

PLACES DARK & DEEP

AN OLD SCHOOL ROLEPLAYING GAME

1ST EDITION



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I. INTRODUCTION

WHAT THIS IS

Places Dark & Deep is an Old-School Renaissance (OSR) roleplaying game based on the Original 1970s Fantasy Role-Playing game.

WHAT THIS ISN'T

This game presumes familiarity with the conventions of Fantasy Role-Playing. It will likely not serve as a good introduction to those with absolutely no experience.

For rules not detailed here, the Referee is encouraged to supplement their own from a ruleset of their choosing or devising.

THE CORE MECHANIC

Most Players are Characters. One Player is the Referee. The Referee is in charge of adjudicating the world and rules of the game, and informing the players about those two things.

The Players tell the Referee what their Characters do. If a Character action carries the risk of failure, the Referee may resolve this by rolling (or asking the player to roll) a d20. If the result of the die is *below* the number of the Character's relevant attribute, that action is considered a success.

In the case of actions that are opposed or contested, the lower roll succeeds.

All numerical modifiers are *always* applied to the relevant attribute, *not* the dice roll.

ADVANTAGE & DISADVANTAGE

Characters may through circumstance or ability gain either Advantage or Disadvantage on a roll.

When rolling with Advantage, roll two d20 and take the better result.

When rolling with Disadvantage, roll two d20 and take the worse result.

A Character can only receive Advantage or Disadvantage once on any particular roll: if she would have Advantage from more than one source in any given roll, they do not stack.

If a Character would have both Advantage *and* Disadvantage on a roll, they roll is treated as normal.

II. CHARACTERS

SUMMARY

1. Generate Attributes
2. Choose Species
3. Choose Class
4. Buy Equipment

GENERATING ATTRIBUTES

Roll 3d6 for each of the six Attributes in this order:

- Strength
- Dexterity
- Constitution
- Charisma
- Intelligence*
- Wisdom

After rolling, any two Attributes may be switched.

*For every point of Intelligence above 12, you know an additional Language.

SPECIES

What follows is a sampling of Species available for Characters. This list is by no means exhaustive, and Referees and Players are encouraged to devise

additional Species to fit their game.

Characters are assumed to know the language common amongst members of their species in the area in which they live, if there is one.

BEAST-FOLK

Humanoids of variegated animal forms, Beast-Folk receive the following traits

- **Animal Alteration:**
Beast-Folk receive traits based on the type of animal they are akin to.

CHANGELING

Humanoid shapeshifters descended from doppelgangers, Changelings receive the following traits

- **Minor Shapeshift:** you can assume the shape of any humanoid roughly of your own size that you have seen, though this does not affect any of your equipment. You revert back to your true

appearance upon your death.

DWARF

Stout, hardy demi-humans, Dwarves receive the following traits

- **Darkvision:** Dwarves possess Darkvision.
- **Longevity:** Dwarves live, on average, for around 300 years
- **Tough:** Dwarves receive an additional Hit Point per Level.

ELF

Graceful and fey, Elves receive the following traits

- **Darkvision:** Elves possess Darkvision.
- **Longevity:** Elves live, on average, for around 700 years.
- **Fey Ancestry:** Elves have advantage on saving throws against being charmed, and can't be magically put to sleep.

GENASI

Humanoid descendants of elemental spirits, Genasi receive the following traits based upon their elemental heritage

- **Inheritance of Wind:** Genasi descended from elementals of air are able to hold their breath indefinitely.
- **Inheritance of Stone:** Genasi descended from elementals of earth cannot be diseased or poisoned.
- **Inheritance of Flame:** Genasi descended from elementals of fire can choose to emit bright light, and do not need to drink water.
- **Inheritance of Waves:** Genasi descended from elementals of water are amphibious, and do not need to eat food.

GNOME

Diminutive humanoids, Gnomes receive the following traits

- **Darkvision:** Gnomes possess Darkvision.
- **Floraglossolia:** Gnomes can communicate simple ideas to plants.

GIANT-KIN

Large and powerful, Giant-Kin receive the following traits

- **Powerful Build:** Giant-Kin may carry twice as much without being encumbered.
- **Weathered:** Giant-Kin do not suffer the effects of harsh temperatures, altitudes, or atmospheric pressures.

HALF-ELF

Adaptable and versatile, Half-Elves receive the following traits

- **Darkvision:** Half-Elves possess Darkvision.

- Adaptability: Half-Elves have 1 Skill Point, as per Specialist rules.

HALF-ORC

Strong and resilient, Half-Orcs receive the following traits

- Darkvision: Half-Orcs possess Darkvision.
- Resilient: Once per day, when a Half-Orc would drop to 0 HP, she instead drops to 1 HP instead.

HALFLING

Small and inordinately lucky, Halflings receive the following traits

- Halfling Luck: At 1st level, and every level thereafter, roll two d20 and record both results. You may substitute the result of any other d20 rolls for one of your pre-recorded rolls, after which you may not use that recorded roll again.

HUMAN

Numerous and varied, Humans receive the following traits

- Distinct: Add +1 to an Attributes.

TIEFLING

Humanoids with otherworldly heritage, whether it be demonic, diabolic, or angelic, Tieflings receive the following traits

- Darkvision: Tieflings possess Darkvision.
- Wonder & Wickedness: A Tiefling may either know 1 Sorcery, which she can cast once per day, or have the ability to perform a Miracle once per day. If the Tiefling does not have any levels as a Sorcerer or Mystic, they are treated as a 1st level Sorcerer or Mystic for the purposes of this ability.

CLASS

There are four Classes a Character may choose to be in Places Dark & Deep, detailed further in the next section.

- Warrior: *Violence*. Their most important Attributes are Strength and Dexterity.
- Specialist: *Avarice*. Any Attribute can serve as a Specialist's most important.
- Sorcerer: *Transgression*. Their most important Attributes are Intelligence and Wisdom.
- Mystic: *Zealotry*. Their most important Attributes are Constitution and Charisma.

EXPERIENCE AND LEVELLING UP

As a Character survives Adventures, they will grow in power and level. In addition to any Class features gained when

levelling up, all Characters, upon levelling

- Add an additional Hit Die, as determined by their Class, to their total, and roll that Hit Die and add it to their total Hit Points.
- Roll a d20 for each Attribute. If the result is higher than what the Character's Attribute is currently, that Attribute increases by 1.

Referees may determine their own method of awarding experience. For conversion purposes, Warriors receive experience as Fighters, Specialists as Thieves, Sorcerers as Magic-Users, and Mystics as Clerics from the system of your choice.

WARRIOR

“He grunted with satisfaction. The feel of the hilt cheered him and gave him a glow of confidence. Whatever webs of conspiracy were drawn about him, whatever trickery and treachery ensnared him, this knife was real. The great muscles of his right arm swelled in anticipation of murderous blows.”

-Robert E. Howard, “The Hour of the Dragon”

STARTING HP: D8+4

HIT DIE: 1D8

ARMOUR PROFICIENCY: ALL

ATTACK DAMAGE: 1D8

ARMED/1D6

IMPROVISING/1D4 UNARMED

STARTING EQUIPMENT: A SHIELD, OR A TWO HANDED WEAPON

SPECIAL FEATURES:

Whilst engaged in combat, a Warrior may use a Hit Die either to heal or deal extra damage.

In combat, the Warrior may make a number of attacks equal to her level divided by two each turn.

When fighting an opponent(s) who has fewer Hit Die than the Warrior, the Warrior may make a number of attacks equal to her level each turn.

If a Warrior would be dealt damage from an attack that they can see, they may choose to sunder their shield, if they have one, and negate their damage.

At the beginning of their turn, a Warrior may choose to fight Recklessly or Defensively. When fighting Recklessly, a Warrior has Advantage on all attack rolls, but Disadvantage on all defense rolls until the start of her next turn. When fighting Defensively, a Warrior has Disadvantage on all attack rolls, but Advantage on all defense rolls until the start of her next turn.

LEVELLING UP:

When rolling to see if Attributes increase, roll with Advantage for Strength *and* Dexterity.

Check to see if number of attacks increase.

SPECIALIST

“Alas that I should say of so perilous a venture, undertaken at dead of night by a valorous man, that its motive was sheer avarice! Yet upon avarice only the Gibbelins relied to keep their larders full, and once in every hundred years sent spies into the cities of men to see how avarice did, and always the spies returned again to the tower saying that all was well.”

-Lord Dunsany, “The Hoard of The Gibbelins”

STARTING HP: D6+4

HIT DIE: 1D6

ARMOUR PROFICIENCY:

GAMBESON, LEATHER, SMALL SHIELD

ATTACK DAMAGE: 1D6

ARMED/1D4

IMPROVISING/1D2 UNARMED

STARTING EQUIPMENT: A SET OF SPECIALIST’S TOOLS, OR AN ALCHEMIST’S KIT

SPECIAL FEATURES:

Roll with Advantage when testing Dexterity to Save against

the effects of traps and magical devices.

When attacking someone the Specialist is hidden from, the Specialist attacks with Advantage and deals damage equal to $2d6/2d4 + \text{Specialist level}$. Requires a one-handed melee weapon or a missile weapon.

A Specialist begins with 2 Skill Points at first level, and gains 1 Skill Point every level thereafter. A Skill Point may be used to acquire Expertise on any of the following Skills, granting Advantage on all rolls relating to that task. Spending an additional Skill Point on a Skill grants Mastery of that Skill.

- Expertise:
AWARENESS
Mastery:
ATTENTIVE
You cannot be surprised, roll with Advantage for Initiative. In addition, you can roll under INT or WIS to accurately recall anything you have

seen or heard in the past month.

- Expertise:
ENGINEERING
Mastery:
SAPPER
When disarming a trap, object, or other mechanism, you may roll under Intelligence with Advantage to learn the schematic for it. You also have Advantage when crafting your own traps, gadgets, and explosives.
- Expertise:
FITNESS
Mastery:
DUELLING
When making a melee attack against someone while no one else is Close, attack with Advantage and add Specialist level to the damage. Requires a one-handed weapon.
- Expertise:
LORE
Mastery:
USE MAGIC ITEM
You can use magic items regardless of restrictions, and cast spells from spell

scrolls. In addition, you can also attempt to dispel or deactivate arcane wards or traps.

- Expertise:
MEDICINE
Mastery:
ALCHEMY
Using an Alchemist's Kit (25 gp, d6 Usage Die), the Specialist can roll INT to generate tinctures, oils, or powders (d6 Usage Die each). Tinctures can be ingested, oils can coat, and powders can be blown or carried for no encumbrance. An "effect" is a one word description: poison, paralytic, restorative, hallucinogen, healing, etc. Each oil use can coat 3 pieces of ammunition or a bladed weapon. Doing so takes an action. Effect duration is equal to 1d4 hours. For every additional component beyond the first, the die increases one size. Each component must be a

similar theme: (example: Oil- paralytic (d8): Gorgon liver, ghoull blood, stone from a medusa-made statue.)

- Expertise:
SLEIGHT OF HAND
Mastery:
TINKERING
You may ignore a Jam while Lock-picking. You may do this a number of times equal to your Specialist level.
- Expertise:
SPEECHCRAFT
Mastery:
SMUGGLING
Roll with Advantage while performing actions related to forgery, concealment of objects, items & goods, diplomacy, and deception regarding wealth & value. In any town/city, the Smuggler can roll under CHA to acquire a contract to move goods for coin.
- Expertise:
STEALTH
Mastery:

BACKSTAB

When attacking someone from behind, attack with Advantage and add Specialist level to the damage. Requires a one-handed or missile weapon.

- Expertise:

SURVIVAL

Mastery:

ANIMAL HANDLING

you gain a 1 HD raptor, canid, or feline Beast Friend. The Specialist may give up their movement to allow the beast to move & perform an action. All rolls are made using the Specialist's Wisdom; damage & armour as monster of equal Hit Die. On a Critical Hit, a Beast Friend may Blind (Raptor), Disarm (Canid), or Knock Prone (Feline).

Gain a Skill point.

A Beast Friend gains 1 additional Hit Die per level to a maximum of 5.

LEVELLING UP:

When rolling to see if Attributes increase, roll with Advantage for any one Attribute.

SORCERER

“...holiness works on lines that were natural once; it is an effort to recover the ecstasy that was before the Fall. But sin is an effort to gain the ecstasy and the knowledge that pertain alone to angels and in making this effort man becomes a demon:

‘sorcerers’ who use the material life, who use the failings incidental to material life as instruments to obtain their infinitely wicked ends”

-Arthur Machen, “The White People”

STARTING HP: D4+4

HIT DIE: 1D4

ARMOUR PROFICIENCY:
NONE

ATTACK DAMAGE: 1D6
MAGIC/1D4 ARMED/1D2
IMPROVISING/1 UNARMED

STARTING EQUIPMENT: A
GRIMOIRE, WRITING
INSTRUMENTS

SPECIAL FEATURES:

Roll with Advantage when testing Intelligence to Save against the effects of Sorceries or magical devices.

You can cast Sorceries. You begin play with three Sorceries known, randomly determined, which are recorded in your Grimoire. You must prepare each instance of the Sorceries you wish to cast, at the beginning of each day, from the ones available in your Grimoire. You can prepare a number of Sorceries equal to two times your Sorcerer level. See VI. SORCERY for the full set of rules for Sorceries.

A Sorcerer can invoke their Maleficence. Any prepared spell may be expended to conjure calamity, doing two dice of damage to all Close enemies or to a single Nearby enemy. A saving throw is allowed for half damage. When both damage dice come up 6, roll another die and add it to the total,

continuing this procedure as long as sixes are rolled.

Each sorcerer's Maleficence is unique and should be determined at the time of character creation by the choice of a single additional descriptor (fire, lightning, shadow, cold, acid, and so forth).

Any prepared spell may be expended to protect one person per sorcerer level from the effects of one spell. A decision to use magical defense must be made before damage or saving throw dice are rolled.

A Sorcerer may choose to Focus on a particular Discipline of Sorcery. Doing so has several benefits, though to do so the Sorcerer must forsake two Disciplines, which they may never learn Sorceries from

- When determining starting sorceries randomly, a Sorcerer may choose for any of her random rolls to be

specifically on the spell list from her Discipline.

- A Sorcerer will always be able to learn spells of her chosen Focus.
- All spells the Sorcerer casts of her chosen Focus have their Usage Die increased one step.

LEVELLING UP:

When rolling to see if Attributes increase, roll with Advantage for Intelligence *or* Wisdom.

Gain 2 spell slots.

MYSTIC

“What can you say to a man who tells you he prefers obeying God rather than men, and that as a result he's certain he'll go to heaven if he cuts your throat?”

-Voltaire, *The Philosophical Dictionary*

STARTING HP: D6+4

HIT DIE: 1D6

ARMOUR PROFICIENCY:
GAMBESON, LEATHER, CHAIN
MAIL, ALL SHIELDS

ATTACK DAMAGE: 1D6
ARMED/1D4
IMPROVISING/1D2 UNARMED

STARTING EQUIPMENT: ONE
RELIC: A BLADE, A WAND, A
SHIELD. OR A CUP

SPECIAL FEATURES:

Roll with Advantage when testing Constitution to Save against the effects of poison or paralysis. When making a Save, a Mystic may spend Favour to increase an Attribute by the

amount of Favour spent for the purposes of the Save.

Mystics have a pool of non-renewable points called Favour. A 1st level Mystic begins play with Favour equal to their Charisma minus 10. See VI. ORDERS & MIRACLES for the full set of rules for Favour.

Mystics pledge themselves to an Order, which has various benefits, including the ability to cast Miracles. See V. ORDERS & MIRACLES for the full set of rules for Orders and Miracles.

A Mystic can spend an action to banish all Nearby undead by testing their CHA minus the creature's HD.

Mystics can use Relics, mystical tools consecrated in the name of their Patron. A Mystic must have at least one Relic in order to gain the benefits of their Order. In addition, each type of Relic can perform a specific Miracle.

- **Blade:**
SMITE
When you land a melee attack, you can spend Favour to randomly inflict a number of Conditions equal to Favour spent.
- **Wand:**
ANOINT
When a Character you can see makes a d20 roll, you can spend Favour to increase their Attribute for the purposes of that roll equal to Favour Spent.
- **Shield:**
RESPITE
You can spend Favour equal to the current total Hit Points (for friendly Characters) or current total Hit Die (for non-friendly Characters) of someone to incapacitate them, during which they are immune to all damage and can not be killed.
- **Cup:**
SOLACE
You can spend Favour to

provide a number of Characters equal to your Mystic level immunity to a number of Conditions equal to Favour spent for a turn.

Any item can be consecrated as a Relic, provided it meets the Requirements: A Blade must have at least an edge or a point, and a Wand must have neither; A Shield must be able to protect you from some form of damage, and a Cup must be able to hold liquid. It costs 25 gold pieces and takes one full day to consecrate an item as a Relic.

LEVELLING UP:

When rolling to see if Attributes increase, roll with Advantage for Constitution *or* Charisma.

After rolling to see if Attributes increase, a Mystic receives Favour equal to their Charisma minus (11 – current level).

III. EQUIPMENT

STARTING EQUIPMENT

In addition to the starting equipment granted by their class, Characters also receive 3d6 x 10 gold pieces (or other standard currency) to buy equipment with, as well as a Regular weapon, and a set of clothes.

ENCUMBRANCE

A Character can carry a number of items equal to their Constitution. Worn and minor items do not count against this amount. Several small items, such as a quiver of arrows, a bundle of torches, or a sack of jewels and gold coins, count as one item. Oversized items count as two items: Oversized items include great and other two-handed weapons, any item that requires two hands to carry or is as tall as the carrying character.

If a Character is carrying more than this amount, then they are Encumbered and have Disadvantage on all Strength,

Constitution, and Dexterity tests while they are Encumbered.

ITEM	EFFECT
Backpack	Carry +2 items

USAGE DIE

Any item which is consumable and/or has limited use is tracked with Usage Die. When that item is used, in the next relevant Round (See IV.

ADVENTURING) roll its Usage Die. If the roll is a 1 or a 2, the Usage Die downgrades one step, in the following order

d20 > d12 > d10 > d8 > d6 > d4

When you roll a 1 or a 2 on a d4 the item is totally expended and the Character has no more available.

Examples of common items with Usage Die are as follows

ITEM	USAGE DIE
Flask of Oil	d6
Holy Water	d4
Preserved Rations	d8

Fresh	d4
Rations	
Torches (each)	d6
Waterskin	d6
Assorted Common Herbs	d8
Ammunition	d10

ARMOUR

Armour acts as a pool of ablative damage reducing points called Armour Points. When a Character would be dealt damage, the damage is deducted first from Armour Points before Health Points.

When a Character rests, they can regain their Armour Points if they use an Armour Repair Kit (25 gp, d6 usage die).

If a Character uses Armour with which they are not proficient, they receive a penalty to all attributes equal to the amount of Armour Points granted, and can not use any Special Features from their Class.

Monsters have 1 Armour Point for every Hit Die they have above 1.

ARMOUR	ARMOUR POINTS
Gambeson	2
Leather	4
Chain Mail	6
Plate & Mail	8
Off-Hand Weapon*	1
Small Shield	2
Large Shield	4

*Off-Hand Weapons are treated as Shields that grant 1 Armour Point, and +1 when making melee attacks, so long as the Character's turn goes before their opponent.

WEAPONS

Weapons come in three classifications that modify their damage: Heavy, Medium, or Minor.

Heavy weapons are any melee weapons that require two hands to wield such as a longsword or polearm, or a missile weapon

such as a longbow or heavy crossbow.

Medium weapons are standardized weapons appropriate for one-handed use, such as an arming sword, or missile weapons such as a composite bow or light crossbow.

Minor weapons are small melee weapons such as daggers or hand-axes, or missile weapons such as darts, blowguns, or hand crossbows.

WEAPON	DAMAGE
Heavy	+2
Medium	+0
Minor	-1

Weapons should receive situational benefits and drawbacks as appropriate. For example, a bastard sword might be a Medium weapon that can be wielded two-handed for a +1 damage bonus. Polearms and whips might have extended range. Daggers are easier to smuggle and hand-axes are suited for throwing. Thrusting

weapons such as spears and rapiers are better for attacking in tight corridors, etc.

QUALITY

For weapons and armour, a Character can choose to pay either half the price to purchase a Shoddy quality item, or double the price to receive a Masterwork quality item.

EQUIPMENT LISTS

ARMOUR

ARMOUR	PRICE
Gambeson	50 gp
Leather	100 gp
Chain Mail	350 gp
Plate & Mail	600 gp
Off-Hand Weapon*	Special
Small Shield	50
Large Shield	100

WEAPONS

ITEM	PRICE
Weapon, Heavy	50 gp
Weapon, Medium	20gp
Weapon, Minor	5 gp
Weapon, Finesse	+75 gp
Ammunition	10 gp

A Medium or Minor melee weapon may be made a Finesse

weapon to use DEX instead of STR when attacking.

CONTAINERS

ITEM	PRICE
Backpack	1 gp
Barrel	5 sp
Chest	1 gp
Pouch	1 sp
Sack	2 sp
Saddlebag	5 sp

ANIMALS

ITEM	PRICE
Carrier Pigeon	3 gp
Dog	1 gp
Dog, War	25 gp
Horse	30 gp
Horse, War	300 gp
Livestock, Small	5 sp
Livestock, Medium	1 gp
Livestock, Large	15 gp

GENERAL

ITEM	PRICE
Air Bladder	5 sp
Armour Repair Kit (d6)	25 gp
Alchemist's Kit (d6)	25 gp
Assorted Common Herbs (d8)	10 gp
Bedroll	5 sp
Block and Tackle	5sp
Book, Blank	5 sp

Book, Reading	2 gp
Caltrops (d6)	1 gp
Candle (d4)	1 cp
Chain, per foot	3 sp
Chalk	1 cp
Clothing, extravagant	>100 gp
Clothing, normal	1 gp
Clothing, poor	1 sp
Clothing, winter travel	5 gp
Cookpots	5 cp
Crampons	1 gp
Crowbar	2 gp
Drill	5 gp
Fishing Gear	1 sp
Flask of Oil (d6)	5 sp
Garlic	1 cp
Gem	>5 gp
Grappling Hook	10 gp
Holy Symbol (+2 to banishing)	25 gp
Holy Water	50 gp
Hourglass	100 gp
Ink	1 sp
Instrument	>1 gp
Jewelry	>10 gp
Ladder, 10'	1 gp
Lantern	1 gp
Lard	1 cp
Lock	1 gp
Mallet	1 sp
Manacles	1 gp

Map, Area	10 gp
Map, Local	1 gp
Mirror	5 gp
Nails	1 cp
Paper (per sheaf)	2 cp
Pick, Miner's	2 gp
Pipe	1 cp
Pole, 10'	1 sp
Riding Gear	10 gp
Rope, 50'	1 gp
Scroll Case	1 sp
Shovel	2 gp
Soap	1 cp
Specialist Tools	15 gp
Spike	1 sp
Spyglass	500 gp
Tent	5 gp
Tinderbox	1 sp
Tobacco	1 sp
Torch (6, d6 ea)	1 sp
Vial or Bottle, empty	1 sp
Waterskin	1 sp
Whistle	1 gp
Wolvesbane	1 cp

VEHICLES

ITEM	PRICE
Cart	50 gp
Coach	1000 gp
Wagon	125 gp
Chariot	500 gp
Boat, Raft	5 gp
Boat, Canoe	30 gp

Boat, Trireme	10,000 gp
Boat, Quadrireme	50,000 gp
Boat, Longship	30,000 gp
Boat, River	4,000 gp
Galley	
Boat, Riverboat	1,000 gp
Boat, Sailboat	6,000 gp
Boat, Cog	15,000 gp
Boat, Caravel	39,000 gp
Boat, Carrack	48,000 gp
Boat, Galleon	60,000 gp
Boat, Cutter	45,000 gp
Boat, Brig	90,000 gp
Boat, Corvette	135,000 gp
Boat, Frigate	180,000 gp

SERVICES

ITEM	PRICE
Post, Local	1 sp
Post, Municipal	5 sp
Post, Area	3 gp
Post, Outrealm	10 gp
Coach, Local	1 sp
Coach, Travel (per day)	2 gp
Coach, Charter (per day)	20 gp

Freight, per pound per day	5 sp
Ship	2 gp
Passage, per day	
Ship, Charter, per day	100 gp

FOOD

ITEM	PRICE
Bottle of Liquor, Poor	5 cp
Bottle of Liquor, Decent	>2 sp
Bottle of Liquor, Rich	>10 gp
Drink, Cheap	1 cp
Drink, Decent	2 cp
Drink, Good	5 cp
Drink, Rich	>1 sp
Meal, Fancy	1 sp
Meal, Horrid	1 cp
Meal, Rich	>1 gp
Meal, Standard	5 cp
Rations, Preserved (d8)	5 gp
Rations, Fresh (d4)	1 gp

Feed, Animal (d6)	1 sp
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LODGING

ITEM	PRICE, PER DAY
Lodging, Barn	1 cp
Inn, Poor	5 cp
Inn, Average	1 sp
Inn, Secure	5 sp
Inn, Fancy	>2 gp
Inn, Extravagant	>25 gp
Rent, 1 month per 10' sq	1 sp
Stabling	5 cp

Cost to buy instead of rent is 100x listed price.

RETAINERS

RETAINER	WAGE
Accountant	5%
Alchemist	250 gp (month)
Animal Handler	14 gp (day)
Armourer	50 gp (month)
Butler	150 gp (month)
Coachman	6 gp (day)
Craftsman	100 gold (month)
Guard	8 gp (day)

Guide	14 gp (day)
Henchman	Special
Labourer	5 gp (day)
Linkboy	4 sp (day)
Mercenary, Archer	125 gp (month)
Mercenary, Cavalry	200 gp (month)
Mercenary, Infantry	100 gp (month)
Mercenary, Polearm	150 gp (month)
Physician	30 gp (day)
Sailor	60 gp (month)
Sailor, Captain	250 gp (month)
Sailor, Mate	80 gp (month)
Sailor, Navigator	100 gp (month)
Sailor, Oarsman	30 gp (month)
Scholar	100 gp (month)
Servant	6 gp (month)
Spy	200 gp (month)
Teamster	10 gp (day)

IV. ADVENTURING

TIME & ROUNDS

There are 2 types of tracked time—Combat rounds, and Exploration rounds. Combat rounds are used in combat, or other fast paced scenes of danger. A Combat round takes up to a minute. Exploration Rounds are used when exploring and adventuring. These may correspond to minutes (moving carefully through a dungeon), hours (exploring an outdoor area), days (travelling overland), or even months or years.

MOVEMENT & DISTANCE

Rather than track precise numbers, PD&D uses 4 abstract ranges for measuring distances. Close, Nearby, Far-Away and Distant. On their turn every character can move somewhere Nearby as part of an action, performing that action at any stage of the move. They can forgo their action and move somewhere Far-Away instead. Anything beyond Far-Away can

be classified as Distant and would take 3 moves to get to.

For the purposes of conversion, something that is Close can be considered to be roughly 0-5 ft away, something Nearby 5-60 ft away, and something Far Away 60-120 ft away.

INITIATIVE

When combat breaks out, everyone must be sorted into an order so they each get to act and react in turn. Every character tests their DEX, those that succeed, take their turn before their opponents, they must then act as a group – deciding their own order for actions. Those that fail their DEX tests, go after their opponents.

ACTIONS & REACTIONS

During combat, Characters have 3 types of actions. Standard actions, which include taking attacks, interacting with objects, hiding, dashing, readying actions, etc. Minor actions, which include speaking, picking up or dropping an object,

retrieving a weapon or shield, etc. And reactions, which are used to take attacks of opportunities or perform readied actions. Each character may perform 1 of each type of action per round (if circumstances apply).

ATTACKING, DEFENDING, & DAMAGE

When a character attacks a creature they must roll below their STR stat for a Melee Attack or DEX for a Ranged Attack. Likewise, when a creature attacks, the character must roll below its STR against a Melee Attack and DEX against a Ranged Attack to avoid taking damage. A GM will often give the stat required for the test. The damage an attack deals is based on the character's class or the number of HD a monster has. To make a Melee Attack an opponent must be Close. Ranged Attacks against Close opponents are possible, but the attacker suffers a Disadvantage.

Monsters deal damage based on their HD unless otherwise specified.

MONSTER HD	DAMAGE
½	d4 (2)
1	d6 (3)
2	2d4 (4)
3	d10 (5)
4	d12 (6)
5	d6+d8 (7)
6	2d8 (8)
7	3d6 (9)
8	2d10 (10)
9	d10+d12 (11)
10	2d12 (13)

COMBAT MANOEUVRES

Before a Character rolls to hit an enemy, they may tell the Referee a manoeuvre they wish to do: grappling a monster, shoving it forward, tumbling over or past it, climbing it, etc. A critical means that happens, a normal hit means your foe decides whether to let that happen or take damage instead. A manoeuvre can be substituted on any to-hit roll.

CRITICAL HITS AND FAILURES

If a player making an attack rolls a 1, they double the result of the damage dice they roll. If they roll a 20 when avoiding an attack, they take double damage. Armour Points are used normally.

On a roll of 20 when making an attack roll, a Character's weapon has a chance of breaking, determined by the weapon's quality. A shoddy weapon has a 1 in 4 chance of breaking, an average weapon a 1 in 8, and a masterwork weapon has a 1 in 12.

On a roll of 20 when avoiding an attack, a Character's armour is sundered. Until repaired by an armoursmith, it only grants half the Armour Points. Shoddy armour breaks outright instead of being sundered, and masterwork armour requires two hits to be sundered.

SAVES

When a Character would be impacted by a spell, trap, or any other effect, they roll an Attribute test.

Strength: Physical harm that *cannot* be dodged.

Dexterity: Physical harm that *can* be dodged.

Constitution: Poison, disease, death, or any harm that affects the body from within.

Intelligence: Resisting Spells and Magic.

Wisdom: Deception and Illusions.

Charisma: Charming Effects.

POWERFUL OPPONENTS

For every HD above the character's level, subtract -1 to every roll the player makes for any attribute test that would determine the outcome of a conflict between them and an NPC. E.g. A level 3 character defending against a HD 5

monsters attack would subtract -2 to their Strength for the purposes of defending.

LOCKPICKING

Picking a lock requires selecting the correct lockpicking actions in the correct order. These actions are Twist, Tap, and Turn. Every lock requires three actions to unlock; no action is ever used in a row. Upon selecting the wrong action, the lock will feel Stiff. If the wrong action is chosen while the lock is Stiff, the lock Jams and becomes unopenable.

Locks of the same type are opened the same way (e.g. if the pattern for a tin lock is Twist, Tap, and Turn, all tin locks are opened by Twist, Tap, and Turn).

RESTING

Once per day, Characters may take a Short Rest for an hour to gain back a Hit Die of health.

When players Rest for the night they also gain back a Hit Die of health.

DEATH & DYING

When a Character is reduced to zero Hit Points, they are unconscious and cannot make any actions. When the fighter is over or the Character is out of immediate danger, the Character rolls on the Death & Dismemberment table to see what happens. If they survive they gain 1d4 Hit Points.

If the fight is lost or the body of the Character is unable to be recovered, they are dead.

DEATH & DISMEMBERMENT	D6
KO'd – Just knocked out	1
Concussed – Disadvantage on all tests for the next hour	2
Cracked Bones – STR, DEX, and CON are -2 for next day	3
Disabled - STR or DEX is permanently reduced by 2	4
Scarred – CHA is permanently reduced by 2	5
Dead – Not alive anymore.	6

V. ORDERS & MIRACLES

Mystics consecrate themselves to an Order sacred to them, whether this be a deity, an organization, or even a set of ideals. From this they draw their powers, which differ for each Mystic (though the rules for Miracles remain the same for all Mystics, their Liturgies, Blessings, and methods of gaining Favour differ depending on their Order). These powers are delineated in a Handbook, which the player and Referee devise, one of which follows for reference.

ORDER OF IX

You are a Mystic of Ix, Lady of the First Flame, Goddess of Light, Healing, Language, Travel, and Craft: your actions need no explanation.

When you wish to perform a Miracle, roll below.

2D6+	MIRACLE
10+	Success
7-9	Major Pact
4-6	Inopportune Favour
2-3	Brilliant Manifestation of Divinity

The Liturgies of your Order are a contextual guide to the Miracles you may perform.

If your Miracle has an ongoing effect, you must test your Charisma once every number of rounds equal to your level.

Your Order blesses you with the power to heal wounds and cure ailments. When you wish to do so, roll below.

2D6+	HEALING
10+	Success
7-9	Bestowed Mark
4-6	Malpractice
2-3	Brilliant Manifestation of Divinity

You heal a number of damage equal to the result of your die. You may sacrifice one die of damage in order to cure one affliction or ailment.

The number of times you may heal someone is dependent on their standing with your Order. Those without any particular standing to your order may be healed once a day; those faithful to your Order may be healed twice; and other Mystics and those held in great esteem by your order may be healed thrice. Those who are enemies of your order ought not to be healed, for fear of retribution.

As you grow in power, so too does your ability to perform Miracles and Healing. At 3rd level, you roll 3d6; at 6th level,

you roll 4d6; at 9th level, you roll 5d6.

You may call open the Favour of your order to aid you in performing Miracles and Healing. When rolling to perform a Miracle or Heal, you may expend a favour to increase the result of your die roll by 1. Doing so causes the Miracle or Healing to take another round to perform. You may expend additional favour at a rate of 1 per round. You may also use Favour to increase the duration of a Miracle by a number of rounds equal to the Favour expended: doing so does not increase the time it takes to perform a Miracle.

BLESSINGS

The Blessing of Ix allows you to perform these abilities at will.

First Fire

You may manifest a piece of the First Fire that resides within you; it is tied directly to your life. You may attack a creature with it, dealing 1 point of

damage for every hit point you give up. Alternatively, you may feed it to a creature, healing 1 hit point for every hit point you give up. Other Mystics of Ix are not affected by your First Fire.

The Shape of Things to Come

The fire beckons to you, shows you what may be made of it. Anything you craft is of Masterwork qualities. You constantly dream of better materials.

EXPLANATION OF TERMS

Favour

Gain Favour with your deity by performing actions that please them. To Illustrate:

1 FAVOUR

- The creation of things by one's own hands
- The travelling of large distances
- Converting followers to your cult

5 FAVOUR

- The discovery of languages

- The creation of something wholly original
- The founding of a new temple or place of worship

15 FAVOUR

- Bring Ix information about her betrayer
- Aid her daughters
- Rewrite creation

Major Pact

You must agree to undertake a quest or something equally weighty for Ix in order for the Invocation to be successful. If you already have one unfinished and you roll another, the Invocation simply fails.

Inopportune Favour

You are honoured with a manifestation of your deity's blessing, though the timing could be better. If you used favour for the roll the effect is permanent. Gain d4 points of Favour.

Brilliant Manifestation of Divinity

Your body shreds in the birthing of a terrible avatar of your god, roll up a new character. In the case of a Healing roll it is the target that erupts.

Bestowed Mark

Your deity’s influence manifests as a mutation or phantasm attached to the subject. If you used favour for the roll the effect is permanent.

Malpractice

Something has gone awry. Very awry. A template for the Malpractice table follows below; details should be customized for each Order, each one described in a different manner.

D20	MALPRACTICE
1	Target takes damage
2	Success, but target is subject to on ongoing debilitation
3	Target is subject to on ongoing effect or alteration, no

4	healing from Mystics until it ends Success, but target is subject to a permanent effect or alteration
5	Target is subject to an ongoing debilitation
6	Success, but target is subject to a permanent effect of alteration
7	Target takes damage
8	Success, but target is subject to a permanent effect of alteration
9	Success, but the Mystic takes damage
10	Success, but target is subject to a permanent effect of alteration
11	Target is subject to on ongoing effect or alteration
12	Success, but target is subject to a permanent effect of alteration until they

	perform a task to remove it
13	Major mishap involving detrimental alternation, loss of hp or stats, etc.
14	Target is subject to a major permanent effect or alternation
15	Target is subject to a permanent effect or alteration
16	Target is subject to a permanent effect or alteration
17	Area effect that everyone within 30' must make a save to avoid
18	Success, but the target is subject to a progressing condition
19	Mystic must make a Constitution test or die
20	Success, but target must make a Constitution test next night or die

LITURGIES

The First Liturgy

Success on a 10+

In the order of a manifestation of a fire, crafting, and the comprehension of languages.

The Second Liturgy

Success on a 11+

In the order of manipulation of fire, the creation of arms and armour, the healing of wounds, and invoking minor aspects of Ix.

The Third Liturgy

Success on a 16+

In the order of the resurrection of those recently fallen, the generation of matter, and the bestowal of a major aspect of Ix.

The Fourth Liturgy

Success on a 17+

In the order of true resurrection, the generation of being, swift travel.

The Fifth Liturgy

Success on a 20+

In order of the summoning of a divine agent, the usage of the First Fire itself: Life unending.

VI. SORCERY

SPELL ACQUISITION

Sorcerers begin with three Sorceries, determined randomly. New Sorceries must be discovered in play. An INT test is required to learn a new Sorcery. If this check is failed, the Sorcery may never be learned by the sorcerer.

SPELL PREPARATION

Sorcerers may prepare two Sorceries per level per day. A Sorcerer must prepare each casting of a Sorcery individually, e.g. if a Sorcerer can prepare four spells, they may choose to prepare two castings of Death Ray, one casting of Dust of the Sandman, and one casting of Portal.

After a night's rest, any uncast Sorceries are no longer prepared and a Sorcerer's spell slots "refresh".

SPELL DURATION

Sorcerer spells have a Duration Die of d4, which functions like a Usage Die. This Duration Die increases one step per 2 levels (3rd level: d6, 5th level: d8, 7th level: d10, 9th level: d12).

SPELL INTERRUPTION

Sorceries require intense concentration to cast. On the turn a Sorcery is cast, no other actions may be taken. If a Sorcerer is interrupted in any way while casting a spell, they must make an INT test, or else the spell is lost.

SPELLBURN

A Sorcerer can harness greater magical energy at the cost of mortal sacrifice. Before casting a Sorcery, a Sorcerer may declare that they wish to use Spellburn. A Sorcerer can temporarily expend points of Strength, Dexterity, or Constitution in order to enhance a Sorcery. For each Attribute point thus expanded, a Sorcerer may add

the following effects to their sorceries:

- Increase their Duration Die by one step
- Treat their Sorcerer level as one level higher for the purposes of the Sorcery
- Treat their Intelligence or Wisdom as one point higher for the purposes of the Sorcery.
- The Sorcery is not lost after casting.

A Character may not bring any of their Attributes down to 0 using Spellburn, except under truly extraordinary circumstances (any Attribute reaching 0 results in instant death for the Character).

A Sorcerer recovers 1 Attribute point per day they do not attempt Spellburn.

SIGILS

Some spells make use of sigils, which are magically inscribed runes. Sigils are visible to all and obviously arcane, but only

interpretable by other Sorcerers. Sigils also serve as a form of signature that can be read by any character with spell training, and can be associated with the originating sorcerer.

A Sorcerer may only ever have one sigil of a given type active at a time. Inscribing or interpreting a sigil takes a Sorcerer one Exploration Round. The creation of a new sigil causes any previous sigils of the same type created by the sorcerer to vanish

CATASTROPHES

Magic is a dangerous thing, and must be treated with care by even the most powerful of Sorcerers. A Sorcery may go awry in the following cases:

- Spell Interruption
- Sorcerer Death
- Spellburn Abuse
- Casting spells beyond normal allotment
- Non-sorcerers casting spells
- Curses- including a cursed item

- Sorcerous traps

Or any others of the Referee's devising.

GRIMOIRES

A Grimoire is a personalised compendium of Sorceries that is necessary for a Sorcerer to be able to cast sorceries. If a Sorcerer learns a new Sorcery, they must copy it into their Grimoire.

SPELL SCROLLS

Scrolls are magical items which allow a character to cast a spell without prior memorization. You must be able to read the scroll in order to cast from it. Casting a spell from a scroll erases it from the scroll.

A character must hold the scroll with both hands in order to read/use it, and if in combat it takes the entire action of the caster to use, just like casting a normal spell.

All spells cast from scrolls use the level of the reader, not the

writer, to determine the effects of the spell.

Transcribing a spell to a grimoire erases the spell from the scroll.

Any character may create a spell scroll for any spell they are able to cast. The process costs 100 gp per day. Scrolls must be created individually.

PROTECTION SCROLLS

A Mystic is able to create scrolls which can repel certain types of creatures. The Mystic creating the scroll even gets to choose which category. It can be as specific as the Mystic wants (“Humanoids who dwell in the Foul Caverns!”) but can only be so general as to make easy distinction between affected and non-affected creatures.

The making of such scrolls requires a sacrifice – a number of creatures of the target class must be sacrificed to capture the warding magic. The number of Hit Dice worth of creatures determines the length of time of

the scroll’s crafting as well as the chance that the preparation will be successful. Each 5 Hit Dice worth of creatures means one day of preparation, and the total number of creature Hit Dice multiplied by 10 equals the percentage chance that the process will successfully create a working Protection scroll.

It costs 100gp per day in offerings to the Mystic’s Order and ritual expenses to create a Protection scroll.

Protection scrolls, when used, will prevent the target class of creature from approaching within 10’ of the user for $d4 +$ number of Creature Hit Dice Used turns.

CREATING HOLY WATER

Water that is to be made into holy water must first be at rest in a basin in a place sacred to the Mystic. Then, at the same time every day for nine days straight, a Restore/Purge roll must be cast on the basin and its contents. On the tenth day the

water must be placed in a vial made of silver or other impressive container (worth 10gp or more), and then the tenth Restore/Purge roll cast upon it. Only then can it be used to combat the unnatural and the evil.

CREATING A POTION

Sorcerers can create magic potions. Spells which affect a person may, for all intents and purposes, be made into liquid form so that the imbiber gains the benefit of the spell. The maker of the potion must be able to cast the spell being turned into a potion. If a Mystic assists the Sorcerer, a potion capturing the essence of a Miracle can be made, if the Mystic is able to successfully perform one. The process costs 100gp per day to make a potion.

CREATING A STAFF OR WAND

Sorcerers can create staves and wands. Staves and wands can be used to hold magical power for

later use. These are the steps to creating a staff or wand:

1. Determine What Spells the Item Will Contain:

A wand or staff can only ever cast the spells that it is designed to cast. Wands can generally hold only one specific spell, but up to three different spells may be used if they are all closely related in effect. Staves can have up to three spells, five if they are all closely related.

2. Enter the Original Charges:

Once all the work on the physical staff or wand is completed and the proper preparations are made, at least one casting of every spell to be represented in the staff or wand must be made. However, the maximum number of charges will also be determined at this point, as the total number of spells cast into the wand will determine its maximum number of charges. These spells must be cast without interruption into the item, so it is usual for a group of

Sorcerers, or a mass number of scrolls, to be used in the effort. The maximum number of charges a wand can handle is 99, with 49 for staves.

A spell must be cast into the staff or wand to recharge it.

This process costs 200 gp per day.

RESEARCHING A SPELL:

If a Sorcerer wishes to add a spell to their Grimoire without a prior reference of the spell (a scroll or another Grimoire), there is more intensive research to be done.

A player may invent totally new spells for his character to research, or attempt to replicate a spell from another book/system/module. The player must first write the spell in the format of the other spells in the spell lists. The Referee must approve the spell, and should revise the spell for the player in advance of any research. If successful, the character now has

a spell that no other character in the game has!

For spells that are on the standard spell lists, the process costs 100gp per day.

For wholly original spells, the process costs 200gp per day.

DISCIPLINES & SPELL LISTS

To randomly determine a spell, roll 1d12 for the Discipline and 1d8 for the Sorcery

Apotropaism

1. Amulet of the Open Hand
2. Deliver from Malison
3. Heka-Mirror
4. Seal of Retribution
5. Seal of the W.W.King
6. Scapegoat
7. Writ of the Otherworld
8. Rite of the Seventh Day

Arachnomorphosis

1. Arachnid Aspect
2. Arachnid Allure
3. Call the Cluster
4. Silky Spinneret
5. Spidershape

6. Tarantella
7. Venomous Fang
8. Web

Cunning Craft

1. Blackstaff
2. Bramble Burrows
3. Seven Steeped Stones
4. Geas
5. Tune of the Yondkind
6. Watchful Head
7. Witchmark
8. Wolf Witching

Diabolism

1. Bind
2. Circle of Protection
3. Conjure
4. Covenant
5. Demonic Assassin
6. Gleam
7. Miasma
8. Petition

Elementalism

1. Chariot of Air
2. Pyrokinesis
3. Rockspeech
4. Seduce Waters
5. Spell of Subterranean
Gullets

6. Stormspeech
7. Trapped Lightning
8. Wind Barrier

Necromancy

1. Death Ray
2. Lich-Craft
3. Life Channel
4. Occult Consultation
5. Poltergeist
6. Soul Harvest
7. Soul Transfer
8. Transmigration

Physiurgy

1. Cure
2. Wilson's Orange
Draining
3. Death Unto Life
4. Salvation
5. Milk & Honey
6. Salvific Apport
7. Aura of Renewal
8. Last Oath

Psychomancy

1. Bewitch
2. Comprehension
3. Dominate
4. Dread Manifestation
5. Dust of the Sandman

6. Fascinating Gaze
7. Obsecration
8. Plasmic Manipulation

7. Spatial Coincidence
8. Transmit Breath

Rope Tricks

1. The Rope Trick
2. Tangle
3. Shuffle the Mortal Coil
4. Stupendous Strand
5. Length of a String
6. Rope is Always Handy
7. Ropebind
8. Cat's Cradle

Vivimancy

1. Bloodlust
2. Genoplasm
3. Indolence
4. Quickening
5. Ravening
6. Serpent's Kiss
7. Totem
8. Vitalize

Spiritualism

1. Astral Projection
2. Conduit
3. Etheral Boundary
4. Hekaphage
5. Plasmic Key
6. Reality Shift
7. Second Sight
8. Shroud

Translocation

1. Fold Space
2. Living Gate
3. Mirror Road
4. Portal
5. Recall
6. Revisitation

APOTROPAISM

Amulet of the Open Hand

The caster traces a hand on an item and completes it with their sigil to create a powerful amulet against malisons. When the bearer of the item fails a save against hostile magic, they can apply a bonus equal to 2+ half of the caster's level: if the save is now passed, the spell expires. The talisman effect does not stack with other warding bonuses.

Deliver from Malison

The caster mixes oil and water in a shallow plate while pleading Fate, Chance and the Gods to deliver a victim from a curse or any negative spell. The victim can be a creature, object or area. If the caster level is at least equal to the level of the curse, the curse will be lifted only after the victim (or a postulant if the curse afflicts an item or place) performs a specific act determined by the Referee:

1: completes a pilgrimage

2: offers appropriate sacrifices, animals and valuables of at least 2 gp per victim level, often more.

3: makes appropriate amends

Heka-Mirror

The caster ensorcells a hand mirror, which proves to be of great defence against other spellcasters' pernicious malisons: anyone casting a noxious spell or maleficence while seeing their own image in the mirror will have the spell flung back at them. Holding the mirror correctly does not impede magic but requires a hand and minimum of effort: the caster can change the reflected subject as they do other actions.

The mirror reflects only some spells, and the referee should roll $1d6 + \text{caster level}$ to determine the total amount of caster levels worth of spells reflected: e.g.: a level 4 caster rolls a 3, so can reflect 7 spells by level 1 casters, 1 spell by a level 7 caster, or any sum of spells whose caster levels total 7.

Woe to those trying to fling back a spell already reflected by another Heka-Mirror, as the practice is world-rending:

- Oftentimes those reckless daredevils simply vanish, whisked away in another reality, possibly never seen again
- Sometimes they die, together with anyone close by, from the exploding mirror (1d6 per caster level, save to halve)
- Other times they only wish they did (roll Catastrophes until satisfied, or enact other terrible consequence).

Seal of Retribution

This Seal, inscribed on a location or threshold, protects it and strikes with retribution anyone foolish enough to violate it. The caster places their sigil into the intricate seal to protect the area making it impassable: destroying the barrier unleashes a final, tremendous retributive strike.

The Seal stops any being from passing, forming a visible, opalescent barrier. When destroyed, for example by

dealing it a total of damage equal to half of the caster's Hit Points, it deals 1d6 damage per caster level to anyone in the area, save to halve.

The caster during the inscription can subtly customize the seal in the following ways:

- Specify a covenant, cult or alliance and limiting the effect either only to the group or to anyone but those part of it.
- Specify the kind of magical energy unleashed: often it's the same as the caster's maleficence, but it can be fire, cold, lightning or more: for example mere sunlight, harmful only to undead, or a specific spell (pending Referee authorization).
- Specify that the retributive strike immediately discharges as soon as the seal and barrier are touched or trespassed, or when the Seal is read (this usually puts the reader in the blast).

Any spellcaster can identify a Seal of Retribution with a mere look without reading it, and those adept in the art of traps

can do the same if their skill is not found wanting.

Seal of the Wonder-Worker

King

Many are the tales of the Wonder-Worker King, and how they bound thousands of devils, genies and angels, to free them only after they complied with the King's requests. The King's greatest legacy is the creation of a seal to bind an otherworldly creature into a metallic vessel. The caster inscribes the sigil on an vessel, then circumscribes it by the Seal of the Wonder-Worker King.

Holding the vessel, the caster can bind an extraplanar being into the item: a save applies. In case of success the container is simply not fit for that specific creature, but can be used for others.

Once a victim is bound, they can parlay with the caster the terms of their freedom: usually a service to be carried out is

enough, but more complicated agreements are common.

Once the victim is let out of the container nothing binds them but the vengeance of the caster and the knowledge that the caster can try to entrap the traitor back in the vessel, trying again and again each combat round until they are trapped again. Vessels containing unruly traitors are often tossed off ships, often fished by sailors in remote lands

Scapegoat

The last-ditch measure against spells is to have them fall on a preordained, sacrificial victim, like the proverbial goat. The caster must first trace the sigil on the spell subject and on a scapegoat, a victim animal at least as big as a goat (not a pigmy goat).

Afterwards, if the scapegoat and the subject are close by, the first harmful magic affecting the subject will be directed at the scapegoat instead.

Writ of the Otherworld

The caster invokes one of the ancient pacts and writs enforced by Otherworldly Principalities on their subjects: there are many, and the caster must chose their utterance to victimize Demons, Spirits or Undead in the caster's location.

Roll 1d6 per caster level to determine the power of the writ: while the spell lasts, whenever a victim's hit points are equal or less to the power, the victim is forced to flee the area. If the power is more than twice the maximum hits of the victim, the caster can decide whether they are utterly destroyed or bound to perpetually and faithfully serve the caster, even should they leave the area.

The Rite of the Seventh Day

It's common knowledge to those versed in the antediluvian Apoptropaic rites that each Seventh Day harbors ill luck, corruption and impurity, therefore it should be spent in a safe place doing as little as

possible. One of the few safe acts in those days is to officiate the Rite of the Seventh Day, or, should one not be able to officiate it, have a brief walk to a place where one such ritual is officiated.

The Rite takes one hour, and all of those who attend gain a +1 to their first save in the coming week. The caster can grant a special weeklong blessing to one creature per level, chosen by the Referee from the following:

- Reroll one save in the next week
- Narrowly avoid one dangerous encounter
- Luckily escape one accident
- Gain some light solace from one's afflictions

ARACHNOMORPHISM

Arachnid Aspect

The caster traces their sigil on a subject, then lets a spider bite the sigil. Should the victim survive without the aid of remedies, as their body changes to become more spidery they take on an aspect or ability of the same spider. E.g: if a venomous bite is gained, the subject mouth gains chelicerae, which are lost only when the spell expires. Other abilities might be:

- Springing great leaps
- Wall climbing
- Web spinning
- Camouflage

Arachnid Allure

The caster may charm up to 1HD per caster level of spiders, the victims enthralled with no save. The caster also gains the ability to engage in limited communication and whilst the spiders cannot be commanded, they will be positively disposed to assist the caster.

Call the Cluster

The caster summons a cluster of small spiders (as the monster Insect Swarm) and can direct its actions. Extra swarms may be summoned from further afield by concentrating for a turn per extra swarm, up to one swarm per three levels.

Silky Spinneret

The caster grows spinnerets capable of ejecting a rope like strand of spider web. The web strand can be used to:

Lasso and entangle a nearby opponent unless they make a saving throw.

Attach to a surface such as a roof or rock outcropping and raise or lower the caster from that point.

Envelope an object or still victim in a tight cocoon

Spidershape

The caster takes the form of a spider of any size or variety up to a giant spider, including all its natural abilities. The caster

retains their current hit points, attack rolls and saving throws but cannot use any abilities requiring human form such as spell casting.

Tarantella

The caster dances frenetically as if effected by the venom of the Tarantella spider. Anyone viewing the dance must save or dance until the spell ends.

Dancing victims have Disadvantage to Hit, and attackers gain Advantage to hit the dancers

Venomous Fangs

The caster grows chelicerae ending in fangs to either side of their mouth, which can be used to deliver venom with a successful attack. Opponents injected with this venom suffer 1d6 poison damage and must save or suffer one of these effects, determined at random.

- 1) instant death
- 2) no apparent effect then sudden death in 1d6 turns
- 3) paralysis
- 4) sleep

- 5) uncontrollable movements
- 6) mystic hallucinations

Web

Fills a small locale with thick sticky webbing, entangling any creature caught within it, or who try to pass through the space. Spiders and the caster may freely climb on and pass through the webbed space, and big creatures can break through with a small amount of effort.

CUNNING CRAFT

Blackstaff

The caster places their sigil on a staff or cudgel, traditionally taken from a sloe. The staff allows one to attack as a Warrior whose level is equal to the caster's level and can grievously wound enchanted beings: roll damage twice and take the best result.

Bramble Burrows

The spell digs a burrow under bramble or other undergrowth, and despite the bareness it is a safe and warm refuge. The entrance is privy only to the caster's eyes, but they can guide in up to 1 person per caster level. A back exit leads 1d6 miles in the direction of the caster's choice: the caster does not now exactly where, but the exit must be hidden by vegetation. The burrow starts to collapse after 1 day or when the caster leaves it.

Seven Steeped Stones

The caster places their sigil on seven stones, then cooks them

well in abundant milk. They can each be used once to either heal a creature of 1 point of damage or flung as magic sling stone.

As an alternative the caster can carefully keep on cooking the milk with the stones for a day to produce a brew that grants an extra save against disease or curse.

Geas

The caster ensorcells a victim with a geas, a terrible malison enforcing an inescapable command. The command can be to do a long or difficult task, like "kill Razor the Monk" or "complete the sevenfold pilgrimage" or "bring me the Globe of the Wonder-Working King from the hoard of the Caliph Vathek" or "go away".

The victim can save to resist, but they fail the caster's sigil will instantly appear on them (making this a very quick sigil spell to cast, while keeping in with the one-sigil-per-spell limit): from then any day that is not spent fulfilling the geas will

give to the victim one of the following megrims:

- 1) Loss of a level
- 2) Loss of 1d6 Attribute points
- 3) An incurable, evident disease: leprosy, gout, pox, porphyria, deep melancholia, etc
- 4) Loss of pleasure (e.g.: all foods taste like ashes, all drinks like vinegar, not enjoy music or friends)
- 5) Loss of means (e.g.: money loss, business lost, property damaged, all caused by random non-malicious events)
- 6) One of their close relatives or friends suffer a random megrim.

For any day that the victim works toward fulfilling the geas, one of these accrued megrims will resolve as if it never were there.

A side effect of the geas is that the victim is empowered by the geas: depending on the Referee they gain some power, like seeing in the dark, breathe water, or something more akin to a spell effect.

At any point the geas must be doable, even if it is far above the means and possibility of the victim: should it become impossible (following the examples above: if Razor should die in other ways, or one of the Seven Shrines be destroyed, or the Orb suddenly explode and release the 1001 demons bound inside). Should the victim or the caster die, and perchance even brought back from beyond the pale, or turned to unlife, the geas remains in effect.

This spell cannot be cast more than once per moon.

Tune of the Yondkind

The caster hums a timeless tune, so that many beings borne on a different dimension within earshot from the caster resonate in the specific harmony of their original sphere.

The tune is structured in many movements. The melody in the first movement melody shifts between different pitches, composed so that as many spheres of existence as possible

can be probed in a handful of seconds. This is enough to notice the presence of the beings and their origin, but not precisely their location. Each of the other movements is structured around the harmony of a specific single sphere, making creatures from that sphere identifiable by ear alone.

Watchful Head

The caster awakens the disembodied head of one of their enemies killed in combat by tracing their sigil on it while whispering in its ears awful menaces. The head will be watchful and report what it sees and hears when interrogated by the caster, but has scarce recollections of its previous life. It will recognize people, and shout out an alarm if the enemies of the caster appear.

Witchmark

The caster places the Witchmark on a threshold or a spherical object, vexing all casters, then completes it with their own sigil to be immune from its effects.

The mark makes the threshold both impervious and unpassable to other casters, while the sphere will be coveted by other nearby casters that happens to give it a mere glance. Victims can try to avoid the threshold effect saving once, but must save every round to escape the sphere enthrallment.

Wolf Witching

The Wolf Witching is a powerful curse to have on one's home. The caster must fashion a fetish out of wolf fur, deer blood and rabbit guts, trace their sigil on it, and then incorporate some hair or blood of the victim. The spell becomes effective once the fetish is left, possibly hidden or buried, in the victim's home: and soon wolves will start to roam the area. A lone wolf the first day, two the second day and so on, until the total number of wolves attracted is equal to the caster level. The wolves are not automatically aggressive but have no tolerance for shenanigans.

DIABOLISM

Bind

Summon invisible, extra-dimensional chains. The chains bind a number of levels worth of creatures equal to the sorcerer's level. Saving throws apply.

Bindings may be set as traps by laying a binding sigil.

Circle of Protection

Supernatural creatures of level less than or equal to the sorcerer's level may not cross the circle boundary. A number of people equal to the sorcerer's level may shelter within the circle. The circle must be immobile and drawn prior to casting.

Conjure

Call a creature from another dimension. If a particular true name is known, it may be intoned during the casting of this spell, and the named creature will come, but the veil may also be rent without care for what will emerge.

Sorcerers may control any summoned entity of hit dice less than or equal to the sorcerer's level with concentration, but otherwise the standard reaction roll and negotiating procedures apply.

Covenant

Magically seal a bargain between the sorcerer and a counterparty by awarding temporary control of both souls to a devil. Free assent is required, but may be compelled by factors external to the magic, such as a dagger to the throat.

Demonic malady rewards temporary deviation, and ignoring the covenant completely allows the devil to take permanent possession, which causes death and eternal torment.

Demonic Assassin

Conjure forth a demon and negotiate terms; part of payment is always the soul of the target.

The sorcerer's sigil must be set upon a possession of the target.

The demon will then hunt the possessor of the object the sigil is set upon until the possessor is slain.

Gleam

Conjure a hovering magical spirit of radiance that does not shed heat, does not require air, and is not doused by water. A gleam per level may be summoned and the illumination of each is similar to torchlight.

Gleams may be directed to bedevil enemies, which will cause temporary blindness if a saving throw is failed as long as the spirit remains engaged.

Miasma

Summon the poisonous atmosphere of hell. The miasma follows the wind, but otherwise seeks to descend back to its place of origin.

Determine effect randomly:

- 1) save or die if breathed
- 2) one die of acid damage per round and vulnerable objects must save.

3) burning blindness permanent until treated with salves and poultices

4) uncontrollable retching which imposes Disadvantage and prevents complex actions such as spell casting

5) one die of cold damage per round and any killed in the miasma rise as uncontrollable ice revenants

6) the stench of chaos requires all within to save or go berserk, attacking randomly any within reach.

Petition

Query a creature from another dimension. Answers are not guaranteed to be truthful, and entities will usually attempt to further their own interests.

If a particular true name is known, it may be intoned during the casting of this spell, and the named creature will answer.

ELEMENTALISM

Chariot of Air

A tumult of air elementals, prismatic and cacophonous, bears the sorcerer aloft and in any direction desired.

Buffeted this way and that, no subtle action may be taken or communication attempted over the roar and incoherent babbling of the winds. Despite the many voices they have stolen, these creatures communicate by caresses and only madly wail in confusion if not in contact with the sorcerer.

Pyrokinesis

The sorcerer gains complete control over a fire, and may cause it to grow, shrink, or otherwise change. The fire may be detonated, causing 1d6 damage per sorcerer level to all near the blaze, though this ends the spell.

Rockspeech

Awaken the greater spirit of a hill or other stone prominence. It will obey basic commands, but is

usually very slow, and is averse to areas of great corruption.

The actions of the elemental spirit may be expedited, but there is a 1 in 6 chance that such will be accompanied by an earthquake.

Seduce Waters

Divested of all equipment and clothing, the sorcerer bathes in a water, such as a river, lake, or pool, but not sea or ocean, as those old gods are wicked beyond measure, and in so doing communes with the spirit of the water.

The water spirit will obey basic commands, and thus may be parted, lowered, or otherwise modified. Spirits often have requests of sorcerers, given how they are during most of their existence hemmed in by rock and sky.

Spell of Subterranean Gullets

All tunnels, pits, and lacunae are the mouths, throats, and visceral spaces of the greater earth god Maxilor. The sorcerer may

command the instantaneous opening of such a void in stone or rock, either horizontally (as a tunnel) or vertically (as a pit) to a depth of 10 feet per sorcerer level. The stone slowly returns to its former configuration, and will have closed completely (crushing any within) by the end of the spell.

Stormspeech

The sorcerer may command the weather, though only in generalities such as summoning powerful winds, occluding the sun with dark storm clouds, or causing a downpour. Invariably any weather modifications will result in threefold retribution as the skies become enraged by mortal interference and reassert dominance in days to come. Stormspeech is most commonly used for speeding ships on placid seas, as the seafaring sorcerer will likely be far away from the cosmic rebalancing when it comes.

Trapped Lightning

First a trap, such as a bottle or copper rod, must be prepared with a sigil and then set out under an open sky in a cosmically_enticing manner, which will draw the lightning.

By speaking the words of the spell, the trapped lightning may be discharged, doing 1d6 damage per sorcerer level to all in the path of the bolt or radius of the discharge.

When used as a melee weapon, an undischarged lightning rod will knock back human-sized targets and deal one die of lightning damage if a saving throw is failed.

Wind Barrier

Swirling winds deflect small missiles such as arrows or spears.

The spell moves with the sorcerer, and may shelter a number of people equal to the sorcerer's level. Outgoing missiles are hindered as well.

NECROMANCY

Death Ray

Kill one creature of level less than or equal to the sorcerer's level. A saving throw applies, though even if successful the target takes three dice of damage.

There is a 1 in 6 chance that any creature slain by this spell will rise, either immediately or in the future, dedicated in undeath to vengeance against the sorcerer.

Lich-Craft

Animate a number of Hit Dice worth of undead up to the sorcerer's level. The newly risen dead are wide eyed, hopeful, eager to serve, and often overenthusiastic, if not particularly creative, in carrying out directives.

When the spell ends, the undead minions:

- 1) turn on the sorcerer in anger
- 2) become catatonic
- 3) collapse into mundane corpses

- 4) dissolve into superheated ash or toxic slime
- 5) travel to the land of the dead by opening a gate (which remains open)
- 6) become permanent minions.

Life Channel

The sorcerer transfers life energy, either youth or vigor, from one person to another by touch.

If youth is transferred, the source ages one die worth of years per turn and the recipient regains one year of youth.

If vigor is transferred, the source takes one point of damage and the recipient:

- 1) gains six hit points but is permanently changed somehow by the dark magic
- 2-5) gains the number rolled worth of hit points
- 6) regains 1d6+6 hit points.

Occult Consultation

The sorcerer must dig a pit two feet square, into which is

poured wine, fragrant herbs, and the blood of a sacrifice slain with a bronze knife. A throng of ghosts is summoned by this ritual, which may be conversed with as desired for the duration of the spell, though truth is not compelled. Specific ghosts may be called if the sorcerer has material remains, a possession that was once treasured by the deceased, or a true name.

Following the consultation, if desired, the sorcerer may follow the ghosts in katabasis to the land of the dead, along with any number of willing companions, though an easy path of return is not guaranteed.

Poltergeist

A number of poltergeists equal to the sorcerer's level are summoned to haunt a place or possession, which must be marked with a poltergeist sigil.

While alone the phantoms will do their best to harass and torment any living creatures other than the sorcerer.

Though the poltergeists cannot talk and are insubstantial the sorcerer can direct them to laugh insanely, become visible as ghostly menaces, howl discordantly, and cause telekinetic mischief, which may include the hurling of heavy or sharp objects, though the referee should decide exactly what the poltergeists do.

Soul Harvest

First the sorcerer must prepare an empty clay jar with the soul harvest sigil. By the casting of this spell a sorcerer traps within the prepared jar a disembodied soul of level less than or equal to the sorcerer's level. Souls on their way to the underworld or other final reward may be captured automatically, but free-willed souls such as incorporeal undead are permitted a saving throw.

A soul may be freed in exchange for a favor, traded as sorcerous currency, or consumed for temporary power, such as a

bonus to a single roll or a die worth of temporary hit points.

Soul Transfer

The sorcerer's soul is placed in a talisman like a pendant or article of clothing, leaving the original body behind in stasis.

While in the talisman, the sorcerer's consciousness remains active and aware of events nearby, and may possess any body that comes in contact with the talisman, though a save is permitted if the possession is resisted.

If this new body is slain while occupied by the sorcerer's soul, a saving throw is required for the sorcerer's soul to return to the talisman and avoid becoming trapped in the spirit world.

Transmigration

Prepared canopic jars and paraphernalia must be available, and a freshly slain person's organs harvested during the casting of this spell.

Using the remains, a ritual of three days and three nights may

then be performed that slowly gathers a new body around the soul still contained in the brains and viscera.

This new body should be determined randomly. The knowledge, self, and memories of the slain person are preserved.

PHYSIURGY

Cure

The Sorcerer lays hands on a creature nearby to miraculously cure their wounds. The subject is healed of $1d6+1$ hit points per Sorcerer level. If the Sorcerer passes a Wisdom test, the subject is also cured of a single disease.

Aura of Renewal

The Sorcerer can sit and chant for up to 1 hour/level. Should the Sorcerer move or stop chanting, the spell ends. Characters resting within 20' of the caster are immune to the effects of disease or poison and can, every hour, either regain $1d6$ hit points or save to be fully healed of a single affliction of disease, poison, blindness, et cetera.

Death Unto Life

The caster brings back to life a corpse: a body missing parts will be brought to life missing those parts, miraculously alive should they miss vital organs. The departed is brought back to life at 1 hit point, level zero and

bedridden until they rest the same amount of time they spent beyond the veil. Thereafter will recover 1 level per week, up to the level they were before dying. Should they accrue experience during recovery, it does not apply until the recovery is complete.

After casting this spell the caster is profoundly enervated and must save twice. If the first save fails the caster falls into a coma for $1d6$ days. If the second fails the caster can't cast spells for a week. If both fail the caster dies.

Salvation

The touched target automatically passes the next poison, disease, petrification, paralysis, mind-affliction et similia save they would otherwise roll this turn.

Milk & Honey

The caster brews up a mix of milk and honey (and other things) which, if immediately drunk, puts the drinker to sleep for $3d6$ hours. All attempts to awake the drinker will be

fruitless, but they will wake up fully healed, at maximum hit points.

Salvific Apport

The caster's hands exude some apport, a balsamic white goo. The apport will evaporate within a turn, but until then it can be used to spread on wounds – healing 3d6 hit points – or simply swallowed to immediately cure poison.

Last Oath

The caster opens life conduits from their close allies as they swear an oath of duty. All allies within 10', but not the caster, are healed of 1d6+1 hit points per 2 caster levels. The caster though takes 3 temporary damage for every ally healed this way.

Wilson's Orange Draining

The caster shoots a lurid orange conduit from their open hand. If it hits, it deals 1d6 hits to the target and the caster is healed of the same amount and the spell ends. If it misses, the caster can retry the following round, up to 6 attempts in total.

PSYCHOMANCY

Bewitch

Hostile creatures become neutral, neutral creatures become friendly, and friendly creatures become infatuated.

Friendly creatures will be open to serving the sorcerer, given some basic incentive, and infatuated creatures require no incentive. Affects a number of Hit Dice worth of creatures equal to sorcerer level.

Comprehension

The meaning of obscured or indecipherable communications is laid bare. This spell may be used to understand the words of any language or read the true intent of a cyphered missive. Even spirit or animal speech, such as the groaning of clouds or the howling of wolves, may sometimes disclose their secrets.

Dominate

By standing completely still with eyes closed in concentration, the sorcerer may psychically enter the body of another nearby,

gaining access to any of their senses, and dictate the subject's physical actions. A saving throw applies, but does not end the spell, and the sorcerer may attempt command again in following rounds, against the same subject or another.

Subjects of this spell may resist any given dictated action by taking a die of damage. Such manipulation is awkward (a minor penalty applies), and lends a marionette-like quality to the movements and demeanor of the subject so controlled.

Dread Manifestation

The sorcerer calls forth the deepest monstrous fear from a mind nearby.

This manifestation is real to the source of the fear (assume double level compared to the source with appropriate special abilities), and will pursue the source with the speed of an unencumbered person, though it is merely a dim phantom to all other observers.

When the spell expires, the manifestation:

- 1) leaves behind some inanimate material remains
- 2) attains full materiality and autonomy
- 3) serves the sorcerer until the next full moon if offered further targets
- 4) vanishes in a pillar of fire
- 5) haunts the area permanently as a dim psychic echo which may spontaneously erupt as per this spell description
- 6) persists and is actually a fear doppelganger which will take on a new shape based on the fears or nightmares of other nearby minds.

Dust of the Sandman

Sparkling dust conjured from the land of dreams blankets a small melee, and all within fall asleep. Saving throws apply.

Fascinating Gaze

For the duration of this spell, anyone that meets the sorcerer's gaze must make a saving throw. Those that fail this saving throw become fascinated and are

unable to act as long as the sorcerer maintains eye contact and doesn't do anything other than speaking.

The subject will answer basic yes or no questions truthfully, though questions requiring more complicated answers will not be understood, and memories of the episode remain foggy and indistinct.

Obsecration

A nearby creature (which must have consciousness and must be living) is called to aid the sorcerer. The power of this creature will be proportional to the sorcerer's level (one Hit Die per sorcerer level is a reasonable guideline), and it will serve the sorcerer loyally for a number of turns equal to the sorcerer's level after arrival.

The creature must physically travel to the sorcerer, retains memory of all acts committed while under the influence of the spell, and will feel oddly satisfied about serving the sorcerer afterwards (assuming that the

creature's basic ethos was not violated).

Plasmic Manipulation

The sorcerer examines the mind of another person for spells or other plasmic entities and may choose one of the following options:

- steal one spell for later casting
- implant (and thus lose) a spell into the target's consciousness
- free any number of plasmic entities from the target's mind (effectively voiding prepared spells).

The target of this spell is permitted a saving throw (use of spell shield provides a +2 saving throw bonus rather than entirely preventing the effect), and if that saving throw is a natural 1 the target may instead raid the mind of the spell's originator, with recourse to the same three options.

ROPE TRICKS

The Rope Trick

You must have seen magicians throw a rope upwards, only to have the rope become rigid, and then see them climb the rope, seemingly attached nowhere.

Well, the rope is attached somewhere. Somewhere in this case is a nook between dimensions: up to 1 person for caster level can climb up and sit comfortably, twice as much if a lot of discomfort can be tolerated. After the caster enters the nook, the spell does not end until the caster leaves. The caster can also pull the rope in the nook.

Tangle

A tangle of ropes can be put in a location, and they will impede the passage of any creature up to the size of an elephant, halving the maximum speed of any trespasser and making charges and spellcasting impossible.

Shuffle the Mortal Coils

Ropes are animated and can be

commanded to attack and squeeze the caster's enemies. A rope per level is affected: the rope fights has 1 Hit Dice and hitting either pins the victim or deals 1d8 damage.

Each rope has a 5% chance per caster level of being a deadly rope, and when constricting the victim must save or die.

The spell can be reversed and make real snakes into ropes, splicing them together if needed, permanently.

Stupendous Strand

The caster can animate a touching rope and give it commands. The rope, when held, can be completely controlled in its motion and can be made incredibly rigid and impervious to damage. In combat can trip/disarm/whip as a magic whip, but the caster can command it to pull levers, stir soup, coil it up, tie up and so on.

The Length of a String

For a turn the caster can extend or reduce the rope up to 100

yards per level. It's not stretched nor elastic, the spell simply makes the rope longer (and shorter) as needed, and only when wanted. If still elongated at the end of the spell, the rope unravels into long, impossibly narrow and very weak fibres.

Rope is Always Handy

The caster can tie a rope around their waist, and make it act as a third, mind-controlled yet semi-sentient, fully capable hand. The rope can wield a light weapon and make an extra attack in combat.

Ropebind

The caster commands a rope to tie up to a creature per caster level. The victims must be within rope range, and can avoid being totally tied up if they manage to save against the spell.

Cat's Cradle

The caster does some complicated figure-work with a rope, in a complicated yet silent spell cast over many rounds.

In the first round, the caster makes an opening, which has no

effect.

Every following round the caster can elaborate the figure and either unleash the figure's power or hold it to elaborate it into a different figure next round.

The caster learns the spell knowing one opening plus 2 figures per level (which can be openings).

Here is a list with some of the possible figures: from a figure it's possible to make figures indicated numerically from it; so from cradle, mattress, then candles, then either saw (which is terminal, as indicated by a T, and must be unleashed) or diamonds, then cat's eye, etc.

Opening A: opening, no power

- Open the Gate: Silently opens an unlocked door, window, or opening within 10'.
- Find the Owl: Detect Avian, 200 yards radius
- Dugout Canoe: the rope becomes a dugout canoe.
- IT) Crab: the rope

become a cranky crab:
heavy armoured, same
level as the caster per
caster level, attacks with
two claws for 1d6 each.
While hostile to the
caster's enemies, its not
friendly to the caster
either.

- Path to the Well: as the Find Water spell.

Opening B: opening, no power

- Fire Drill: seats a nearby thing on fire. Even people.
- What Will You Do?: everyone but the caster seeing the trick must save or be confused for 1d3 rounds

Cradle: opening, no power

- Mattress: up to 1 level of creatures per caster level must save or falls asleep.
- 1) Candles: the rope shines bright light for 1 hour. 2) Manger: the rope becomes a meal for a person per caster level.

3T) Saw: a object or being of wood within 30' is cut in twain. 3)

Diamonds: the rope looks and feels as if it's made of pure gold strands. 4)

Cat's Eye: the caster can see in near-darkness as if it was in full daylight. 5)

Fish in a Dish: if offering some food to someone, the reaction is

automatically improved by 1 step (similar to Bewitch). 6) Hand

Drum: terrifying noises

make all enemies of

lower level than the

caster flee if they fail a

save. 7T) Lucky Tea

Kettle: it enchants a

kettle of warm brew,

enough for one person

per caster level; if

immediately drank, the

drinker can reroll a die in

the next hour.

Index: opening, no power

- Fish: the rope becomes a fish friendly to the caster

with Hit Die as the same level as the caster, and of proportionate size. It can be ridden by one humanoid for each level over 2. 1T) Pig: like Fish, but a pig. 1T) Frog: like Fish, but a frog.

- Dazzle: everyone within 20' must save or stare at the dazzling rope. Bedazzled victims are freed when shaken or attacked.

SPIRITUALISM

Astral Projection

The sorcerer's spirit is liberated and may venture safely from the body up to 10 feet per level (which remains in stasis while the spirit is absent). The spirit is ethereal (and thus invisible to most mortal creatures), and may pass through a thickness of rock equal to level in feet, but is barred by lead or magical wards.

While ethereal, the sorcerer may reach into the brains of others to raid surface thoughts, though targets of a higher level than the sorcerer are permitted a saving throw.

Conduit

A sorcerer may use another person or thing as a relay for spells. The sorcerer's conduit sigil must be placed on the conduit. As long as the sigil remains, the sorcerer may meditate and perceive the surroundings of the sigil.

Ethereal Boundary

The sorcerer is surrounded by a field that disrupts magic and is ethereally opaque and impassable.

This barrier blocks any magical effect, both entering or leaving, though a saving throw is required to successfully block spells cast by a more powerful sorcerer. A number of people equal to the sorcerer's level may be sheltered within the barrier.

Hekaphage

Destroy an enchantment by feeding it to a hekaphage, ethereal creatures that eat magic and curses. A saving throw applies if the sorcerer's level is less than the enchantment level.

There is a chance in 6 equal to the level of the enchantment that the magic drained is sufficient to cause the hekaphage to manifest in the material world, though it will be fat and sated with the magic it has consumed.

Plasmic Key

All closed doors and secured entrances have a plasmic lock in addition to any material latches. Opening the plasmic lock voids any material fastening, but requires the fabrication of a plasmic key, which is consumed (if material) by the plasmic lock when used. The key for a particular plasmic lock is:

- 1) a weapon that has been bloodied in anger
- 2) a freshly severed finger
- 3) a debt to an angelic being
- 4) a song enthusiastically sung
- 5) the sacrifice of a sinner's life
- 6) a randomly determined possession (significant in terms of encumbrance).

Reality Shift

Anything within a perfect sphere of radius 10 feet per sorcerer level may be shifted entirely into the spirit world, thus becoming invisible, insubstantial, and ethereal (unwilling conscious targets are permitted a saving throw).

The sorcerer must remain within the boundaries of the enchantment, and nothing may leave for the duration of the spell (though the sorcerer may permit other entities entrance by whim). Paradoxically, the gaping absence does not affect the material world in any other way (for example, bridges will continue to stand if their supports are shifted).

Second Sight

To the second sight, sorcerers radiate the presence of their prepared spells and enchanted items crackle with energy or leak glittering seepage.

Specific enchantments reveal aspects of their nature visually. Invisible and ethereal things can be seen.

Shroud

The sorcerer becomes invisible to mortal creatures but appears as a blazing beacon to those with the second sight and many natural denizens of the spirit world.

While shrouded, a sorcerer exists partially in both worlds, and may be harmed in either.

Willing spirit creatures may be brought into the material world with the sorcerer when the spell ends

TRANSLOCATION

Fold Space

For the duration of this spell, the sorcerer links two unoccupied spatial volumes (of about human size) such that things entering either location exist simultaneously in both locations.

The sorcerer must concentrate and remain unmoving to maintain the sorcery, and must be able to see both locations.

When the spell ends, anything remaining in the folded area is:

- 1) duplicated in effigy (wicker, dirt, straw, and the like) at one of the locations
- 2) cloned, but insane, and with nonliving elements rendered in lead (but which is the original?)
- 3) torn in half, with one half at each point
- 4) forced to one of the two points but affected in reverse by gravity forever after
- 5) a spatial anchor that maintains the enchantment as long as the object remains in the fold
- 6) loses all color permanently

(and is shunted to one of the two locations).

Living Gate

The sorcerer must first inscribe a gate sigil on a conscious creature. By casting his spell, the sorcerer (and a number of companions equal to level) may step through the body of the ensigiled creature as if through a door. The creature must save or take one die of damage per traveller, though this damage will only potentially lead to unconsciousness, not death.

Mirror Road

The sorcerer, along with a number of companions equal to level, may step into a mirror and travel within the mirror_world, which is a twisted reflection of standard reality, emerging from another mirror (which may be selected by the sorcerer if known beforehand, or is otherwise determined randomly near the desired destination).

Each exploration round of travel within the land of mirrors is equivalent in distance to a day of

travel on material roads, though there is a 1 in 6 chance of a random encounter within the mirror world for each such turn of travel. If the journey beyond the mirror persists for longer than one turn per level, there is a 1 in 6 chance cumulative per additional turn that:

- 1) denizens of the mirror world emerge along with the sorcerer at the destination
- 2) all mirrors within 100 miles shatter following the emergence of the sorcerer and companions
- 3) all other mirrors nearby become temporary vortexes, absorbing an object or person into the mirror realm
- 4) the destination mirror becomes a permanent gateway to the mirror world
- 5) denizens of the mirror world emerge from all other mirrors nearby
- 6) the destination mirror is nowhere near the desired location.

Portal

The sorcerer places a portal sigil on two doors and by the casting of this spell connects them so that they become the same door as long as the sigils endure.

A traveller stepping into one steps out of the other, with directionality of travel governed by the facing of the sigil (travellers enter toward the sigil and exit from it).

This spell only works on doors of established essence, and is permanent, but closing the door after it has been opened from the sigil side destroys the enchantment and the sigils.

Recall

A container marked with the sorcerer's recall sigil is transported to the sorcerer's current location. The capacity of this container is 5 items per level (following encumbrance guidelines).

Revisitation

A number of persons up to the sorcerer's level are transported to

the location of the sorcerer's sigil of return. Carried and worn possessions are conveyed as well, though there is a 50% chance that any awkward or cumbersome object is left behind. The sigil of return must be scribed under the gaze of the sun and is destroyed if moved from its place of inscription.

Spatial Coincidence

The sorcerer (and a number of others equal to the sorcerer's level) may occupy the same space as another physical object, which must be large enough to contain the largest of the persons so affected (unwilling subjects must be physically forced into an object and are permitted a saving throw against the magic).

While in an object, characters may not move, though they continue to perceive events around them as if filtered through a dim haze.

The spell subjects may exit and enter objects for the duration of the spell, though the sorcerer must will this to happen, subjects

always emerge where they entered (thus, the spell may not be used to walk through a wall), and such re-emergence occurs automatically when the spell ends.

Transmit Breath

A number of creatures equal to the sorcerer's level need not draw breath to sustain life for the duration of this spell. Instead, the sorcerer inscribes a breath sigil, and the atmosphere around the sigil is magically transferred to the lungs of the creatures selected during the casting of the spell.

VIVIMANCY

Bloodlust

This spell awakens the inner beast, causing the growth of claws and fangs, granting a +1 to attack and damage, and a decrease by 1 to all damage taken. A saving throw is permitted for the unwilling. Any creature so enraged must make a melee attack against the nearest combatant every round in the most violent manner possible.

When the spell expires, the subject collapses into unconsciousness if a saving throw is failed, and if this saving throw is a natural 1, the subject contracts lycanthropy.

Genoplasm

The sorcerer's touch causes the chaotic workings of life to permeate contiguous nonliving matter, approximately the size of one human per level. One turn of contact leads to softening and weakness, as veins, entrails, and other organic appurtenances metastasize, and after three turns of contact, the matter

collapses entirely into warm, pulsing slime.

During each turn of contact, there is a 1 in 6 chance of the transforming matter spawning some hitherto unseen organism, though such spawns are almost certainly unviable.

Furthermore, living creatures touched during the workings of this spell are subject to mutation if a saving throw is failed.

Indolence

All within a melee area are stricken with lethargy, moving at half their normal rate, and acting last in initiative automatically.

Creatures of level less than or equal to the sorcerer's level are affected automatically, while others are permitted a saving throw to avoid the effect. Indolence may also be cast on mechanisms or other things that engage in progress or change.

Quickening

By placing a quickening sigil on a person or thing, the sorcerer accelerates its movements, doubling speed and granting two actions per combat round rather than the standard single action.

The sigil fades after being used significantly, such as during a combat engagement. After the sigil fades, due to corporeal stress, the person or thing so affected must make a saving throw to avoid falling unconscious or breaking.

Ravening

The growth processes of several animals are accelerated, inducing ravenous hunger.

If sufficient food is not available, the creatures will attempt to consume anything nearby, and will gain sustenance from materials not normally consumable, such as wood or dirt, though food or flesh is preferred. The animals:

1) double in size for the duration of the spell and then collapse into

unconsciousness afterwards
2) double in size permanently
3) grow until they become gargantuan and are driven insane

Serpent's Kiss

After casting this spell, the sorcerer grows long, hollow fangs, which may be used for a bite attack as if armed.

These fangs may also be used to draw out venom from someone that has been poisoned, negating the poison, though this process is painful and somewhat gruesome.

Venom so extracted is then stored in a new gland that develops within the sorcerer's body, and maybe delivered later by bite.

Totem

Every person has two totems, a predator totem and a prey totem, which are connected and should be determined randomly (and recorded for future reference):

1) bat/centipede
2) cat/rat

- 3) hawk/newt
- 4) owl/frog
- 5) serpent/chicken
- 6) wolf/sheep

This spell allows the sorcerer to transform into a predator totem animal or force another into prey totem, though a saving throw applies in that case. People in totem form are marked by the sorcerer's sigil in an obvious location and equipment does not transform.

A Sorcerer that knows this spell may gain additional Totems by ritualistically consuming the heart of the creature it wishes to gain the totem of. They must make a Constitution test when eating the heart, taking into account Hit Dice as per Powerful Opponents, and if they fail they may not gain that animal's totem.

Vitalize

A form in stone, such as a statue, is endowed with life, viscera, beating hearts, flesh, and so forth. If the stone was once living, that previous

existence is permanently restored. Otherwise, when the spell ends the new life will:

- 1) return to stone
- 2) dissolve into a mess of biological waste
- 3) be stolen by an incorporeal soul, demon, or spirit for unpredictable purposes.



“Strait is the gate, and narrow is the way, which leadeth unto life, and few there be that find it.”—MATHEW, vii. 14.