 pounds
A.R.: 2
Hit points: 2-12
Number of attacks: 2 claws doing 1-4 points each
Bonuses: +1 to strike, +2 to damage
Natural abilities: fly 24, track (by smell) 66%
Average lifespan: 12 years
Value: none
Habitat: global

BOOTED EAGLE
Size: 2 to 3.5 feet tall, 15 to 35 pounds
A.R.: 3
Hit points: 3-18
Number of attacks: 3 talons doing 1-8 damage each or bite 1-8
Bonuses: +3 to damage, +4 to strike, +3 to dodge
Natural abilities: fly 50 mph, exceptional vision
Average lifespan: 18 years
Value: 20 gold for plumage
Habitat: global (particularly in west, east, and north).

CATS

WILD CATS/LYNX/BOBCAT

Size: 2.5 to 3.5 feet long, 11 to 25 pounds
A.R.: 5
Hit points: 4-32
Number of attacks: 2 claws do 1-6 damage or bite 1-4
Bonuses: +2 to strike, +2 to damage, +2 to parry or dodge
Natural abilities: nightvision 40 feet, speed 18, climb 89%, prowl 84%, swim 40%
Average life span: 12 years
Value: fur 40 gold
Habitat: There are about 35 varieties of wild cats varying slightly in appearance, size and color. Most are small, sleek cats with brown, tan. or yellow fur. They are found across the world particularly in the less civilized wilderness areas. They are least common in the south.

MOUNTAIN LION/COUGAR/PUMA

Size:4 to 5 feet long, 80 to 120 pounds
A.R.: 5
Hit points: 5-40
Number of attacks: 3 claws doing 1-8 damage each or bite 1-6
Bonuses: +3 to strike, +2 to damage, +3 to dodge or parry
Natural abilities: nightvision 60 feet, speed 20, climb 89%, prowl 86%, swim 44%
Average life span: 15 years
Value: fur 50-60 gold
Habitat: Forest and mountain areas world wide, common in the east and the north; least common in the south.

LEOPARD/PANTHER/JAGUAR

Size: 4 to 4.5 feet long, 80 to 120 pounds
A.R.: 5
Hit points: 5-40
Number of attacks: 3 claws doing 1-8 damage each or bite 1-6
Bonuses: +3 to strike, +4 to damage, +4 to dodge or parry
Natural abilities: nightvision 60 feet, speed 20, climb 95%, prowl 90%, swim 70%
Average life span: 15 years
Value: fur 250 gold
Habitat: Jungle forests in the south. Jaguars are also found in the west; leopards often live in trees.

CHEETAH

Size: 5 to 7 feet long, 100 to 130 pounds
A.R.: 5
Hit points: 6-48
Number of attacks: 3 claws doing 1-8 points each or bite 1-6
Bonuses: +4 to strike, +6 to damage, +6 to dodge or parry
Natural abilities: nightvision 60 feet, speed 70 (in short sprints of no longer than 2 to 4 minutes), climb 12%, prowl 50%
Average life span: 14 years
Value: fur 300 gold
Habitat: Southern grasslands, particularly common in the Land of the South Winds

LION (JUNGLE)

Size: 7 to 9 feet long, 450 to 600 pounds
A.R.: 5
Hit points: 7-56
Number of attacks: 3 claws doing 2-12 damage each or bite 1-8
Bonuses: +3 to strike, +6 to damage, +4 to parry or dodge
Natural abilities: nightvision 60 feet, speed 22, climb 30 %, swim 50%, prowl 50%, track 70%, often travel in prides of 5 to 20 members.
Average life span: 16 years
Value: fur 150 gold
Habitat: Southern jungles and grasslands (including Baalgor Wastelands but not as common).

TIGER

Size:9 to 11 feet long
A.R.: 6
Hit points: 8-64
Number of attacks: 3 claws doing 2-12 damage each or bite 2-12
Bonuses: +3 to strike, +8 to damage, +4 to dodge or parry
Natural abilities: nightvision 60 feet, speed 26, climb 30%, swim 80%, prowl 70%, track 50%
Average life span: 15 years
Value: fur 450 gold
Habitat: Old Kingdom, Land of the South Winds, parts of the Eastern Territory. Occasionally in the Western Empire and even in the Northern Wilderness.

DOMESTIC CATS

Size: 8 to 24 inches, 4 to 12 pounds
A.R.: 3
Hit points: 2-16
Number of attacks: 2 doing one point of damage
Bonuses: +1 to strike, +2 to dodge
Natural abilities: nightvision 30 feet, speed 10, climb 30%, prowl 66%
Average life span: 20 years
Value: as pet, 10 to 25 gold
Habitat: worldwide

HOSTILITY INDEX: CATS(WILD)

01-36 run away
37-87 attack only if provoked
88-00 unprovoked attack

DOGS

WILD DOGS

Size: 2 to 3.5 feet long, 20 to 50 pounds
A.R.: 5
Hit points: 3-24
Number of attacks: 2 bites doing 1-6 damage each
Bonuses: +2 damage, +3 to dodge
Natural abilities: nightvision 20 feet, speed 22, prowl 30%, track (by smell) 60%, travel in packs of 7 to 28, territorial.
Average life span: 12 years
Value: 6 gold for pelt
Habitat: Varieties exist worldwide.

COYOTE/JACKAL

Size: 3 to 3.5 feet long, 25 to 30 pounds
A.R.: 5
Hit points: 3-24
Number of attacks: 2 bites doing 1-6 points each
Bonuses: +4 to damage, +1 to strike, +4 to dodge
Natural abilities: nightvision 30 feet, speed 20, prowl 35%, track (by smell) 60%, travel in small packs 2-8, territorial (ten mile area).
Average life span: 15 years
Value: fur 20 gold
Habitat: varieties exist worldwide

FOX

Size:2 to 3 feet long, 6 to 15 pounds
A.R.: 5
Hit points: 3-24
Number of attacks: 2 bites doing 1-4 points each
Bonuses: +2 to damage, +5 to dodge
Natural abilities: nightvision 15 feet, speed 23, prowl 50%, track (by smell) 60%, swim 40%
Average life span: 12 years
Value: fur 50 gold
Habitat: red fox eastern and northern, grey and silver fox west, east, and Old Kingdom.

WOLF
Size: 3.5 to 4 feet long, 50 to 100 pounds
A.R.: 5
Hit points: 4-32
Number of attacks: 2 bites doing 1-8 points each
Bonuses: +6 to damage, +2 to strike, +4 to dodge
Natural abilities: nightvision 30 feet, speed 20, prowl 50%, track (by smell) 80%, swim 60%, pack animals, they travel in groups of 6-24, territorial (thirty mile area).
Average life span: 15 years
Value: fur 40 gold
Habitat: West and Old Kingdom, very common in east and north.

NORTHERN TIMBER WOLF
Size: 4 to 5 feet long, 60 to 130 pounds
A.R.: 6
Hit points: 6-48
Number of attacks: 2 bites doing 2-12 damage each
Bonuses: +8 to damage, +2 to strike, +4 to parry and dodge
Natural abilities: nightvision 30 feet, speed 22, prowl 50%, track (by smell) 85%, swim 60%, travel in packs of 6-24 members, territorial (forty mile area).
Average life span: 16 years
Value: fur 60 gold
Habitat: Northern Wilderness

HYENA
Size:4 to 4.5 feet long, 60 to 120 pounds
A.R.: 5
Hit points: 4-32
Bonuses: +4 to damage, +2 to strike, +3 to dodge
Natural abilities: nightvision 20 feet, speed 40 mph, prowl 25%, track (by smell) 50%, swim 40 %, travel in large packs of 6-36 members
Average life span: 20 years
Value: fur 10 gold
Habitat: south

DOMESTIC DOGS

RETRIEVER/SPANIEL SETTER/POINTER
Size: 3 to 4 feet long, 25 to 60 pounds
A.R.: 5
Hit points: 4-32
Number of attacks: 2 bites do 1-6 damage each
Bonuses: +2 to damage, +1 to strike, +3 to dodge
Natural abilities: nightvision 30 feet, speed 24, track (by smell) 65%, swim 60%
Average life span: 15 years
Value: pup 40 gold, trained 120 gold
Habitat: global

HOUND(HUNTING)
Size:3 to 4 feet long, 25 to 60 pounds
A.R.: 5
Hit points: 5-40
Number of attacks: 2 bites do 1-6 points each
Bonuses: +2 to damage, +2 to dodge, +1 to strike
Natural abilities: nightvision 30 feet, speed 20, track (by smell) 84%, swim 60%
Average life span: 15 years
Value: pup 30 gold, trained 140 gold
Habitat: global

WORK DOG
Size: 3.5 to 4.5 feet long, 40 to 140 pounds
A.R.: 5
Hit points: 5-40
Number of attacks: 2 bites doing 1-8 damage each
Bonuses: +2 to damage, +2 to strike, +2 to dodge
Natural abilities: nightvision 20 feet, speed 22, track (by smell) 60%, swim 50%
Average life span: 13 years
Value: pup 20 gold, trained 80 gold
Habitat: global

HORSES

WAR HORSE
Size: 72 inches tall at the shoulder, 1700 to 2100 pounds
A.R.: 5
Hit points: 8-64
Number of attacks: 2 kicks, front does 3-18 damage, rear 5-30 damage
Bonuses: +2 to strike, +6 to damage, +2 to dodge
Natural abilities: great strength and endurance, speed 20 mph, can pull as much as five tons, swim 50%
Average life span: 10 years
Value: untrained 2000-8000 gold, trained 6000-24000 gold
Habitat: global

RACE HORSE
Size: 60 to 64 inches at the shoulder, 1200 pounds
A.R.: 5
Hit points: 6-48
Number of attacks: 2 kicks, front does 1-8 damage, rear 2-12 damage
Bonuses: +2 to strike, +5 to dodge
Natural abilities: speed 60 mph (this maximum can be maintained for one hour. Average speed of transport is 15 to 30 mph which can be maintained for 4-8 hours with proper pacing and rest.), can carry or pull 300 to 600 pounds.
Average life span: 8 years
Value: untrained 4000-10000 gold, trained 8000-64000 gold
Habitat: global

JUMPER AND RIDING HORSE
Size: 56 to 60 inches tall at the shoulder, 1100 to 1400 pounds
A.R.: 5
Hit points: 5-40
Number of attacks: 2 kicks, front doing 1-8 points, rear 2-12 points
Bonuses: +4 to dodge
Natural abilities: speed 30 to 50 mph, jump over heights of 4 to 6 feet (riding horse 3 to 4 feet), carry up to 500 pounds, pull 800 to 1200 pounds, swim 50%
Average life span: 10 years
Value: 600 to 4000 gold
Habitat: global

WORK HORSE
Size: 64 to 68 inches tall at the shoulders, 1200 to 1800 pounds
A.R.: 5
Hit points: 7-56
Number of attacks: 2 kicks, front doing 2-12 damage, rear 3-18 damage
Bonuses: +4 to damage, +2 to dodge
Natural abilities: great strength and endurance, can pull up to four tons, a pair yoked in tandem can pull up to fifteen tons, speed 20 mph, swim 50%
Average life span: 12 years
Value: 600 to 2200 gold
Habitat: global

PONY
Size:48 to 58 inches tall at the shoulder, 800 to 1200 pounds
A.R.: 5

Hit points: 4-48
Number of attacks: 2 kicks, front doing 1-6 damage, rear 1-8 damage
Bonuses: +2 to dodge
Natural abilities: speed 20 to 30 mph, carry or pull up to 600 pounds, swim 60%
Average life span: 10 years
Value: 400 to 2000 gold
Habitat: global

DONKEY

Size: 36 to 48 inches tall at the shoulder
A.R.: 5
Hit points: 4-48
Number of attacks: 2 kicks, front doing 1-4 damage, rear 2-8 damage
Natural abilities: speed 15 mph, carry 300 pounds or pull up to 1000 pounds
Average life span: 12 years
Value: 400 to 1800 gold
Habitat: global

MISCELLANEOUS ANIMALS

RAT/PRAIRIE DOG/HEDGE HOG

Size: 8 inches to 2.5 feet, 2 to 11 pounds
A.R.: 5
Hit points: 1-8
Number of attacks: 2 bites doing 1-4 damage each
Bonuses: +1 to strike, +4 to dodge
Natural abilities: nightvision 60 feet, climb 89%, swim 60%, prowl 88%, speed 12
Average life span: 5 years
Value: none
Habitat: global

MOUSE

Size: 3 to 6 inches, under one pound
A.R.: 5
Hit points: 1-4
Number of attacks: 1 bite for one point of damage
Bonuses: +6 to dodge
Natural abilities: nightvision 60 feet, climb 66%, swim 60%, prowl 90%, speed 10
Average life span: 2 years
Value: none
Habitat: global

SQUIRREL

Size: 1 to 2 feet long, 1 to 3 pounds
A.R.: 5
Hit points: 1-8
Number of attacks: 1 bite doing 1-4 damage
Bonuses: +5 to dodge
Natural abilities: nightvision 30 feet, climb 94%, swim 30%, prowl 72%, speed 14
Average life span: 8 years
Value: fur pelt 15 gold, meat 10 gold
Habitat: global

RACCOON

Size: 2 to 2.5 feet, 10 to 22 pounds
A.R.: 5
Hit points: 1-8
Number of attacks: 1 bite doing 1-4 damage
Bonuses: +3 to dodge
Natural abilities: nightvision 50 feet, climb 80%, swim 60%, prowl 60%, speed 10
Average life span: 10 years
Value: fur pelt 25 gold, meat 10 gold
Habitat: global except south

RABBIT/HARE

Size: 1.5 to 2.5 feet long, 3 to 12 pounds
A.R.: 5
Hit points: 1-8
Number of attacks: 1 doing one point
Bonuses: +5 to dodge
Natural abilities: nightvision 20 feet, prowl 40%, speed 16
Average life span: 5 years
Value: fur pelt 10 gold, meat 15 gold
Habitat: global

BEAVER/MUSKRAT

Size: 2.5 to 3.5 feet long, 15 to 40 pounds
A.R.: 5
Hit points: 3-24
Number of attacks: 1 doing 1-6 points
Bonuses: +2 to dodge
Natural abilities: nightvision 30 feet, speed 10, swim 85%, prowl 30%
Average life span: 12 years
Value: fur pelt 50 gold, meat 15 gold
Habitat: global (most common in the east and north).

BATS(FRUIT AND INSECT EATERS)

Size: 6 to 30 inch wingspan
A.R.: 5
Hit points: 1-6
Number of attacks: 1 bite does one point
Bonuses: +2 to dodge
Natural abilities: nightvision 15 feet, fly 24 mph
Average life span: 5 years
Value: 5 gold for magic uses
Habitat: global

BATS(VAMPIRE)

Size: 8 to 12 inch wingspan
A.R.: 5
Hit points: 1-6
Number of attacks: 1 bite does 1-4 points
Bonuses: +2 to dodge
Natural abilities: nightvision 6 feet, fly 24 mph, track (by smell) 44%
Average life span: 6 years
Value: 5 gold for magic uses
Habitat: South and Western Territories

WEASEL

Size: 7 to 14 inches long, up to one pound
A.R.: 5
Hit points: 2-12
Number of attacks: 2 bites do 1-4 each
Bonuses: +1 t strike, +6 to dodge
Natural abilities: agile, constantly alert, very courageous and daring, speed 16, climb 78%, prowl 80%, nightvision 60 feet, swim 505, track (by smell) 60%, can squeeze through very small openings (as small as one inch).
Average life span: 8 years
Value: 15 gold per pelt
Habitat: global

MINK

Size: 16 TO 28 inches long
A.R.: 5
Hit points: 2-12+2
Number of attacks: 2 bites do 1-4 damage each
Bonuses: +1 to strike, +4 to dodge

Natural abilities: swim 88%, climb 50%, nightvision 90 feet, track (by smell) 40%, speed 14, prowl 64%, fearless and bold.
Average life span: 6 years
Value: 30 gold per pelt
Habitat: Found in marshes worldwide, especially in the Old Kingdom.

BADGER

Size: 2 to 3 feet long, 8 to 22 pounds
A.R.: 5
Hit points: 3-18
Number of attacks: 3 claws doing 1-6 each or bite 1-6
Natural abilities: nightvision 60 feet, track (by smell) 44%, prowl 46%, swim 50%, speed 8
Average life span: 10 years
Value: fur 25 gold
Habitat: global

OTTER

Size:3 to 4.5 feet long, 8 to 20 pounds
A.R.: 5
Hit points: 3-18
Number of attacks: 2 bites do 1-6 damage each
Bonuses: +5 to dodge in water
Natural abilities: swim 90%, nightvision 30 feet, track (by smell) 40%, prowl 40%
Average life span: 6 years
Value: 30 gold per pelt
Habitat: global

ADDITIONAL ANIMALS

DEER

Size:28 to 56 inches tall at the shoulders, 30 to 280 pounds
A.R.: 5
Hit points: 4-32
Number of attacks: 1 kick does 1-6 damage or butt with horns (stag) does 1-8+2 points
Bonuses: +1 t strike, +4 to dodge
Natural abilities: speed 35 mph, swim 60%
Average life span: 10 years
Value: hide 200 gold
Habitat: global

WILD PIG

Size: 5 to 6 feet long, 200 to 500 pounds
A.R.: 6
Hit points: 6-48
Number of attacks: 2 bites/tusks do 1-8 damage each
Bonuses: +1 to strike, +2 to damage, +3 to dodge
Natural abilities: speed 20 mph, swim 50%, prowl 50%, track (by smell) 44%
Average life span: 8 years
Value: hide 30 gold, meat (whole animal) 300 gold
Habitat: south, west, and east

ALINITE WILD BOAR

Size: 4.5 to 5 feet tall, 8 to 10 feet long, 1200 to 2000 pounds
A.R.: 6
Hit points: 8-64
Number of attacks: 3 bites/tusks for 2-12 damage or trample 1-8 points
Bonuses: +1 to strike, +4 to damage, +2 to dodge
Natural abilities: speed 26 mph, swim 50%, prowl 40%, track (by smell) 50%
Average life span: 10 years
Value: hide 60 gold, meat (whole animal) 700 gold
Habitat: Southern jungles

HOSTILITY INDEX: WILD BOARS

01-64 attacks only if provoked
65-00 unprovoked attack

SPIDERS

GIANT TIMBER SPIDER

Size: 3 to 4 feet long
A.R.: 6
Hit points: 6-36
Number of attacks: 1 bite does 1-6 plus poison
Bonuses: +1 to strike, +2 to dodge
Natural abilities: speed 9, prowl 60%, track (by smell) 36%, nightvision 60 feet, climb 80%, poison causes bites to become swollen and sensitive for three days. Poison takes effect in twenty minutes causing fever and nausea. Victims are -1 to strike, -2 to dodge, and -1 to parry. Multiple bites cause a cumulative effect; saving throw standard. The poison remains in the system for 24 hours.
Average lifespan: 5 years
Habitat: north and east

CORINTH CAVE SPIDER

Size: 3 inches
A.R.: 3
Hit points: 1-4
Number of attacks: 1 bite, no damage but poison has same effects as that of the timber spider (very potent).
Natural abilities: nightvision 30 feet, prowl 80 %, climb 98%, +3 to dodge
Average lifespan: 1 year
Habitat: mountains and caves of the west, east, and south

GIANT CAVE SPIDER

Size: 3 to 5 feet long
A.R.: 8
Hit points: 6-36
Number of attacks: one bite with poison
Natural abilities: nightvision 90 feet, prowl 60%, climb 88%, +2 to dodge, poison does 2-12 damage. Causes dizziness and nausea. Victims are -2 to strike, parry, and dodge. Poison takes effect within three melees and affects its victims for 1-4 melees.
Average lifespan: 8 years
Habitat: mountains and caves of the south and Old Kingdom.

BLACK LEAPER

Size: 2 inches
A.R.: 3
Hit points: 1-4
Number of attacks: 2 bites with poison
Natural abilities: nightvision 12 feet, prowl 94%, climb 99%, +4 to dodge, can leap 1 to 4 feet per jump (six jumps per melee), poison is the deadliest in the world. Takes effect within three melees inflicting 6-36 damage. If that does not kill the victim other effects include: chills, sweating, dizziness, violent vomiting; -4 to strike, -5 to parry or dodge, -6 on initiative. Poison remains in the system for twelve hours; saving throw standard.
Average lifespan: 3 years
Value: 50 gold for each live specimen (bought by alchemists and assassins).
Habitat: east, south, west (never in mountains)
Note: Although the deadliest of spiders, the black leaper seldom attacks animals or humanoids unless threatened. Its poison is often used by alchemists and assassins to create toxic solutions, poisons, and drugs.

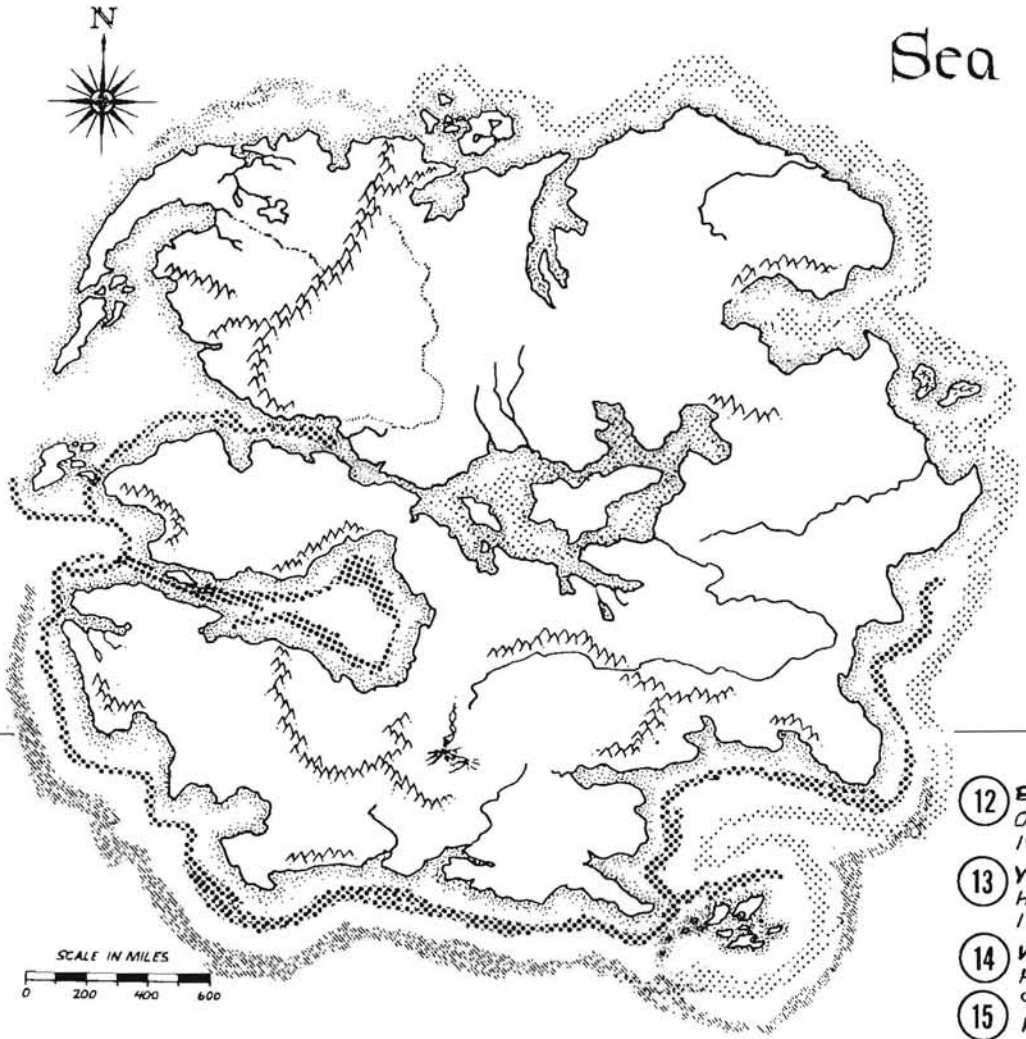
HOSTILITY INDEX: SPIDERS

01-80 attack only if provoked
81-00 unprovoked attack

Map of the known world



Sea Trade Routes



EASTERN TERRITORY

WESTERN EMPIRE

LAND OF THE SOUTH-WIND

Populated Areas

1. **LAND OF THE DAMNED**
   POPULUS KNOWN - MONSTERS
2. **NORTHERN MOUNTAINS**
   KOBOLDS · TROGLODYTES · OGRE · WOLFEN · OTHERS ·
3. **OPHIDS' GRASSLANDS**
   GOBLINS 25% HUMANS 20% GNOMES 15% WOLFEN 12% OTHERS 28%
5. **NORTHERN WILDERNESS**
   WOLFEN 47% HUMANS 22% ORCS 10% GNOMES 8% OTHERS 13%
6. **EASTERN TERRITORY**
   HUMANS 33% ELVES 16% ORCS 14% DWARVES 10% WOLFEN 11% OTHERS 16%
7. **TIMIRO KINGDOM**
   HUMANS 63% OGRES 17% ELVES 11% DWARVES 5% OTHER 4%
8. **OLD KINGDOM MOUNTAINS**
   KOBOLDS 40% ORCS 20% DWARVES 12% OGRES 9% OTHERS 19%
9. **OLD KINGDOM**
   ORCS 25% GOBLINS 16% HOB-GOBLINS 9% HUMANS 15% KOBOLDS 12% OTHERS 21%
10. **LAND OF THE SOUTH·WINDS**
    HUMANS 58% KOBOLDS 20% DWARVES 10% OTHERS 12%
11. **MOUNT NIMRO**
    OGRES 36% TROLL 28% GIANTS 20% OTHERS 16%
12. **BAALGOR WASTELANDS**
    ORCS 37% KOBOLDS 21% GOBLINS 19% TROLLS 12% OTHERS 11%
13. **YIN·SLOTH JUNGLES**
    HUMANS 25% ORCS 22% GIANTS 15% DRAGONS 15% OTHERS 16%
14. **WESTERN EMPIRE**
    HUMANS 56% ORCS 12% DWARVES 9% GOBLINS 8% WOLFEN 6%
15. **PHI**
    HUMANS 89% OTHERS 11%
16. **LOPAN**
    HUMANS 75% DWARVES 13% OTHERS 12%

4. **BIZANTIUM** HUMANS 92%

SEA MONSTERS

NOTES ABOUT THE PALLADIUM WORLD

THE LAND OF THE DAMNED

This is a mysterious land protected on the east by massive mountain ranges and by sea serpent filled seas and oceans along the coast. The Sea of Dispair is particularly infested by all manner of dreadful beasts. No vessel, in all of the collective memory of humankind, has ever survived passage through this sea. It is believed that the sea serpents are actually bred by the powers that rule this mysterious land. Rumors speak of the great necromancers and a place called the Citadel. The Land of the Damned is believed to be inhabited by giants, ogres, trolls, dragons, and all manner of evil creatures.

THE NORTHERN MOUNTAINS

These great mountains cut the Land of the Damned away from the Northern Wilderness, running from coast to coast (over 1000 miles). Legends say that the gods created the mountains to protect the world from the evil that abounds on the other side. The mountains are populated by a mixture of races with strong communities of kobolds and troglodytes.

OPHIDS GRASSLANDS

A great flat tundra largely uninhabited. In the northeast there exists the Devil's Mark which is believed to be a dimensional rift to the devils dimension. The area is shunned by all people.

THE ISLAND KINGDOM OF BIZANTIUM

This is a new kingdom of proud sea faring people. The populace is almost exclusively human and is the farthest, strongest colony of the Eastern Territories.

THE NORTHERN WILDERNESS

The Northern Wilderness is a great expanse of forest. The Wilderness has only recently become the target of human settlement primarily along the southern coast and along Ophid's Grassland. Most of the wilderness remains unexplored by humans as well as the other races. Even the wolfen who call this land home have not explored or mapped all of it (a good 40% remains unknown). The wolfen are found throughout the north but are strongest along the Algor mountains (where the capital city is located) and the Algorian Sea coast.

Faerie folk and gnomes abound in this last great refuge of towering trees, lush green flora, and blue skies.

THE EASTERN TERRITORY

This is a large land area dominated by humans, elves, and dwarves. It is the fastest growing area with new kingdoms, cities, towns, and villages dotting the countryside. Although much of it remains unpopulated, it is apparently becoming the new dominion of man. Within a few centuries it is likely to be the greatest of all human (and their allies) kingdoms. The land itself is a blend of rolling hills, grasslands, and forest broken occasionally by farmlands and new villages.

The Eastern Territory is perhaps the greatest existing sea power, rivalled only by the Western Empire. Their sea ports dot the coastline, while some of the largest and most powerful eastern cities tower above the sea.

TIMRO KINGDOM

This is one of the human's oldest south eastern kingdoms rich with merchants and paraphernalia from across the world. It is the greatest, largest, and richest of the independent human kingdoms. Its greatest woe is the numerous wandering tribes of ogres who continually lay waste to border towns and interrupt land trade between the Old Kingdom and the Eastern Territory. The ogres inhabit the mountains which border the Timro Kingdom providing them with easily defended land.

OLD KINGDOM MOUNTAINS

These ancient mountains hold the last vestiges of the great kobold kingdoms which are slowly losing their place in the era of man. In addition to the numerous inhabited and abandoned kobold tunnels are the countless ruins of the old dwarven kingdoms. These mountains were once completely dominated by dwarves, whose fabulous subterranean kingdoms honeycombed their entire length. The dwarven kingdoms were second in size, power, and glory only to the elves. It was within the hollow bowels of these mountains that the dwarves forged the fabled rune swords. However, the epic battles between dwarf and elf would lay waste to the entire dwarven kingdom.

Today some of the old dwarven tunnels have been reclaimed by dwarves, but most are collapsed or crumbled ruins inhabited by the ghosts of the past, kobolds, orcs, and ogres.

THE OLD KINGDOM

Once the proud domain of elf and dwarf it is now populated and controlled by the goblin races (orcs, goblins, and hob-goblins). It is a warm, humid land with sprawling plains, deserts, marsh lands, subtropical forests to the south, and rolling hills, lush lowlands, and scattered forests to the north and east.

The Old Kingdom is the stronghold of the non-human races. Numerous tribes and villages of orcs, goblins, and hob-goblins are found throughout the territory. Ironically, no elves inhabit any region of their old domain. Humans have established a few outposts but have found the numerous hostile peoples too much to deal with at this time.

LAND OF THE SOUTH-WINDS

This is an arid land largely populated by humans and kobolds. The southern coastline is the tail of the Yin-Sloth jungles and is virtually unexplored. The South-Winds is a fairly strong sea power trading primarily with the Timiro Kingdom and the Western Empire. Compared to the other human kingdoms it is the poorest of the lot. The South-Winds is an expansive flat land of short grass and numerous marshes and swamps. This inhospitable land is the reason that the territory has never been fully developed even though it is one of the oldest human held lands.

MOUNT NIMRO

Also known as the Land of the Giants, the Mount Nimro area is dominated by fire giants, ogres, trolls, and other giants. The largest known communities of giants exist here hoping to build a power base in which they may seize control of the Old Kingdom.

The terrain is harsh, hot, humid, and rocky with thin jungles and tall grasslands.

PHI AND LOPAN

These are both island kingdoms of the united eastern territory. Both Phi and Lopan are very developed with dozens of large cities, sea ports, fleets, and are quite self sufficient.

the Floenry Isles are a chain of islands populated by barbaric human and non-human races. An air or mystery exists concerning them and it is rumored that the last of the elven lords took refuge on them. Some believe a civilization of warrior elves still exists on one of the islands.

The Isle of the Cyclops is populated and ruled by these one eyed giants.

The Isles of the Four Sisters are also claimed by the cyclops and are inhabited by gryphon, creatures of magic, and other giant races and their allies.

THE BAALGOR WASTELANDS

A vast terrain of rocky lowlands, parched earth, and deserts; the Baalgor Wastelands are another non-human dominated land. Myth has it that the wastelands were once a magnificent rain forest laid to waste during an awesome conflict between the gods of light and darkness.

THE WESTERN EMPIRE

This is the oldest of human held territories. A land of a thousand cities it had fallen into decadence and inner skirmishes between city-states. At one point the entire society seemed on the verge of total collapse with rampant atrocities, fanatical religious cults, thieving, murder, assassination, corruption, and general social/political decay.

It was Emperor Leopold the First with his legions from the east, armed with weapons of lightning and counciled by the cyclops, that conquered the crumbling cities. The following generations of emperors continued to rout evil malignancies from the land reuniting the city-states as the Western empire.

Again the spires of her cities gleam in the sun, feared and respected as the world's leading power. The Western Empire is the throne of human civilization and has become increasingly militaristic in recent years, building upon both fleet and army. Young Lord Itomas speaks boldly of global conquest and is rumored to have struck a bargain with the cyclops just as did his forefathers so many generations ago. It is also rumored that Itomas has convinced the ancient hermit wizard, known only as "the slayer of mountains", to join his cause. The slayer of mountains is believed to be the greatest living wizard of his age (though few have ever seen him), and is said to have tutored Itomas in the use of his own mysterious powers. It is no secret that Lord Itomas can kill things with his eyes (major psionic with an unnatural amount of I.S.P.--a mutant).

The Western Empire itself and its thousand gleaming cities is still beset by corruption and dozens of terrible cults. Many cities are ruled or controlled by powerful thieve's guilds, wizards, or assassin societies; bizarre religious cults and sects also thrive among the thronging peoples of civilization. The people to the north and of the Eastern Territory call it the empire of sin. For awhile the Western Empire may thrive and prosper, its corruption and decadence has only been thinly camouflaged, however, and grows like weeds in a garden.

THE YIN-SLOTH JUNGLES

The Yin-Sloth jungles cover much of the southern hemisphere and remain almost entirely unexplored. It is a place of archaic religions, gods, and monstrosities of all sorts. It is a primeval land steeped in mystery and superstition.

Dragon's Gate is infested with all types of dragons.



Currency

Eastern Coins

ALL COINS ARE ACTUAL SIZE



VALUE IN GOLD ... ONE GOLD PIECE



FIVE GOLD PIECE

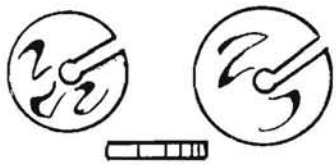


20 GOLD PIECE



50 GOLD PIECE

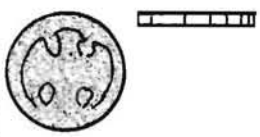
EASTERN SILVER COINS



ONE GOLD

TWO GOLD

Western Coins



5 GOLD PIECE



10 GOLD PIECE



25 GOLD PIECE



50 GOLD PIECE



100 GOLD PIECE



WESTERN SILVER

ONE GOLD

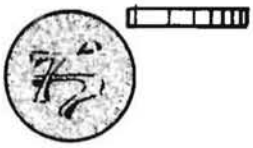


5 GOLD



10 GOLD

Old Kingdom Gold



25 GOLD COIN

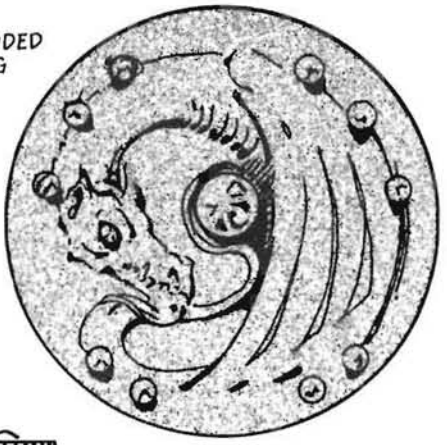


ELVEN LORD KRIL · 50 GOLD

THE OLD KINGDOM DRAGON COIN

THIS RARE COIN IS STUDDED WITH ELEVEN GEMS, INCREASING ITS VALUE TO 5000 GOLD.

VALUE WITHOUT GEMS 1000 GOLD.





100 GOLD PIECE



500 GOLD PIECE



OLD KINGDOM DRAGON
WEIGHT : 4 OUNCES

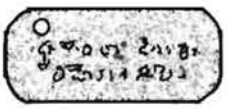
Northern Coins



10 GOLD PIECE



25 GOLD PIECE



50 GOLD PIECE

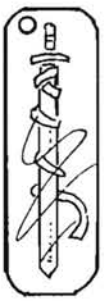


100 GOLD PIECE



200 GOLD PIECE

SILVER COINS



5 GOLD PIECE



10 GOLD PIECE



20 GOLD PIECE



THE WOLFEN IMPERIAL 50 GOLD PIECE



WOLFEN COINS ARE CARRIED ON A STRING BELT OR PURSE.

GERSIDI



A scroll detailing the adventure of Skoraton the Bolde contains some clues for the players/characters. Unfortunately parts of this journal have been destroyed (by accident or by design is unknown).

I, Skoraton the Bolde, having been witnesse to many wondrous and mystik sites do wishe to make knowne to others of my hearth wishing to gain great wealth some of the discoveries of my researches into the Evil Gersidi. Let my children and the offspring of my sisters be wary for many have lost life and even soul in quests of these shiny treasures.

The first of the Gersidi in the Old Kingdom was Kinelos Gersidi, he who first opened the ground in the putrid soil of the Gersidi Valley. It lays a fast two days walk along a stream that flows northwest from the high pass. You will know this stream by the reddish pebbles therein and you can find their evil burial grounds by the crumbling stone dock that stands far from where the water now flows.

Kinelos Gersidi did make his money by promising free passage and safety out of the Kingdom to harmless tradesmen and pilgrims. Kinelos would then strangle or drown them and with their riches he built his estate. He styled himself the Marquise de Gersidi in imitation of his betters. By the time of his death his wealth extended to serfs and craftsmen and much land.

His family then fell to bloody argument, as I pray to Tark that my good folk should never do. But when the lives of many cruel and foul Gersidi were ended by those superior in cruelty and foulness then the spinsterous sister named Freana Gersidi did rule the family. She then fell to murdering many other possible rivals until she was finally dispatched by her favorite nephew and conspirator named Quentos Gersidi. This Quentos was a dabbler in the dark arts and a practicioner of the perverted cult of Dragonwright. His lust for blood was never sated and finally he was ended or transformed by the ministrations of his Priest of Blood. It is said by some that he was to become a vampire which drinks the blood of fair maidens but I believe it not and take comfort in the God of the Spyder who has been good to me.

Then a holy mystery brought the upright man named Manfro Gersidi from somewhere in the south. Some say that he was a sorceror but I say he was a good hearted man who would have cleansed the name of Gersidi. It was his own daughter, corrupted by a pervert priest who committed patricide and slew her good father with some demonic poison (missing section)

(resumes) e guard of all their lands. Then Shanala used a circle of witches and formed what is called by some the Cauldren of Obedience and she used this foul thing to conjure all manner of unnatural beasts and none of the other Gersidi could defy her in any way because of the power of the thing. She delighted in the slaughter of her Father and her Aunt but still would conjure them up from the dead so that she might still ceive advice from them. When she finally was lost or fled to the hell where her immortal soul belongs only six of the Gersidi were left upon this earth with mortal flesh.

The last of the rulers of the Gersidi was a mucker in the affairs and a master of the foul arts of necromancy. Taron Gersidi killed all that remained of the Gersidi and then drove away all the folk of the region until not a single living thing would come within a day's travel of the Tombs of Gersidi. It is said that Taron made some cursed arrangement with the underworld ...but who could have learned this I do not know and so will not rite of it.

No true human trod upon Gersidi land for many years because of the great war with the Northern Giants. Then seekers began to listen to the rumors of the wealth and power that could be found there. The first to go was the great war leader Mok A'tal with his great sword Deathkiss. His shieldman, Alhambra Otmi, is said to have asked him to go but was refused and went with his master in fear and dread.

But all their great skill and mighty arms availed them not for they went into the Tombs and never returned.

King Ratarno the Blue decided that those of priestly garb could stand the terrors of the place. He sent a good priest of Dragonwright named as Father Resad and many holy men. With the holy band was the sacred Dragon Chalice and neither it nor any of the men were ever heard from again.

The first and best student of the mage Bayromo was named Artoa. He was said to rival even the legendary Prodar in skill and craft. Gathering many magical artisans hopeful in gaining the powers of the Gersidi they ventured into the Gersidi Valley. And never came out.

Then some twoscore years after the attempt of Artoa had gone and some onescore and five years before this day of writing mine own Guild did form an expedition. In our proper profession of thieves of Blackraven it was decided to attempt the Tombs. One of the company was myself, Skoraton the Bolde, in those days a junior and apprentice in the Guild Company of Thieves and Cutpurses. Although young, I was small and quick and strong enough to be chosen along with the grandest of the profession.

Myself and the other apprentices were having a merry time riding and boasting of wealth that we would find and thinking not at all of the foul creatures that would find us there. I was crushed and fallen when I learned that I was simply to tend the horses while the others took the treasure. But later I was to think myself quite lucky when I heard the slow creaking of the gates and the different howling noises of both ghosts and some things that sounded like hounds half dead with fear and hate. Watching as the others crossed the stream into the Tombs I did not suspect that I would be the sole survivor of that doomed search.

G.M. SECTION



HISTORY OF THE GERSIDI FAMILY

The Tombs of Gersidi were first constructed by the patriarch of the family, Kinelos Gersidi (1045-1131). He was responsible for gathering the first wealth of the family. Although he was well provided for with an estate in the Old Kingdom he was an enterprising youth who started a business of helping refugees from the great purges in the Old Kingdom over the highland pass into Timiro. Only they never made it any farther than the Gersidi Valley. It was far more profitable for Kinelos to end the excursions at the Tombs of Gersidi and remove the burdens of their possessions and lives. By the time of his death Kinelos had established a large family of fifty-five and hundreds of skilled workers and servants in the Gersidi Valley.

On the death of Kinelos there ensued a brief struggle of power that ended the life of his wife and several other family members. Emerging supreme was the spinster sister of Kinelos, Freana Gersidi (1052-1136). She periodically murdered competitors until she was herself smothered with a pillow by her favorite nephew, Quentos Gersidi (1068-1148). Quentos was as perverted as popular legend ascribes to all the Gersidi family. It was he who built much of the underground crypts that make up the tombs. And because of his dedication to the bizarre cult of Dragonwright that demanded blood sacrifice he was also the one who filled many of the graves and crypts. His demise was caused by the over-enthusiastic ministrations of his own Priest of Darkness.

Manfro Gersidi (1090-1149), the last upright Gersidi, was diligent in removing all signs of the gruesome cult perpetrated by his uncle. unfortunately, no sooner had he cleaned out the vermin from the Gersidi Valley than he was poisened by his own daughter, Cheara Gersidi (1122-1164). Her death was due to a mistaken selection from her cellar of prized vintage wines and beverages - the same stock that had provided convenient deaths for over 600 citizens.

Strengthened by the support of her assassin daughter, Wikolai, Shanala Gersidi (1115-1169) held the lead position by use of the Cauldren of Obedience. Wikolai Gersidi (1134-?) was practical enough to see that she could get a better deal from her Uncle Taron and eventually killed her mother. By the time of Shanala's death only six Gersidi remained.

Taron Gersidi (1113-?) utilized his great magical powers to secure the Gersidi leadership. He then claimed the lives of the majority of the rest of the Valley with his evil experiments. The entire area was quickly abandoned and has not seen habitation until recent times.

The history of explorers into the Tombs of Gersidi began with the great Eastern War-Leader, Mok A'Tal. Armed with the famed sword Deathkiss, he led a mixed party of six that included his faithful shield bearer, Alhambra Otmi. They were never heard of again.

Deciding that the place warrented further attention, the church of Dragonwright sent Father Resad and the relic known as the Chalice of Dragonright on a quest into the tombs. They likewise never returned.

The most recent expedition was led by a Summoner known as Artoa. They had no greater success than anyone else. It is rumor ed that just prior to Artoa's expedition the Blackraven Guild of Thieves their own group - however they are always silent about the conclusions of their expeditions...

COMPETITORS FOR THE TOMBS OF GERSIDI

Far from being ignored, the tombs of the Gersidi are being studied seriously by some nearby inhabitants. Lord of Castle Instax, Baron Trim Marquest, has already decided to investigate the possibilities in the Tombs and has called his sons home to assist him in doing so. This is a summary of his total forces:

BARON TRIM MARQUEST 57 HP
- Seventh level Knight
- Third level Diabolist
- Plate Armor (AR 17/175 SDC)
- Flaming Sword (does 3D6+3 damage)
- He rides a killer War Horse:
- Barding (AR 15/215 SDC)
- 2 Strikes per melee at +2 to hit and 2D8 damage

His personal bodyguards are twelve Wolfen. Three of them will ALWAYS be at his side. The Wolfen are mercenary soldiers and are well-paid for their loyalty. They are all outfitted with Splint Armor (AR 16/85 SDC) and carry Pole arms and Swords.

TRIM THE YOUNGER MARQUEST 34 HP:
- Fourth level Knight
- Plate Armor (AR 17/160 SDC)
- Uses Lance and Two-handed sword

HOLMATH MARQUEST 42 HP:
- Fifth level Mercenary
- Chain Armor (AR 13/60 SDC)
- Uses crossbow and Sword

VARNEY MARQUEST 27 HP:
- Fourth level Priest of Darkness
- Plate Armor (AR17/160 SDC)
- Uses War Hammer and Shield

Has a special parchment detailing the making of a Circle of Protection against Undead.

KAPNEL MARQUEST 25 HP:
- Third level Longbowman
- Chain Armor (AR13/50 SDC)
- Uses Longbow and Mace

INSTRAM MARQUEST 31 HP
- Third level Knight
- Plate Armor (AR 17/160 SDC)
- Uses Lance and Sword

All of the Marquest family are horsemen with fine purebred War Horses. All of the Knights are Palladin-class horsemen and all of the others are Knight-class horsemen. All of the brothers are smart and skilled from countless battles.

THE ZADRAK TRIBE OF ORCS

Having been impressed by both the skill and the horses bred by Baron Trim Marquest, the Zadrak Orcs have been loyal followers for the last 18 years. They have instituted a requirement that all orcs of their tribe be at least Knight-class in horsemanship. All orcs who have failed to make that level have been driven out or killed. This means that the Zadrak Orcs are great horse-orcs, and are probably smarter and more organized than other orcs. All the Zadrak Orcs are armed with spears, short swords and a pair of daggers. **GIANT SLICER** is the chief of the Zadrak Orcs and is pledged to follow Baron Marquest. He wears Splint Armor (AR 16/85 SDC) and is a fourth level Knight with 45 HP.
Six **Group leaders** head up the Orc squads and are each issued Splint Armor (AR 16/85 SDC). Each of them are Third level mercenary Fighters with 3D10+3 HP.
Seventy-two **Mounted Zadrak Orcs** are the elite troops of the Castle and are used for all scouting and cavalry jobs. They are each issued Scale Armor (AR 15/75 SDC) and are all second level Mercenary Fighters (2D10+2 HP).
Ninety Zadrak Foot Orcs are the raw trainees of the forces. They will never leave the immediate Castle area until they can gain status. Leather Armor and 1D10 HP each.

THE ORDNEY GOBLIN TRIBE

Impressed with the power of both the Marquest and the Zadrak Orcs, Ordney Goblins have been allied with them for the last three years. They are still not perfectly trained but they are considerably better than the average Goblin hordes. Each Goblin has been provided with Leather Armor, a good spear and a good dagger. There are thirty leader with 3D6 HP each and six hundred Regulars with 1D8 HP each.

FIRST ENCOUNTER:

When the characters first enter the High Pass they will find it guarded by either Trim the Younger or Instram Marquest, one Group Leader Orc, Twelve Mounted Orcs, and Fifteen Goblins. They will be told to pay a toll of 5 gold each for 'protection'. If they refuse to pay they will not be admitted to the Pass. Fighting the guardpost will eventually end up with the entire Fourth Encounter group coming after them. Sneaking around in the night is possible.

SECOND ENCOUNTER:

Twelve Mounted Zadrak Orcs and one Group Leader will come into the Tombs. If they see the other characters they will tell them that trespassing Baron Marquest's lands is punishable by death. Otherwise the Orcs will attempt to excavate Ground Level Room 9. They are carrying with them a list of the first four power words from Viscor's Bone and a description of the Bone. Within an hour, half the Orcs will be killed by Freana Gersidi The Bone instructions will remain in Level 2 Room 16.

THIRD ENCOUNTER:

Holmath Marquest along with two Group Leader Orcs, twenty Mounted Orcs, Six Goblins mounted on donkeys, and eleven supply donkeys will enter the Valley. Holmath will have a set of instructions detailing the Power Words and uses for the first four functions of Vicor's Bone. They will all leave if they find any indication of the group already there.

FOURTH ENCOUNTER:

The Baron and all his sons except Trim the Younger will come into Gersidi Valley. With them will be all the Wolfen, the chief, 2 Group Leaders, 18 Mounted Orcs, 15 Leader Goblins, and 360 Regular Goblins. All the regular Goblins and 150 donkeys will be carrying supplies and heavy digging equipment. a camp will be constructed about a quarter mile away from the Tombs. This will be protected by the Circle made by Varney. The camp will take two full days to set up. After that they will take another three days to knock down all the standing structures in the Tombs (working only during daylight to prevent interference by the Undead). They will then dig out about two feet of the Tombs every day following.



TOMBS OF GERSIDI GROUND LEVEL

1. The entrance way is built on an old stone boat dock. The water is long gone so there is a short climb to get up. On the top of the stone platform are broken round pillars. The archway has fallen into pieces of large stone blocks. If all the blocks are reassembled they will form into this inscription:

"The spirits of the Gersidi will never rest,
they stand ready to torment and torture
the lost souls who dare to trespass or
disturb our sacred grounds. Be Warned!"

2. Although missing an arm and the head, this statue of a grossly fat human will still cause fear and revulsion. Human characters must roll under their M.E. or suffer an hour of nervous illness.

3 - 8. These are all covered graves.

9. Digging will uncover a stone coffin. It cannot be lifted out. It is empty and has a hollow floor. Breaking through will reveal the shaft down to the second level. (See Level 2 - Room 18)

10 - 11. These are all covered graves. If opened roll for Random Coffin.

12. There is a thick metal door to this room that is rusted and bolted shut from the inside. Roll for Random Coffins.

13. These thin metal doors are fitted with two locks (must be picked twice). Inside the area has obviously been plundered. There is a hole in the roof and all but one of the crypts have been opened probably cause of the bright red wards painted on it. The ward is a preserve color and can easily be copied by a diabolist or summoner. Inside the crypt is a well-preserved corpse with a gem-inlaid dagger (worth 200 gold).

14. The door to this chamber is wide open and the crypts are all plundered. There is a hidden door in the back of the lower left cavity. Once inside the crypt two keystones can be seen by anyone with enough light. Pushing on the keystones will cause a stone to swing back and reveal the shaft going down to the first level. (See Level 1 -Room 2.)

15. The mausoleum door opens smoothly. Inside is a single stone coffin built right into the floor. The coffin lid is connected to a mechanism that raises and lowers it in. When the coffin is open the inside appears to be empty stone. Whenever the coffin lid is shut the bottom slants downward to a ramp that goes down to Level One. (See Level 1 -Room 16 .

16. This solid iron door is welded shut. eight hours and a lot of heavy equipment to force it open. Inside is a complex wall mosaic in tile that depicts the interior of a temple. Included in the design are 14 gold tiles worth 80 Gold each. Inside the plain coffin is the corpse of an elf, Next to the body is a fine short bow and a quiver of 12 normal and 2 silver tipped arrows.

17. The lock on this iron door is inset and requires an additional 15% to pick. It will take the same amount of work to force as #16, above. In the coffin is a well-dressed human corpse. If touched all the clothing will dissolve into dust. There is a brassard of silver on the man's left upper arm. It is inscribed with a pentangle and the words "Boalan Moraker Strength of the Gersidi".

18. In the center of this crumbling building a small portion of a large statue remains. Only the left leg and a piece of the tail are visible. From the cloven hoof of the foot and the spade point of the tail it should be obvious that the statue was intended for something evil.

19. There is a gate to this crypt that will occasionally creak open and shut with the wind; nothing but broken bones and some dried blood. There is a secret entrance behind a 2' x 3' x 2' stone block in the back wall. Removing the block will be difficult because there are no edges to grab on to. Once the block is removed an ancient stairway is revealed. The stairs are trapped about halfway down (25') with a tripwire. (Goes down to Level 1 - Room 13).

20. The entrance is bricked up with stones and mortar - requires a lot of physical labor and noise to break in. Inside is an upright crystal coffin containing a lovely gowned woman. She appears to be in suspended animation. Breaking in will release a disgusting spectral figure who will rise from a dessicated corpse (roll vs M.E. to avoid flight) who will recite the following message:

"Let all who follow Gersidi lies,
be tempted by the cleaning death and
seek the portal through the mirror,
finding there the truth of dealing."

After saying her piece she will start laughing hysterically and will gradually dissipate into nothing. Her laugh will shatter ALL glass within a 50' radius including potion bottles, etc..

21 -22. These are empty - use random contents if desired. 23. Broken stone coffin on the floor. In the back is an old stone door that has not been opened in many years and which will have to be dug out at the base in order to move it. Behind the door is a large rat nest with 4D6 rats. (1 HP/AR2/1-2 pts. DAM.) The rats will attempt to flee, but will bite if cornered. Under the rat nest are some rusted bits of armor and a ring of keys that will open the chests in Room 9, Level 2.

24 -25. These are random from the table.

26. This contains the lavish crypt of a baboon dressed in silk garments. It appears recently buried. The door is of metal and difficult to open.

27. During daylight this metal door is bolted from within. Any noisy try to open it will warn Quentos Gersidi. He will let them break in but be quite upset and will not let them more than halfway down the steps. At night the door is always left open. NOTE: Quentos is always a gentleman and very polite. He will be especially attentive to any females in the party.

28. Random Crypt.



FIRST LEVEL

1. A storage room from the era of Quentos. The stout wood door is locked with a heavy padlock. Inside there are sixty barrels of stale water.

2. The exit is a hidden stone block that swivels on a center axis. There is then a musty hallway that is not well constructed. Violence or carelessness will result in the hallway caving in. The room has a mass grave of skeletons in the middle of the dirt floor.

3. (Bricked up doorway - crumbling and easily broken.) Inside are the crumbling remains of a bedroom. The cabinet is empty and there is a four-poster bed with worn bedclothes and a sagging straw mattress. A leather covered chair seems solid but the bottom will cave in as soon as someone sits in it. On the south wall is a covered portrait. It is a well done painting of Manfro Gersidi (with a small brass tag) that is worth 3,000 gold.

The main attraction is on the east wall; a dusty gilt mirror (obscured by dust) about 5' wide and 8' tall. When the mirror surface is clean it will show the room they are in as new and bright, and each of the characters will be in fancy garb of an appropriate type (Bishop for clergy, Merchant for thief, etc.) with fancy jewelry and weapons. They will find that they can go through the mirror and beyond they will be wearing the beautiful clothing. As they pass through all of their possessions remain behind. On the other side they will be wearing the new stuff and will see only the new things in the mirror. They can easily pass through (naked). When some of them are through or when one of them reaches for the door on the other side there will be a quiet knock on the door. At that point the mirror will no longer be permeable (no sound will pass through at anytime), but those in the new room will still be able to leave at any time. At the door is a hunchback named Hobert - he will say, "All the guests have arrived

and dinner is prepared Honored Nobles." and attempt to escort the transformed party out of the room. Outside in a balcony, a great stair going down is visible, and a castle interior complete with dining hall and guards. The party will be introduced as:

Duke Atanal Ritmoro
Duchess Katen Ritmoro
Bishop Oto Reskalin
Lady Metissa Reskalin
Friar Breshal
Guild Master Misshini, etc...

and they will be introduced to:

Lord Miklos Gersidi AR 12-22 HP fourth Soldier
Lady Ofreana Gersidi AR9-14 HP third Thief
Sir Mitland Frodomo AR10-32 HP fifth Knight
Lady Antroa Frodomo AR8-10 HP first Mercenary
Archbishop Lobredo AR12 -16 HP fourth Priest of Darkness
Lady Annala Mydresk AR9-13 HP second Assassin, etc.

A dinner party will commence complete with a sumptuous meal. Conversation will revolve around the new administration of Ritmoro in the Duchy and will be quite friendly. Gradually all of the guards and servants, except for Hobert, will leave. At a signal from Gersidi all of the dinner guests will attempt to murder the party (there should be an equal number). No matter what the result ten minutes later there will be a pounding on the front door from the Duke's army. They will eventually break in and either kill or hang every one left in the place. Throughout the adventure no new characters can get in through the magic mirror nor can the mirror be broken. Damage taken, and even death, will seem totally real until the person or their corpse is brought out through the mirror. Once everyone is out, the mirror will briefly cloud over and the whole thing will start all over again from the beginning. Note that the mirror cannot be moved but that it can be broken so long as no one from the real world has passed through it.

4. This area has been thoroughly plundered. The only remnants are some slightly rusted weapons. The secret door to the north has been used by Father Resad's party (this means that it should be very easy to find). In the hallway to the north someone has scrawled a prayer to TARK and the magical ward, 'seeing'. Looking through this ward will reveal a view of Room 6 on Level 3 (see summary of treasures for details).

5. The open stone doorway is partly blocked by bones of a giant skeleton. Inside are the two stripped bodies. There are timbers supporting the ceiling in the room.

6. The stone door is closed and unlocked but will require a combined P.S. of at least 25 to be opened. Inside is the anteroom to a tomb that was prepared for Shanala Gersidi but never used. There are many ornate carvings on the walls showing Guardsmen engaging in obscene acts with a middle-aged woman (ShanalaGersidi). There are six small gargoyles (3' tall, AR 13 24 HP each, 3 attacks per melee doing 1-6/1-6/2-8 damage) placed in the corners and over the doors of the room. These are really Stone Gargolites who will attack anyone attempting to enter Room 7.

7. Four corpses from the party of Father Resad have been laid out on a stone alter in front of an open tomb. Prominent on the alter is the Chalice of Dragonwright (see Summary of Treasures for details). It is 40" tall and weighs 30 lbs. The corpses are outfitted with badly hurt plate armor (only 6 SDC remaining) and two-handed swords of average quality. The walls are decorated with colored stones and two hundred opals (worth 3D6 gold each).

8. A large arched doorway with double wooden doors (unlocked) lead to the Wine Cellar of Ch earea Gersidi. Inside there are rows and rows of wine racks. There is also a rack against the south wall that hides the secret stairway down to Level 2. See the Summary of Treasures for the contents of the wine bottles. There are 16,000 bottles in the area.

9. The doorway is blocked by stone and mortar. This is the Tomb of Otoni, the personal assassin of Freana Gersidi. The single trap is the Dagger of Otoni (see Summary of Treasure s for details) which is set to attack the first person entering the room. There are also thirteen daggers and thirteen strangle cords decorating the walls.

10. This room contains a series of six cages. In five of them are the enslaved priests who "killed" Quentos Gersidi. The other cage contains the rotted remains of the head priest. Quentos keeps them barely alive through magical means. He also tortures them in a variety of ways - including starvation. The priests (AR10/14,14,8,8 HP) are all quite mad and will not answer in any understandable way.

11. The secret hide-away of the vampire, Quentos Gersidi (see the summary of Monsters). The room contains only a single earth filled coffin and a gory religious painting from the Dragonwright Blood Cult.

12. Hurton's Tomb is sealed behind a stone and mortar wall. Hurton was the personal cook for Freana Gersidi. There is a variety of cookware and a set of gold utensils. The secret door is reached by pulling out the dummy stove in the south wall.

13. Hanging from the center of this bare stone room is a mummified figure. He is hung by an iron ring set in the ceiling and a typical hangman's noose. There is a small empty cask knocked over in the far corner. A hidden compartment is located directly under the hanged man. Careful searching will reveal that the stone block is somewhat loose. After pulling out the block and digging in the dirt beneath there is an old iron chest. (Hammer of Jejua)

14. Dominating the room is a twenty foot tall statue of Zandragal, the Red Dragon God of Dragonwright. A slow burning fire lights the room from a sacrificial pit at the feet of the Dragon. A low bench attached to the walls runs all the way around the room. Under the bench in the north of the east wall there is a small dark opening concealed by shadows. Crawling through the passageway will lead to Level 2 - Room 5.

15. From the hallway the door appears to be well-oiled and in frequent use. The door has a complicated inset lock that will require an additional 20% to pick. Inside is the dining area for Wikolai Gersidi (see the Summary of Monsters) and her pets. The only furnishings are torches on the walls and a large wooden table covered with dried blood. At frequent intervals the calling of the undead hounds can be heard. The north door is unlocked. Turning the torch-brackets on the south end of the east wall or the north end of the west wall will open the secret stone doors. If the west door is opened the hounds will attack anyone in the room at once.

16. The Undead Hounds of Wikolai Gersidi have their kennels in this room. All four of the hounds are AR 13, HP 12, Bite for 1D6 of Damage, +2 to Dodge and 80% tracking. The victim of a bite must make a save vs. poison or suffer 1D6 melees of Paralysis. The fifth hound is a small, noisy lap dog with half the HP and half damage. They set up an unearthly baying that will cause fear in anyone failing to save vs. Magic. The two doors out of the room have only simple latches. The secret passage in the south part of the east wall can be opened only from the other side. The corridor to the north leads to the bottom of the ramp from Level 1 - Room 15. There is a keystone in the ceiling just to the north of the door that will cave in the entire corridor.

17. In the center of the room is a 10' X 10' opening. This shaft drops through Level 2 - Room 3 and on down into Level 3 -Room 3. The floor of the room is covered with slippery grease and slants down towards the central shaft on a fifteen degree angle. Anyone losing their balance will tend to slide right into the pit.

18. Beyond the low doorway revealed by the secret door there is a small, dark passageway. In the floor of the corner of the passage there is a pressure plate that triggers the fall of a huge stone block from the ceiling.

19. This door is of heavy timbers and has both a regular lock and a padlock on it. Inside there is a lovely coffin made of pure silver and decorated with gold (worth 15,000 gold) in the northeast corner. It is open and filled with dirt. In the northwest corner is a large locked chest containing forty different outfits of women's clothing and, at the bottom, the case with the sword DEATHKISS (see Summary of Treasures). To the right of the door, on the south wall, there is a chest of drawers. On the top is a small portrait of Kinelos Gersidi. The jewelry is in the top drawer. There are 23 rings, 13 necklaces, and 8 bracelets all decorated with gems and worth from 100 to 600 gold each. At the bottom of the drawer is a flat box with a black velvet lining containing a diamond tiara worth 12,000 gold. The middle two drawers hold a variety of silk undergarments. In the bottom drawer there are two large books. The first is a history of the Gersidi family, and the second is Mordan's magic book (see Summary of Treasures).



SECOND LEVEL

1. The short corridor is inhabited by six undead rats (AR 12/4HP each/ 1D4 Damage) controlled by Wikolai Gersidi. They will attack any living creature but will ignore undead. Inside is an undead servant of Wikolai, Diabal (AR13/22 HP/2 Attacks per melee/1D6 Damage). The creature's rotting flesh smells so foul that a roll vs. retching must be made. If Diabal hits, a portion of rotting flesh sticks to the victim. The victim must then devote 1D6 melees to remove the stuff or be paralyzed with disgust.

2. Three table fitted with manacles at the corners are lined up in the room. These are feeding areas for sadistic undead. The east wall is covered with a cloth hanging. This fabric is actually impregnated with a strange luminous green slime. Anything or anybody touching the slime becomes instantly infected, and is covered with slime at the rate of a 6 inch radius each melee. The slime will completely cover the person or object, turning him a glowing green. Victims will have their P.B. reduced by half, permanently lose 1 P.E. point, but will be completely impervious to cold and fire. The slime can be removed only by a remove curse. There is a closed unlocked door behind the hanging fabric.

3. Both ceiling and floor are pierced with the 10' X 10' shaft going up to Level 1 - Room 17 and down to Level 3 -Room 3. As with the room above, the floor slants to the opening and is smeared with grease. The doors to the north, south and east are all locked normally. The way to the west is a poorly disguised secret door (painted to look like stone).

4. This area is earthen with timbers holding up a wooden ceiling. At the far door there is an undead Bear attached to the doorway on an iron chain. He is totally savage and will attack anything (AR 8/43 HP/+4 to hit/ 4 attacks per melee).

5. Viewers will experience a sort of double vision. In one sense they will see an empty stone room filled with dampness. In another way they will see a room filled with spectral blue furnishings and the ghost of Kinelos Gersidi (see Summary of Monsters). Hidden under a floor stone is the Doubling Sword (see Summary of Treasures). Kinelos will promise the sword to anyone who kills Freana Gersidi and do very little else unless attacked or insulted. When Freana is destroyed he and the spectral room will cease to exist. There is a secret door in the east wall.

6. The short passage has a temperature below freezing. Once the unlocked inner door is opened a vast plain of ice under open cloudy skies will be revealed. In a short while the strange hag, Alstay the Bonestealer will slowly trudge over to them. She appears to be very old and speaks in a creaking voice. She will offer to lead them across the ice in exchange for a single bone extracted from each person's body. She will operate and cut out the required bone without doing any other damage. Although she will allow them to select which bone is to be removed, the pain involved will vary according to how nice they are to her. If at any point they attempt to attack her she and the ice plain will vanish and they will find themselves back in the entry corridor. Once she is paid (and she accepts no other currency) she will wave her arm and the doorway to the next room will appear. On the return trip she will expect another payment.

7. The floor of the 50' X 50' room is covered with concentric circles of bones. There are 5 circles spaced 5' apart. Each of the circles has bones piled up three feet high. In the very center of the room is Viscor's Bone sitting in a chalk pentagram. As soon as someone enters the room the Bone will start creating skeletons from the bones. t will create one random skeleton from the table below every melee round. All the Skeletons will continue forming and attacking until someone seizes the bone and uses one of the Power Words . (See Summary of Treasures.)

ROLL 1D6 FOR SKELETON TYPE

1. Rat skeleton AR7/2 HP/1 point damage only
2. Human skeleton AR7/4 HP/1D6 Damage
3. Orc skeleton AR 9/4 HP/1D6 damage
4. Wolf skeleton AR 7/4 HP/2 attacks per melee/1D6 Damage
5. Bear skeleton AR 7/8 HP/2 Attacks per melee/1D12 damage
6. Giant skeleton AR 7/12 HP/2D6 damage

8. Locked arsenal of ancient and rusting weapons. 150 Pikes, 120 Spears, 60 Two-Handed Swords, 100 Short Swords, 240 Shields, and 40 Daggers. There is a 5% chance that any weapon chosen will be usable. The secret door in the west wall leads to the stairway down to Level 3 Rooms 6 and 7.

9. There are sixteen chests stacked in the middle of this padlocked room. All but three of the chests contain the crockery, kitchenware, and silverware of the Gersidi family. Each item has the Gersidi seal and the whole lot is worth 3,000 gold. The top chest is padlocked and has two dart traps (1D6 damage). Inside is 400 pieces of Old Kingdom Gold, 6 scrolls of philosophy worth roughly 100 gold each, and a seventh scroll that lists the first five Power Words of Viscor's Bone, (see summary of Treasures) and a description of all its various powers. It does Not tell which word activates which power.

10. This room is filled with 20 Rat Undead AR 12/4 HP/1D4 Damage. They will attack any living thing but ignore any kind of Undead.

11. This room is totally empty. The only feature is a square opening about 6" X 6" in the south wall. When something touches the back of the opening a stone slab will drop down in the inside and trap anything in there. When the trap is sprung Wikolai will be alerted (magically) and will appear within 4D6 melees. The exit in the east wall must be broken in through a thin area of the stone wall.

12. Crypt area - contains 12 sealed crypts - roll for random coffins.

13. Outside the door there is a 20 foot ladder laying on the floor. The door is held with a thick bar on the hallway side. Inside there is a 25 foot drop-off to the floor. The area is empty and was used for holding prisoners.

14. After opening the locked door there will be many gauzey cloth hangings blocking the way. Inside there are four light candelabras lighting an open stone coffin. The coffin is built into the floor and contains a well-preserved male corpse. The corpse has been dressed in feminine clothing and is wearing heavy facial make-up. There is 5,000 gold worth of jewelry on the corpse in rings, necklaces, bracelets and pins. The corpse is the favorite son of Shanala Gersidi (see Summary of Monsters) and she will appear as soon as the door to the room is touched.

15. Shanala Gersidi constantly patrols the hallway between this room and Room 14. She will confront any intruders and spare only those who promise to give life back to her beloved son Ulanel Gersidi. Inside her secret chamber there is a badly mangled doll made up to look like Taron Gersidi. She also keeps her magic book here and the book with the instructions for operating the Cauldren of Obedience.

16. Trapped in this room is the Shadow Beast with the persona of Freana Gersidi (see Summary of Monsters). Although she cannot leave

this room she could enter the body of a willing person and be taken out. Anyone entering the room will be attacked until there is but one survivor. The survivor or anyone entering alone will be subject to threats and promises in return for their cooperation.

LEVEL THREE

1. The main chamber of Chearea Gersidi (see Summary of Monsters). All along the walls are shelves with small potion bottles. These at one time contained pure poisons and magical potions but have since degenerated. Chearea has also mixed quite a few of them together in her years of madness. There are fading labels on each bottle - roll to see which label for any bottle. There is a 10% chance that the contents of any bottle will actually be correct.

ROLL 1D8 FOR BOTTLE LABEL;

1. Poison 2. Healing Potion
3. Food Color 4. Cinnamon
5. Pepper 6. Blank Label
7. Strength Potion 8. Love Potion

2. This doorway is hidden behind a well-constructed piece of false wall. The door can be reached only by breaking down the covering wall. Inside is one of the treasure rooms of the Gersidi. This was used for gold storage and 3500 bricks with the Gersidi insignia are placed in special wood boxes. There are 10 bricks in each box and each brick is worth 400 gold. Under the piled boxes is a loose stone. This covers an ancient clay vase. Inside the Vase is the Ring of the Green Jinn, Feanin. This Jinn is capable of all air elemental magic from the first through the fifth level. He will perform but three wishes and can be quite humorous on completing them very literally. The Jinn is a captive of the ring and can be released only by command of Kirgi, the Rat God.

3. Greasy bottom of the shaft coming down from Level 1 -Room 17 and Level 2 - Room 3. The landing is hard stone. The south wall is dominated by an 8 foot tall and 5 foot wide stone door. The door is barred with a split tree trunk on the north side and has a large rune (actually a Ward of Mystic Energy Drain) rendered in red glowing lines. A Diabolist would quickly discover that the rune had been placed by a very high level Diabolist in order to keep out something terrible from the other side of the door.

4. This locked room contains the servants of Chearea Gersidi (see Summary of Monsters). The group of six soldiers are animated skeletons wearing their former armor. Each is outfitted in exquisite armor and weapons of Kobold manufacture. They will not attack unless ordered to by Chearea. Four will attack with normal swords, AR15/12 HP/1D8 damage/80 SDC. The fifth is armed with a short bow and will fire two arrows per melee. The first six arrows fired will be the consecrated arrows of Dragonwright and will do 2D6 damage, all other arrows will do 1D6 damage. The sixth fighter is the remains of Alhambra Otmi who has special armor and sword (see Summary of Treasurers). The soldiers are capable of grinding, slow speech and have been made to serve the perverted whims of Chearea. If they are released from their spell or if Chearea dies their skeleton bodies will dissolve at once leaving only the armor and weapons behind.

ULTIMAX DEATHSTONE REGION (Rooms 6, 7 and 8)

This area is infested with deformed growths of fungi and worms. The Ultimax Deathstone will allow nothing to really die in the immediate vicinity. All the rooms and corridors are filled with waist-deep purple fungus. Huge sheets and plumes of fungus also protrude from the walls. There are also enormous worms (up to 12' long) swimming through the fungus but they are completely harmless and easy to kill (temporarily). The MANFRO creature also runs through the area. It appears as a centipede made up of 85 human bodies connected chest-to-back. It will attack with its hands and by running and curving itself around the victims. The front or rear end is a toothed maw which will attempt to attach itself to any human-sized torso. Killing the front or rear bodies will only cause them to fall off revealing yet another maw. Destroying one of the interior bodies will cause the creature to split into two creatures with the front and back maws. Each body segment is AR8/8 HP/1D4 damage. The maw strikes at a -2 and does 2D6 damage. On a roll of 18 or better the maw attaches itself and the victim takes 3D6 of damage every melee round until dead or until the body containing the maw is killed.

6. Abandoned crypt area with only empty crypts.

7. There are four large statues in the room depicting the four Dragons of Dragonwright. They will seem to be alive but are actually covered with living, moving scales. The statue of Korameth is holding a brass key inscribed with the word, "Jonero".

8. In the center of the room is the Ultimax Deathstone (see Summary of Treasures). The power of the Deathstone should be immediately felt by anyone in its presence. The fungus is so thick here that characters will have to wade through a wall of it to get to the inner circle with the Deathstone.

TARON GERSIDI REGION (Rooms 9, 10 and 11)

This is the private area of Taron Gersidi (see Summary of Monsters). He will be present on a roll of 15% or less. At all other times he is either gone through the magical portal or is deeply involved in complex spell-casting. When he is not present several live Baboons will patrol the area AR10/24 HP/3 attacks per melee/1D6 damage.

9. This is the extremely messy personal quarters of Taron Gersidi. It contains a bed that has not been used in many years, a chest of rotting clothes and personal gear, and a dusty mirror that is badly cracked.

10. In the center of this room is an inlaid Pentagram. Candle slots are already filled with black candles and everything is prepared for a summoning. Just to the north of the Pentangle is a workbench with writing instruments, tinder box, and 14 blank scrolls on it. There are two cabinets in the room. The one in the southwest corner is sorcerer sealed and contains all the magical scrolls of Taron. (See summary of Treasures.) The northwest corner cabinet seems identical and is also sorcerer sealed. It contains all of Taron's magical artifacts (see Summary of Treasures). The cabinet can also be swiveled away to reveal the passage to Room 11.

11. This chamber contains the dreaded Cauldren of Obedience (See Summary of Treasures).

12. This is the treasure room of Taron Gersidi. Concealed under a stone in the floor is a chest containing the Gersidi family jewels (see Summary of Treasures). Waiting in the room is an undead snake. The snake is 40 feet long and AR 13/51 HP/2 attacks per melee -strike with fangs and attempt to constrict. If struck with fangs 3D6 damage is done immediately and any character failing to save vs. poison will be paralyzed for 1D6 hours, if the saving throw is successful then paralysis is only for 1D6 melees. Anyone constricted will take 2D6 damage and will have a -5 to dodge the constriction on the next melee.

SUMMARY OF MONSTERS

CHEAREA GERSIDI

Chearea has grown to 6'4" tall and 300 pounds through the use of a special wine that she formulated. This wine has succeeded in making her ageless but has also driven her quite mad. She has AR 15/56 HP/4 strikes per melee/2D6+4 damage. Because of her special skin she can be hurt only by iron or magical weapons. She is completely under the power of Wikolai and has only will enough of her own to attack any strangers who approach her. She will always wander the hallways of Level 3 and will appear within 2D6 melees of anyone making noise in Room 3.

FREANA GERSIDI

Years after her death the body and soul of Freana were brought back in an experiment of Shanala's. She managed to escape the imprisonment that Shanala imposed on her by making a pact with a



Shadow Beast (as in the Wizard Spell) and joining her soul with it she let it loose on the world. Shanala and Quentos managed to work together to magically imprison her in the room she is now in. She will attack anyone entering unless they are alone or until only one person remains in the room. She will then try to make a deal with them. The bargain would be that she would be allowed to enter their body long enough for her to leave the room (thus breaking the spell). She will promise any number of things in exchange for the use of a body but anyone agreeing to it will **permanently** be joined into the Shadow Beast.

KINELOS GERSIDI

This Ghost of Kinelos Gersidi has been confined to one room ever since his death. He is only interested in the killing of Freana and any other topic of conversation will be ignored by him. In this case there is nothing that can be done to injure or dispel Kinelos. He is capable of no attacks other than AGING. Any character who irritates Kinelos (by interrupting, being disrespectful, attempting to attack, etc.) will be aged 1D10 years unless they roll under their M.E. -2.

QUENTOS GERSIDI

Quentos is a full VAMPIRE with 68 HP and the powers of a sixth level Priest of Darkness. At 5'3" tall and somewhat rotund he is a rather charming and inoffensive looking person. He will always be well-dressed in matched tweed jacket and pants. He will speak gently and pleasantly to anyone as long as he is not being threatened. He is also always ready to lend a hand in helping to carry the loot, or any other manual labor but he will not participate in any fighting unless one of his favorite females is threatened. If questioned about his religious persuasion he will talk about the cult of Dragonwright and will speak of his survival through the dark days of Freana as though the cult were responsible for saving him. Quentos can approach characters anywhere in the tombs. He is interested in female companionship and will Charm and take away women for a few hours at least once a day. If challenged he will politely ask that they question the lady concerned (who will always be willing to go with him). Small puncture wounds will appear in the necks of his 'dates' but they will always be ecstatic and a little vague about the good time they had with him.

SHANALA GERSIDI

Totally obsessed with the memory of her dead son, Shanala will always be ready to make deals with those who promise to bring him back to life. She is also very eager to get the Cauldren of Obedience back into her possession and will make deals with anyone interested in taking on Taron Gersidi. She is very hostile toward anyone who is revealed as being a follower of Tark, the Spider God. As a ghost she will appear to be a transparent shimmering blue female figure. She is capable of any Psionics through Level 3 and has 95 I.S.P. No physical attacks will harm her and she can only be banished by the total destruction of the corpse of her son.

TARON GERSIDI

In spite of having turned into a Vampire, Taron is still an active researcher into the magic of Summoning. He is a Summoner of fifteenth level and a Wizard of sixth level. He wears dirty old work clothing and is always distracted with his current work. He will attack any intruders into his area, but will not follow them outside of it. If he is sufficiently irritated (roll under 45%) then he will summon up a Demon Minion (AR14/120 HP/3 strikes per melee/3D6 3D6 - 2-12 damage) to hunt down the intruders. The Demon Minion will have +4 to strike, +6 to damage, +4 to dodge and have all level one spells at fifth level expertise. In addition the Minion will be able to go Invisible, Fly, See Invisible and use Night Vision at will. Taron will negotiate only if offered some valuable prize such as the Chalice of Dragonwright or Deathkiss. He already considers himself the owner of the Deathstone. He has 85 HP and will always don Armour of Ithan prior to any combat.

WIKOLAI GERSIDI

Prior to becoming a Vampire, Wikolai (73 HP) was a skilled Assassin of the eighth level of accomplishment. She still uses all her Assassin skills quite well and always carries four daggers on her person. Wikolai is interested in the blood of any attractive males of human, dwarvish, or elvin race. She will charm them into coming with her and will extract 25% of their HP in blood every time she takes them away. She will never take more than one character a day. She is hostile towards Quentos but she will not confront him directly. She will punish any intrusion on her personal quarters by kidnapping one of the party and threatening to kill him unless full restitution is made. She is quite good-looking and (like Quentos) is not immediately recognizable as being a Vampire or Undead. She is always arrogant but will talk if approached diplomatically. She is often (70%) away from the valley on extended trips of 1D6 days.

SUMMARY OF TREASURES

ALHAMBRA OTMI'S MAGICAL ARMOR

Made of gold with silver filigree, the chestplate of the armour has a beautiful picture of the Dragonwright deities in inlaid jewels (rubies for Zandragal, onyx for Styphon, white opals for Korameth, and sapphires for Iym-Nark-Mar). The suit is a holy artifact of the Dragonwright religion and has an AR 16 and an SDC of 240. None but magical weapons or creatures can affect the armour. It will fit only on Principled and aberrant male humans.

ALHAMBRA OTMI'S MAGICAL SWORD

Runes are inscribed on both sides of the golden blade of the sword. The sword does 2D6+5 damage and causes Fear in all undead who fail to save vs. magic. The sword is a heavy two-handed blade and comes with a matching golden scabbard.

CAULDRON OF OBEDIENCE

This black metal pot is four feet in diameter, 3 feet high and weighs 650 pounds when empty of contents. It sits on three stubby metal legs which are sheathed in silver and is banded with the twelve major magical symbols rendered in silver. In order to use the Cauldren a sacrificial victim must be slain and mixed with the blood of a major demon. Any person drinking from this concoction will be able to control the Cauldren.

The following spells can be cast through the Cauldron by anyone with control over it:

1. Sense Magic at twelfth level
2. Tongues at tenth level
3. Cloud of Smoke at twelfth level
4. Globe of Silence at twelfth level
5. Blinding Flash at tenth level
6. Call Lightning at tenth level
7. Mystic Alarm at twelfth level
8. Sorceror's Seal at twelfth level

In addition the Cauldron can be used to concoct any of the following potions provided the associated ingredients are used. (Note: the capacity of the Cauldron is 30 gallons.)

Potion of Slumber (confers 2D6 hours of sleep)

Ingredients: Boil together six gallons of fresh blood with one live Pixie for each 12 vials of potion.

Potion of Tongues (Allows the drinker to understand any language for 2D6 hours.)

Ingredients: One gallon of water and one pint Elve's blood for each 3 potions.

Potion of Truth (For 1D6 hours the victim must speak truthfully and answer all questions.)

Ingredients: Six live frogs and one pint of Dwarf blood for each 2 potions.

Oil of Adhesion (Acts as a Carpet of Adhesion and lasts for 6 hours. One vial covers 9 square inches.)

Ingredients: Three Kobold livers are required for each potion.

Mist Potion (Acts as Self to Mist spell and lasts one hour.)

Ingredients: The tail of a mermaid and two pints of blood are needed for 10 potions.

Potion of Suspension (Puts the victim in a state of suspended animation until magic is dispelled.)

Ingredients: Each pint of blood from a Changeling will yield 4 potions.

The most devastating power of the Cauldren of Obedience is that of enslaving any intelligent being who drinks of a potion made following the directions below. It is so potent that placing a gallon of the potion in a river upstream from a city will enslave up to 80% of the population that drinks the water.

Ingredients: The beating heart of a Titan mixed with a Unicorn horn will yield five gallons of **the potion of obedience.**

CHALICE OF DRAGONWRIGHT

The Chalice is a 40 inch two-handled cup made of pure silver and plated with gold. The gold has been scratched out to illustrate a silver dragon (Korameth) curving around the chalice. There are two-carat sapphires showing the eyes of the dragon. The whole thing weighs 42 pounds and has a capacity of 4 gallons. By drinking different fluids from the chalice there are different effects on the consumer:

1. Drinking wine removes any curse or charm.
2. Drinking water will confer a Resist Cold.
3. Drinking Beer or Ale will cure any disease or ailment.
4. Drinking Brandy or any strong brew will cure 2D12 HP.
5. Drinking quicksilver (mercury) will allow a metamorphosis (same as wizard spell)

The fluids will only work if drunk directly from the chalice. Liquid



left in the chalice and later drunk from, for example, a wineskin will not work. If the chalice is completely filled with gold or more valuable treasure (at least 6,000 Gold worth) then the loot will disappear and Koremeth will speak through the chalice. Korameth may transmit spells or breathe through the opening of the chalice if he chooses to do so after negotiation. Although Korameth is Principled he will never return any treasure and will not feel obligated to perform any action.

DEATHKISS THE DEMON SWORD

This sword was the property of Mok A'Tal and is aware of his death. The sword will be found inside an iron chain sheath. The chain is interwoven with silver to form a special ward of preservation on the contents. This ward prevents the sword from acting in any way while sheathed. The sword itself is two-handed with a straight crosspiece. The pommel is a heavy 'thorn' of sharp pointed steel. The handle is covered with twisted leather and has a loop of leather placed to be worn around the wearer's left wrist. At the center of the crosspiece there is a two inch wide faceted topaz. On the other side of the sword from the gem there is a circle of gold with the following runic inscription:

"Death is the softest kiss"

Once drawn from the scabbard the amber metal will ripple with a slow shimmering glow. Complex and powerful runes are inscribed along the length of both sides of the blade. The persona of Deathkiss will start speaking to the person holding her as soon as she is unsheathed. The soft, sensuous feminine voice will request gently that she be relinquished if held by a selfish character. If refused, she will simply start killing the character with 1D6 of damage each melee (a pleasurable sensation). If the character holding her is acceptable (i.e., non-selfish) then she will ask if she is being held by her new owner. If the answer is yes then she will identify herself. Once she has a new owner she will not allow herself to be used by anyone else until the death of the owner or until told by the owner that she is to be transferred to someone else. The holder of Deathkiss receives a +1 bonus on all saving throws.

Deathkiss is an indestructible Rune sword. She will add an extra attack every melee to the character's combat and will do 3D6+10 damage on an attack. She also does damage from 'soul eating'. If the sword is in contact with a victim it does 1D6 of damage and if inside the victim it does 2D6 of damage. The victim will never feel any pain from a Deathkiss wound - in fact the sensation is so pleasurable that the victim must roll under I.Q. to avoid being immobilized by the shock of the sensation. Any creature killed by Deathkiss also has its soul consumed by the sword, making any kind of resurrection impossible. Deathkiss especially likes Selfish souls and will request more of them after a kill.

DOUBLING SWORD OF CHAOS

Sheathed in a two-piece wooden scabbard that completely covers the sword, this sword is one solid piece of ebony wood. While the sword functions as a normal short sword in all other respects it does damage as a doubling cube (available with most Backgammon sets). If you don't have a doubling cube roll a six-sided die and use the damage result from the following table:

1. 2 HP 2. 4 HP 3. 8 HP
4. 16 HP 5. 32HP 6. 64 HP



WINE CELLAR OF CHEAREA GERSIDI

The only person who ever knew the real contents of these bottles was Chearea. Since her final mistake, each of the bottles selected will be strictly random according to the following tables:

ORIGIN OF WINE:

01-50 Old Kingdom
51-56 Timiro
57-60 Monastery of Ka-Bulk
61-70 Western Empire
71-75 Floenry Islands
76-80 Phi Island
81-85 Eastern Territory
86-90 Bizantium
91-95 Gaal-lunt City
96-98 Land of the South Winds
99 Great Northern Wastes
100 Yin-Sloth Jungles

TYPE OF WINE (roll 2D6):

2 Vermouth
3 Muskatel
4 Champagne
5 Red dry
6 White dry
7 Sweet red
8 Sweet white
9 Liquor
10 Berry Wine
11 Beer
12 Chablis

WINE QUALITY (roll 1D6):

1 Terrible
2 Worthless
3 Mediocre (1D6 Silvers)
4 Good (2D10 Silvers)
5 Excellent (1D6 Gold)
6 Outstanding (3D6 Gold)

POSSIBLE MAGICAL OR POISONOUS EFFECTS:

01-90 Nothing
91-93 Addictive Effect
94-96 Poison Effect
100 Chearea's Transformation Juice
(Changes the character into an Undead version of Chearea)

ADDICTIVE EFFECTS:

01-25 Mild addiction to all types of wine. The character will accept whenever it is offered and will buy wine whenever possible. The only way to cure it is to forcibly dry out the character for three months.

25-50 Medium addiction to this stuff. While under the effect (2D hours) the character will get +1 to strike, parry and dodge as well as +6 to P.S. and +3 to M.E. Later the character loses 2 off his regular P.S. and gets a -1 on all strikes, parries, and dodges until another dose is found . The effect will linger for three months after the last dose is taken.

51-75 Serious Addiction gives +2 to strike, parry, and dodge along with +8 to P.S. and +4 to M.E. After 1D6 hours, there will be a -2 to strike, parry and dodge and P.S. for a period of three months. The character will experience nightmares and dreams about the wine for years to come.

76-100 Acts to raise the level of the character by 2 for 2D6 days. Once the stuff wears off the character will lose that same number of levels until the drying out period has passed.

POISON EFFECTS:

01-20 Lose 1D6 off the P.E. for 2D6 hours
21-30 Too sick to move for 1D8 hours
31-40 Sleep for 3D6 hours
41-45 Paranoid delusions - all friends are turned into horrible monsters trying to attack the character, in his mind.
46-50 Loss of sight for 1D6 days
51-60 Loss of coordination for 2D6 hours
61-70 Deadly laxative - must be cured within 10 days or face death by elimination.
71-80 Character starts seeing imaginary things for 2D6 hours
81-90 Roll under P.E. to avoid death
91-95 Take 3D6 Hit Points damage
96-99 Seems like no problem but if not treated will cause the victim to keel over dead in 3D6 days
100 Coma for 2D6 days

MAGICAL EFFECTS:

01-25 Metamorphosis into
1 Frog
2 Wolf
3 Dog
4 Bat
5 Mouse
6 Tree

26-30 3D6 Melees of Tongues spell
31-35 Shrinks drinker down to 6" for 2D6 days
36-40 Invisibility for 1D6 melees
41-45 Flight for 2D6 melees
46-50 Turned to Mist for 2D6 melees
51-55 Enlarged by 50% for 2D6 days
56-60 Heal 2D6 Hit Points
61-65 Cure Disease
66-70 Counter Poison
71-75 Increases I.S.P. by 100 for 6 hours
76-80 Ogre strength for 2D6 melees
81-85 Double speed for 3D6 melees
86-90 Increase P.B. by +5 for 2D6 days
91-95 Healing Touch of 1D8 per melee for 2D6 melees
96-99 +6 versus all Psionics for 3D6 hours
100 Able to use all first through third level spells for 6 melee rounds as an eighth level wizard.

GERSIDI FAMILY JEWELS

Over the years the following gems have been collected into the Gersidi's main treasure trove:

1.Old Kingdom Crown (worth 14,500 Gold)
2.Matched set of 12 emeralds (worth 7,500 Gold)
3.57 opals (worth 6D10 Gold each)
4.14 Gold Chains (worth 180 Gold each)
5.Diamond earings (worth 3,000 Gold for the pair)
6.Ruby-inlaid Gold Necklace (worth 2,300 Gold)
7.Orb of amethyst (8 inches in diameter worth 1,900 Gold)
8.Ring with one inch-wide opal (worth 850 Gold)

HAMMER OF JEJUA

This is a holy weapon of the Red God. It does 4D6+2 of damage and does double damage to demons. It will appear to be an ordinary workman's sledge hammer with an iron head and a wooden shaft. There is a small symbol of the Red God on the side of the head.

MORDAN'S MAGIC BOOK

This contains the complete instructions for the summoning and confining (with a pentangle) of an Alu Demon. In the back there is a listing of four true Alu Demon names.

OTONI'S DAGGER OF ASSASSINATION

Once thrown at a target this dagger will repeatedly re-insert itself into the target until either the victim is dead or until grabbed. The dagger dodges at +3 and will overcome anyone holding it with a P.S. of less than 15. The dagger will continue to attempt to kill the victim up to six melees after it has been grabbed. The dagger does 1D6 of damage if thrown but only 1D4 if used as a hand-to-hand weapon.

TARON'S MAGICAL ARTIFACTS

1. Artoa's Magic Wand

This 12 inch wooden wand can cast any two of the following spells per day. The spells operate at the caster's level of expertise.

Ventriloquism
Paralysis Bolt
Blinding Flash
Wisps of Confusion
Magic Net
Wall of Stone

2. Taron's Crystal Ball

Although this appears to be some kind of crystal ball used for seeing other places, etc., it is actually a special charm against Mystic Alarms. While carrying the Ball no Mystic Alarm will function to warn of the owner's presence.

3. Cloak of Invisibility(same as invisibility spell)
4. Three (3) Potions of flight (each will last 100 melees)
5. Two (2) Potions with eighth level Turn Self to Mist Spells
6. One (1) Potion with eighth level Shadow Walk spell

TARON'S MAGICAL SCROLLS:

1. Three scrolls of eighth level Darkness
2. Four scrolls of eighth level Immobilize
3. Three scrolls of eighth level Armour of Ithan
4. Scroll of eighth level Call Phantom
5. Scroll of eighth level Teleport Self
6. Scroll of eighth level Sorceror's Seal
7. Scroll of eighth level Impenetrable Wall of Force

ULTIMAX DEATHSTONE

The Deathstone is a four inch long irregular green stone inscribed with arcane symbols. Anyone seeing it will immediately realize that possession of the stone confers immortality. While in sunlight it is harmless but the darkness causes certain powers of the stone to act automatically. All dead creatures will receive 1D6 of Undead Hit Points every night they are within twenty feet of the Deathstone. If the Deathstone remains anywhere for more than 24 hours an inch of purple fungus will start to grow over every stationary thing within 100 feet and will continue to grow at an inch per week. Any creature holding the Deathstone while receiving damage will get the H.P. back but in Undead form.

Within the Deathstone are four mighty monsters continually at war with each other. If the stone is broken (AR3/800 SDC) then all the creatures will be released at once. A creature can be summoned out of the Deathstone by use of either a Summoning Circle or a Magic Portal. Whenever a creature is released from the Deathstone there is a 5% chance that some other creature will be released accidently. The following creatures inhabit the Ultimax Plane:

MORWAG - This is an enormous Kraken-like beast with 16 tentacles and three huge eyes. Each tentacle is 140 feet long, the body is 50 feet wide and each of the triangular eyes are three feet across. It has 16 attacks per melee and does 6D10+20 damage per attack with the horned ridges of the tentacles. Natural armour covers each tentacle for 150 SDC, the body has 350 SDC and each eye has 40 SDC. The total HP of the creature equals 520. Morwag has a genius level intelligence and is interested in massive destruction. He will honor no deals once released from whatever containment keeps him from killing everything living.

YOULOUVON - Shaped like a leathery-winged demon, Youlouvon stands 35 feet tall and has a wing-span of 60 feet. Each of his two clawed hands do 5D6+12 damage per attack. There are two closed eyes just above his two open yellow eyes. When opened these two eyes are used to confer DEATH on anything they see. Any save vs. the glare of the Youlouvon eyes is made at -4 against magic. Even one who saves against the power of the eyes will be paralyzed for 2D6 days. Youlouvon does up to three attacks per melee and has AR 17, 340 SDC and 215 HP. He is also totally invulnerable to magic attacks. Youlouvon is highly intelligent and will be willing to honor any deal that releases him from the deathstone. However, unless the deal specifically prohibits it he will immediately kill the person who summons him.

AGGAN-WIND - There is no solid substance in this wind creature. It occupies an area 1200 feet in diameter and 30 feet high. It has very little intelligence and does not really understand the concept of 'negotiation'. The only type of effective attacks on Aggan are those of containment. It has no 'HP' as such. Aggan will expand or constrict the lungs of any being in its sphere of influence but it will not attack more than one being at a time unless enraged. No barriers except magical ones have any impact on Aggan. It gets pleasure out of suffocating struggling creatures - the larger the creature the better.

BIREL - At 18 feet tall this giant is the smallest of the monsters. It is also probably the most dangerous. As a warlock of fifteenth level and a Mind Mage of the twelfth level (850 I.S.P.) he is deadly. He also casts fifteenth level Call Lightning spells at will. His armour is AR 16 and has an SDC of 620. He fights with spiked gauntlets that do 8D6+16 damage and strikes 5 times per melee.

VISCOR'S BONE OF POWER

Viscor's Bone appears to be an eighteen inch thighbone. It automatically creates Fear in any Undead with less than 25 HP. All Undead will be aware of its presence within 50 feet and, if not affected by the fear, will lust after it. It has the following powers triggered by Power Words and, in some cases, fresh blood:

ACBA YIN AGA - Create Skeleton (requires a full set of bones)
NETOSA - Control Undead (Controls up to 30 HP of Undead, if fresh blood is used on the bone then 60 HP of Undead may be controlled.
Higher level Undead creatures will not be able to attack but will be able to threaten.)
ERVA YIN AGA - Animate Dead (Requires fresh blood on the bone)
LICTALON - Speak with Dead
PEIN ACBA - Summons Alu Demon of 6D8 HP
LO-KUM - Change Werething to Other Form
ERVA ACBA - Summon Nearest Ghost (Requires fresh blood on the bone)

TOMBS OF GERSIDI - CRYPTS, GRAVES, AND COFFINS

TYPE OF CASKET OR COFFIN

01-25 Pine box
26-35 Carved Stone Box
36-40 Black Painted Wood
41-50 Walnut Finished Wood
51-60 Iron Box
61-70 Marble Coffin
71-80 Solid Brass Casket
81-90 Sack of Leather
91-99 Metal with Silver Ornaments
100 Solid Silver with Gold Handles

SPECIAL FEATURES OF COFFINS AND CASKETS

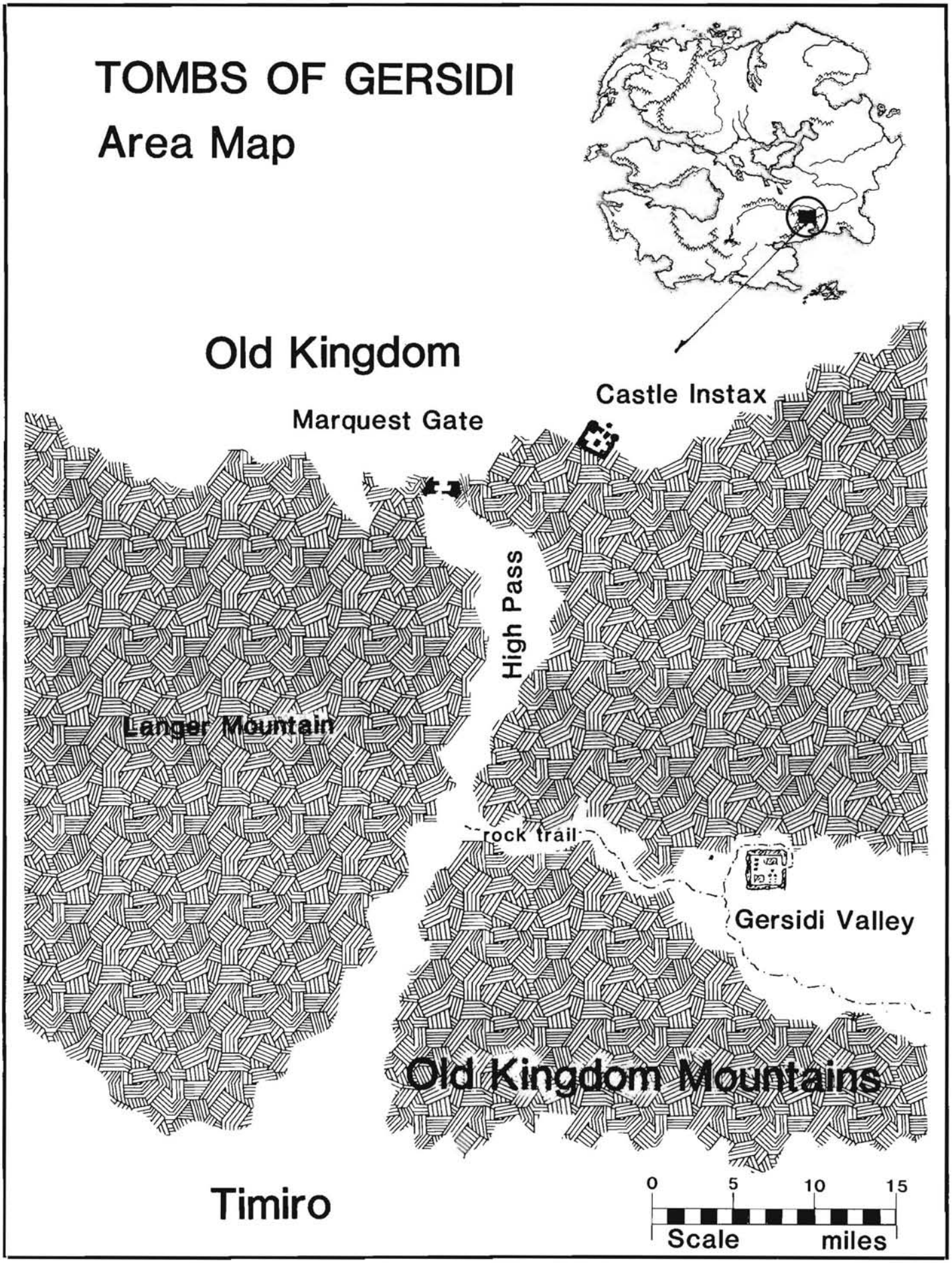
01-10 Rope Handles and Iron Nails
11-25 Brass Handles and Hinges
26-30 Silver Handles and Hinges
31-35 Gold Handles and Hinges
36-40 Opals inset in Top
41-60 Name and Eulogy Inscribed on Top
61-70 Gersidi Coat of Arms on Top
71-80 Coffin is locked
81-90 Trapped with Poison Needles
91-99 Has a Mystic Alarm to summon Wikolai Gersidi (see Summary of Monsters)
100 Trapped with a Wisp of Confusion Spell - fifth level

CONTENTS OF COFFINS AND CASKETS

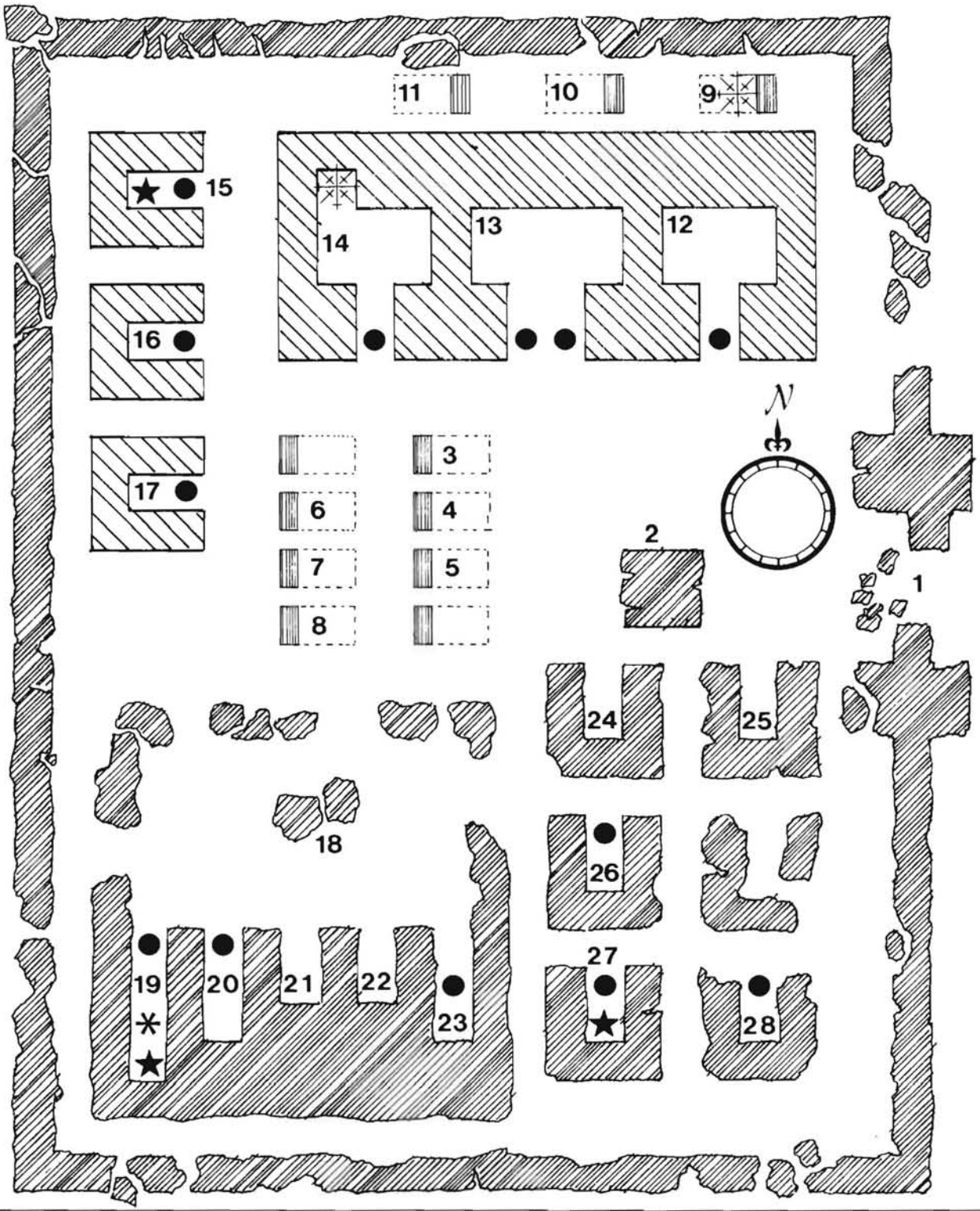
01-10 Human Skeleton (5% chance of Animated Undead AR 7/4 HP/1D4 damage)
11-20 Corpse dressed with 1D6 Gold worth of valuables
21-30 Logs used as ballast to fake the weight of a corpse
31-35 Corpse facing down with a note attached to the back reading:
"May this follower of cults perverted
Never trouble the Gersidi again.
-Manfro Gersidi"
36-38 A headless corpse
39-40 A head attached to a straw doll
41-50 Corpse with a wooden stake driven through the heart
51-60 Secret cache of weapons - 4D6 spears and 3D6 short swords
61-70 Rotted Skeleton
71-80 1D6 Human Corpses
81-90 Empty
91-99 3D6 Gold Bricks worth 130 each
100 Contains the ingredients needed for one of the six potions that can be made with the Cauldren of Obedience

Do not use the random contents table until each of the following coffins have been excavated in sequence:

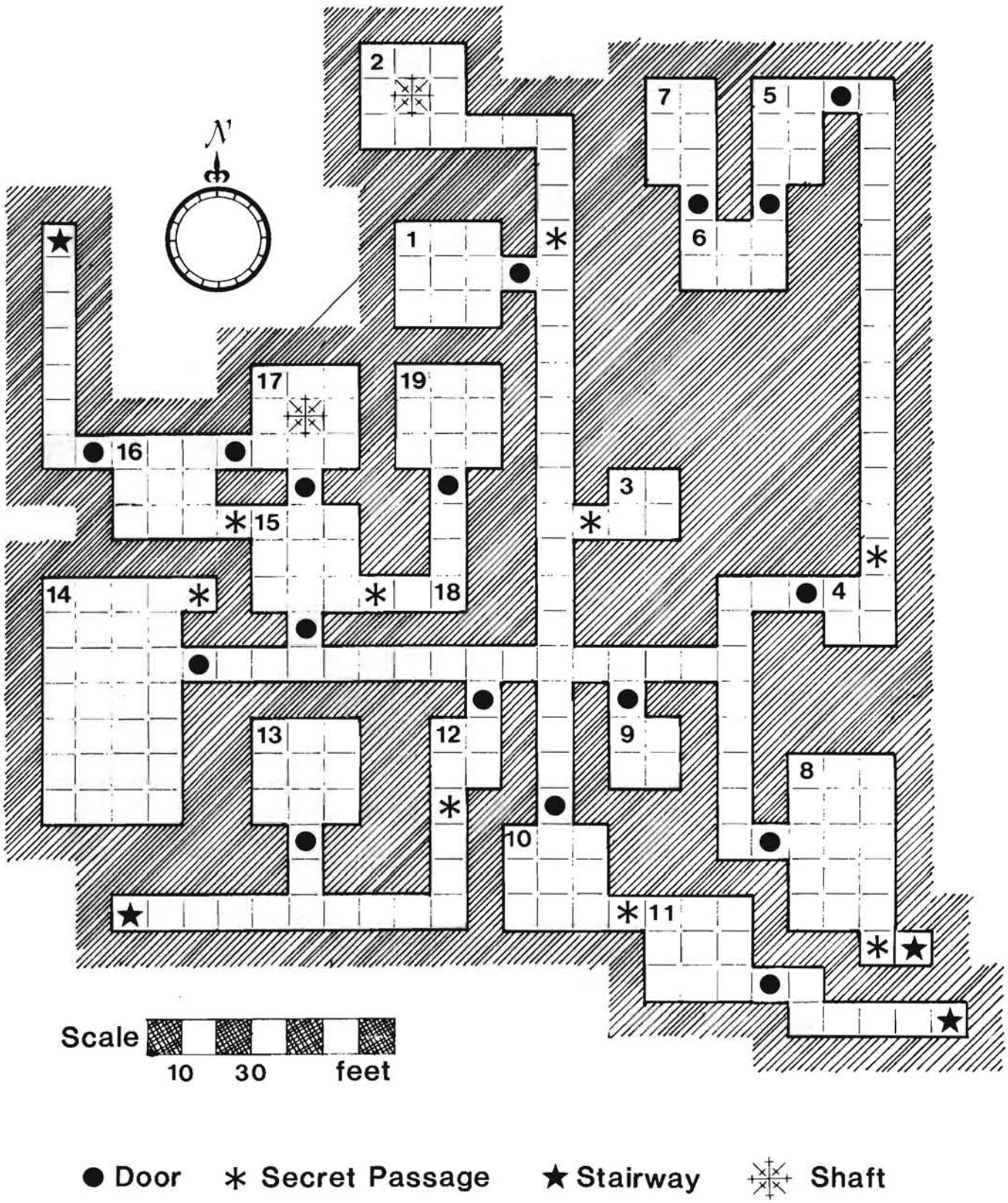
1. This wood coffin contains an Undead Human (AR 10/11HP/1D6 damage) Who is strapped into the box by a strap across his chest. It will remain motionless until someone moves in close enough for a good strike. It will then attempt to grab the throat with a +3 attack.
2. Contains a finely dressed noble. There is a silver ring with an onyx stone (worth 350 Gold) and eight silver buttons (worth 10 Gold each) on the body. The ring has a secret hinge on top and a small compartment suitable for storing powdered poisons.
3. These are the skeletons of three of the Gersidi children who were buried alive by Quentos Gersidi. There is an intact bracelet with the name Ardilane Gersidi on it. This could be used to ward off Quentos if he is confronted with it.
4. Filled with sacks of papers (worthless stock certificates, account books, etc.), Old Kingdom Gold pieces (1,425 Total), and Old Kingdom Silver pieces (3,910 total). The coffin is richly carved stone with a heavy stone lid. Lifting the lid reveals a ward of the Pox. This ward will place a pox of great open boils all over the face and body of the person opening the coffin. The pox is not transmittable (although the players will not know that), reduces the P.B. of the victim by 1D6, and can be cured only by a Remove Curse.
5. This coffin contains the Undead form of Muredona, a former servant of Chearea Gersidi. She will not attack (AR 9/8 HP/1D6 damage) unless ordered to do so. Anyone can order Muredona around as long as the commands are very simple and easy to understand. She can speak a very little bit and will cringe in fear if the name of her mistress is mentioned.
6. Under the hacked-up body of someone dressed in servant's clothing there are some pieces of parchment. If the parchment is put together it will read:
"The Hammer of Jejua is in a box under some stone
floor. I think that it is very near the crypt of
Hurton the Chef but I have not been able to find
it as yet. M.R."
7. An embalmed corpse is holding a silver chain with a large amulet. The amulet is dedicated to Kirgi the Rat God and will serve to protect the wearer from all rat attacks.


TOMBS OF GERSIDI
Area Map
Old Kingdom
Castle Instax
Marquest Gate
High Pass
Langer Mountain
rock trail
Gersidi Valley
Old Kingdom Mountains
Timiro
0
5
10
15
Scale
miles

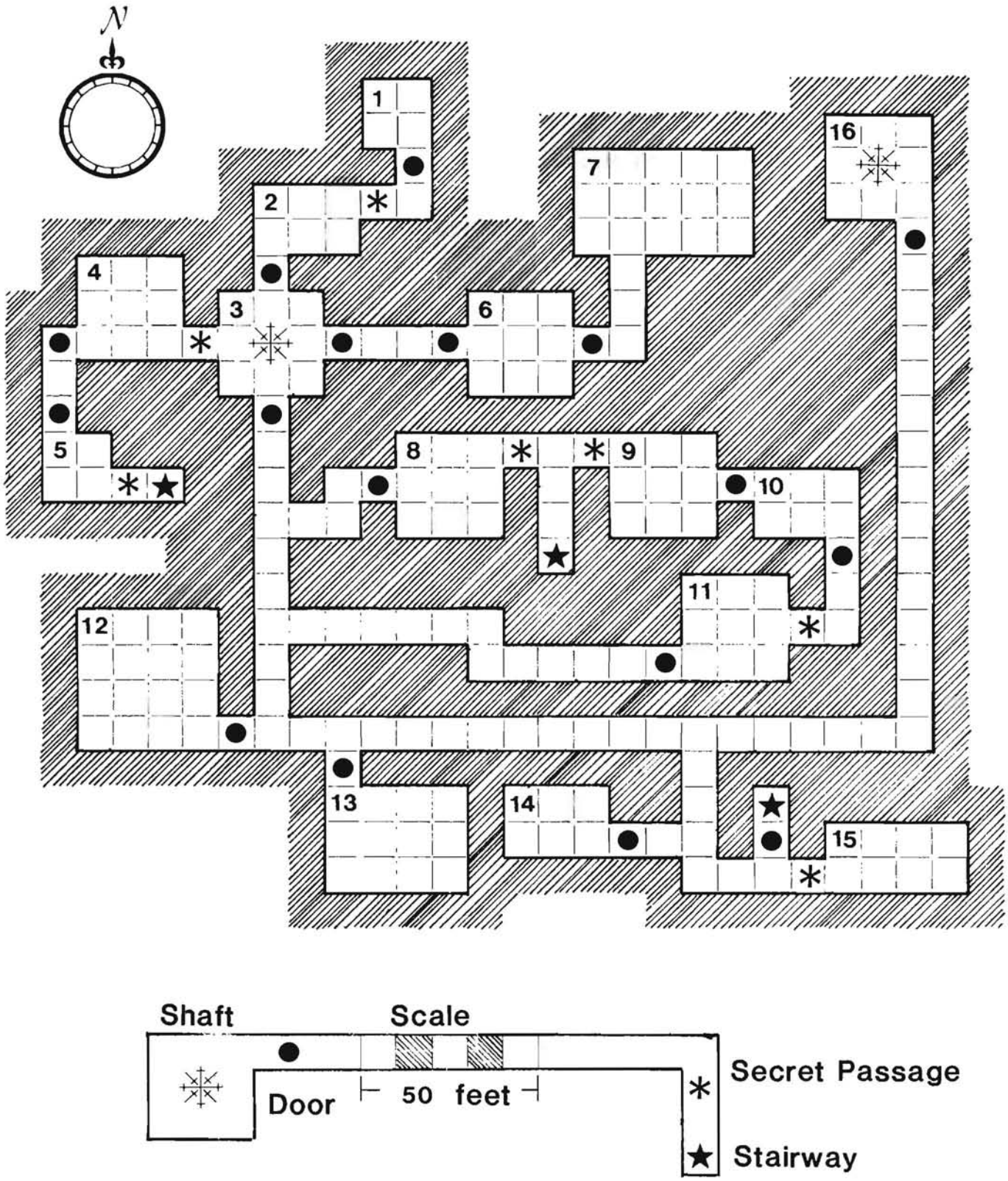
TOMBS OF GERSIDI – Ground Level



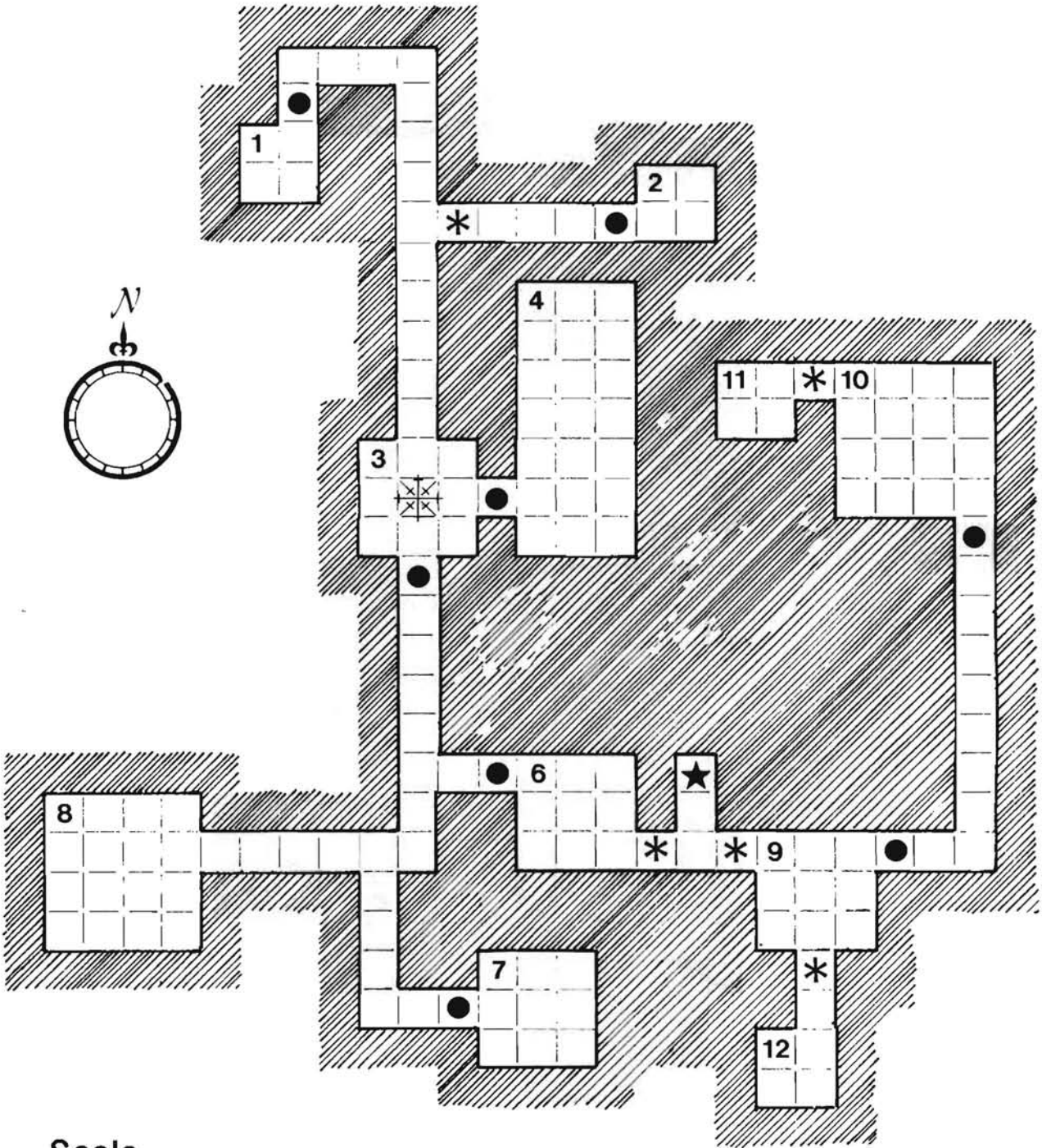
TOMBS OF GERSIDI – First Level



TOMBS OF GERSIDI – Second Level



TOMBS OF GERSIDI – Third Level



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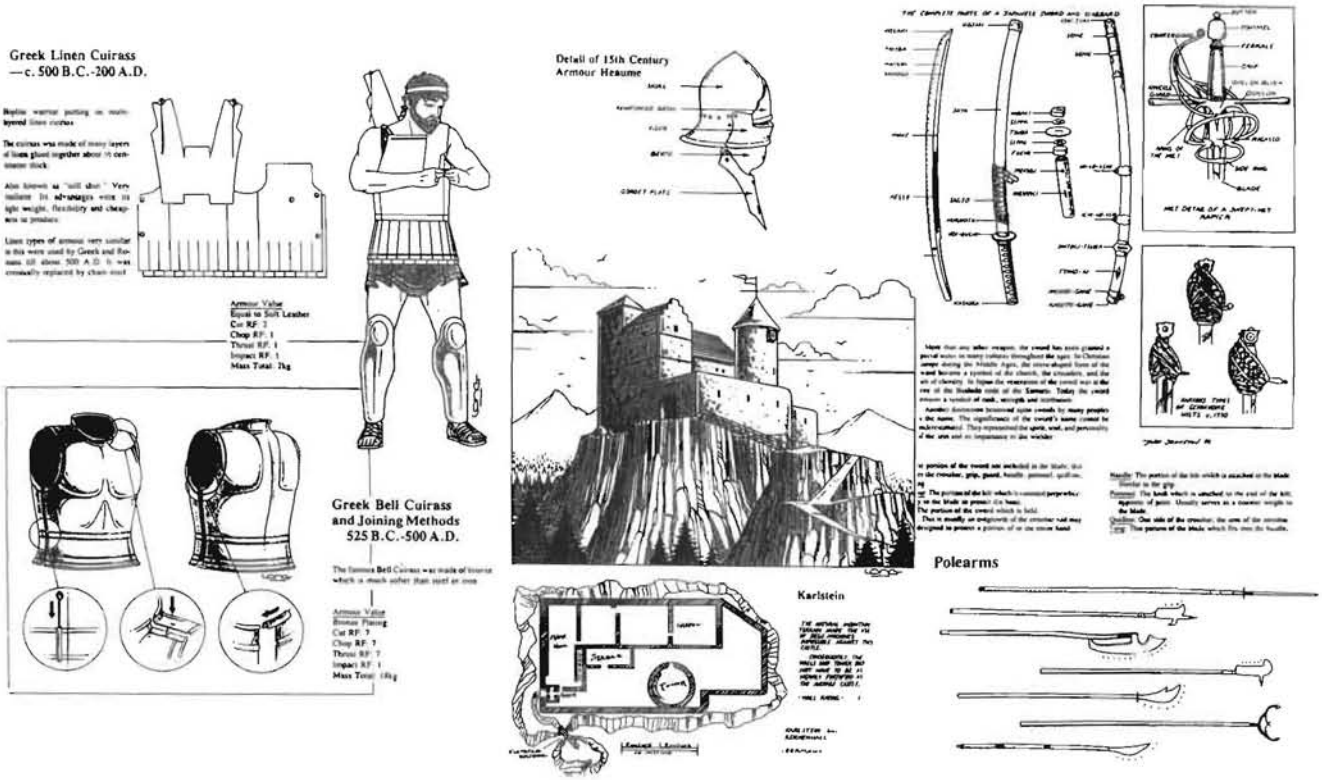
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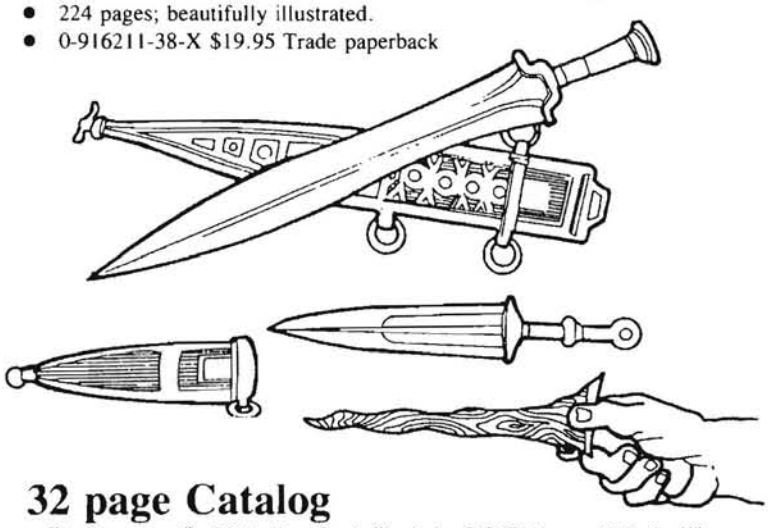
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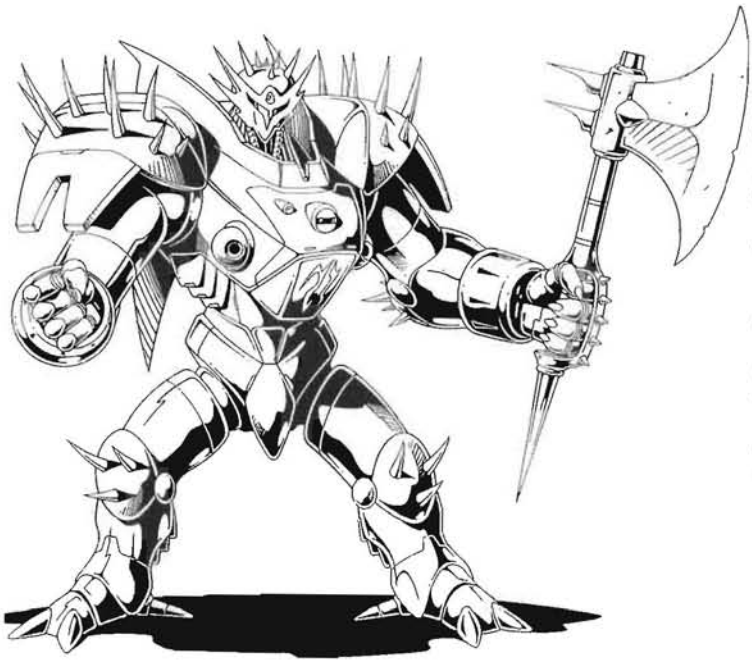
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