FROM THE PUBLISHER

For whom is a game designed?

A game may satisfy the designer, the publisher, or the gamer. The best games satisfy all, the worst only one. THE FANTASY TRIP game system satisfies all three with its inexpensive format because:

1. it allows all the designer's material to be published,
2. the publisher is assured a fast-selling product,
3. the gamer gets a bargain fantasy role-playing game system.
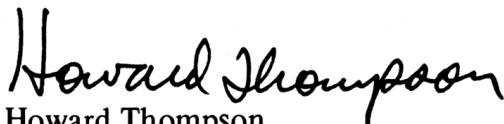
What you don't get is a box of expensive, marginally useful components.

The booklet modules don't provide playing pieces. Examples in some modules show playing pieces from THE FANTASY TRIP: MELEE and WIZARD. They aren't strictly necessary. You can use chess pieces, beads, or other small objects just as well. You may wish to buy, or may already own, some of the metal miniatures sold for this purpose. The choice is yours.

All necessary forms and map blanks are included. You may photocopy these for your personal use. In some cases, you may wish to use scratch paper instead. Again, the choice is yours. All you buy is the *necessary* minimum.

THE FANTASY TRIP is the best fantasy role-playing game system published yet. We decided to make it inexpensive because we wanted more people to be able to play it. There are lots of ways to spend your gaming dollar. THE FANTASY TRIP requires only the necessary minimum and leaves you maximum choice. That's best for the designer, the publisher, and you.

GOOD GAMING,

Howard Thompson
METAGAMING

Advanced Wizard

BUYER CAUTION — **Advanced Wizard** is not a stand alone game. It is a set of rules that are for use with *THE FANTASY TRIP: In The Labyrinth*. It cannot be used easily by itself. **Advanced Wizard** should not be attempted by those not already familiar with the MicroGame *THE FANTASY TRIP: Wizard*.

THE FANTASY TRIP is the trademark for
Metagaming's fantasy role-playing system.

The Fantasy Trip ™

In THE FANTASY TRIP, magic is a powerful tool for those trained in its use. Most "magic" in this game would appear to be explained by the application of psychic ability. However, some spells (i.e., the summoning of a demon to grant a wish) seem to fit only into the classic conception of "real" magic. Possibly there are wizards on Cidri who understand what magic really is; the rest of us are merely apprentices, using what we were taught. The magic in this game *does* have its own internal logic; when you understand this, you will be a better wizard.

This section will explain the magic spells available to wizards, and will give rules and suggestions for the use of various kinds of magical items.

WIZARDS ON CIDRI

On Cidri, magic is considered an honest trade — a bit more difficult than most, but not especially remarkable or sinister. Wizards are neither common nor especially rare. Perhaps one person in 50 will have some small ability with magic. Fewer than 1 in 300 will be true "wizards" within the meaning of this game. This is due merely to the length and difficulty of magical training. A good comparison would be to doctors or engineers on our Earth. They're necessary, respected, and well paid — but there aren't that many in any small group!

Of course, wizards tend to be more visible than some folk — and many players will want to play wizards. Therefore, there will be a very high proportion of wizards among the active personalities in your game. But keep that 1 in 300 ratio in mind when you populate a town or city.

Wizards are entitled to respect if they look respectable, and a little fear if they look scruffy or sinister — but not much more so than anyone else. There are some spectacularly evil people, and some very good ones, to be found in every line of work and among every people . . . but most folk are just average, and wizards are no exception.

HOW TO CAST SPELLS

A wizard may cast one spell per turn, by choosing the "cast spell" option. He must know the spell (or have a scroll or book containing it), and he must have enough ST to pay the "cost." If he cast continuing-type spells during any previous turn, he must energize them before the movement phase, or they will cease to operate. A wizard may energize any number of spells at once, provided he has enough ST, but may cast only one *new* one per turn. If he fails to energize any continuing-type spell, it goes off. If he wants to use it again on some later turn, he must cast it again.

TYPES OF SPELLS

There are four different types of spells: Missile Spells, Thrown Spells, Creation Spells, and Special Spells. Each type has different properties, explained below. The spells themselves are listed in the Spell Table.

MISSILE SPELLS

There are only four missile spells: Magic Fist, Fireball, Lightning, and Wizard's Wrath. To cast one of these spells, the wizard announces (1) its target, and (2) the amount of ST he is using for the spell. He then makes his "to hit" roll. Dexterity on a missile spell is adjusted as follows: For a target in the wizard's megahex, or one or two MH away: no subtraction. For a target 3 or 4 MH away, DX -1. For a target 5 or 6 MH away, DX -2, and so on. If the wizard makes his "to hit"

roll, the spell strikes. If not, it missed. It continues along the STRAIGHT LINE drawn between the center of the wizard's hex and the center of the target hex. If that line enters a hex occupied by another figure, make another "to hit" roll (refiguring DX for the new range) to see if that figure is hit. Continue in this way until the spell (a) hits a figure or wall, (b) misses all targets, or (c) travels a number of MH equal to the basic ST of the wizard who cast it. Spells do not bounce. The FULL ST is expended, no matter what (if anything) is hit.

Since missile spells travel in a straight line, they are blocked by walls. However, a Lightning spell can blast through a created wall hex. When the course of Lightning passes through such a wall, roll for damage. If it puts more than 5 hits on the wall, that wall hex vanishes and the rest of the force goes through and can hit a target.

If the straight line between the center of the wizard's hex and the center of the target hex passes through a hex containing a figure the wizard does NOT wish to hit, or if a spell misses and its course passes through a hex with a friendly figure, the wizard may "roll to miss" — that is, roll to see whether he successfully got the missile spell past that figure. Make your normal DX roll, adjusting for range to the figure you want to miss. If you roll your adjDX or LESS, you successfully MISSED and your spell continues. NOTE: On a roll to miss, a 14 is an automatic hit, 15 and 16 are double-damage hits, and 17 and 18 are triple-damage hits.

When a missile spell strikes, it does damage as follows: Roll one die for each ST the wizard put into the spell. From the total rolled, subtract 2 for each die if the spell was a Magic Fist, 1 for each die if the spell was a Fireball, and nothing if the spell was Lightning. *Add* one for each die if Wizard's Wrath was cast. Thus, if you put 4 ST into a Magic Fist, roll 4 dice and subtract 8 from the total. If you rolled 19 on the 4 dice, your Magic Fist put 11 hits on the target. The same roll with a Fireball would do 15 hits damage; a Lightning bolt would do 19 hits, and a Wizard's Wrath 23 hits.

The "Reverse Missile" spell will cause missile spells to turn and fly at their sender instead. The sender makes his normal roll as though the target were being attacked, but the spell flies to his target and then straight back to him. If he misses himself, the spell continues on behind him.

THROWN SPELLS

Thrown spells are those which act directly on a figure or object, but do NOT directly put hits on anything. Examples of thrown spells are Blur, Freeze, Slippery Floor, Invisibility, and Stone Flesh.

A thrown spell may be cast at another figure, at the wizard himself, or at some object, depending upon the spell and the desired effect. A thrown spell can be cast on the wizard's OWN hex, on any adjacent hex, or on any hex in front of the wizard at the time he casts it.

To figure the DX adjustment on a thrown spell, subtract 1 from DX for every hex from the wizard to his target. A wizard casting a thrown spell on himself (Blur, for instance) has no DX- for distance. If he is casting a thrown spell (Drop Weapon, for instance) on a figure in an adjacent hex, his DX is -1. Thus, thrown spells are unlikely to work at a great distance.

Some thrown spells (Slippery Floor, Megahex Sleep, and Megahex Avert) affect not one hex, but a whole megahex. To calculate DX adjustment for these, take the number of hexes from the wizard to the CENTER of the megahex he wants to affect. Any 7-hex circle may be affected.

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To try a thrown spell, the wizard makes his "to hit" roll against his adjDX. If he rolls his adjDX or less, the spell takes effect immediately, and the wizard loses ST equal to the spell's ST cost. If he FAILS to make his "to hit" roll, the spell has no effect; the wizard loses ONE point of ST.

Only one Blur, one Dazzle, one Stone Flesh, one Shock Shield, etc., can be cast on any given figure at a time. These spells are not cumulative.

Thrown spells never miss their target and hit another, and never suffer a DX penalty for intervening figures. They take full effect or none.

Secret Protection

Some thrown spells (Spell Shield, Iron and Stone Flesh, Slippery Floor, Shock Shield, and Reverse Missiles) can act as "secret protection." When a wizard attempts any one of these spells, he does NOT have to say what he is trying — he just says "secret protection" and tries his "to hit" roll. If the roll is successful, he notes the magic protection (and which figure or area it's on) on his record sheet. He shows it to the GM (or a player opponent) only when (a) it affects that opponent, or (b) the opponent successfully casts Reveal Magic.

A player is permitted to use the "secret protection" method to mislead his opponent. He may say "secret protection" and either (a) roll the dice but cast no spell at all, conserving his strength, or (b) do another spell that produces no visible result, such as a Creation spell to produce something inside a shadow hex where the enemy can't see it.

It is a good idea to keep a turn-by-turn record of what spells are cast, especially if the players are using a lot of secret spells.

If the GM is acting only as a referee, and not as an opponent, he MUST be informed of all secret spells.

Control Spells

These are a subclass of Thrown Spells — the spells used to take over the mind of a living creature and make it do your bidding. There are two Control spells in this game: one for animals (works only on wolves, bears, snakes, and other "natural" animals) and one for men (works only on men, elves, giants, gargoyles, and other humanoids). There is no control spell to affect a dragon. Creatures with an IQ of 0 or 1 cannot be controlled except by a magic item.

Because a Control spell involves taking over its mind, the victim gets a saving roll: 3 dice against IQ. The procedure is this: the wizard announces that he is trying the control spell, and indicates the victim. If the "to hit" roll is successful (thrown-spell range), the victim must make his saving roll. If the roll is successful, the wizard loses 1 ST and the victim is unaffected; if the roll fails, the wizard loses the spell's full ST cost and the victim is under his control.

A controlled figure will obey the telepathic orders of its controller as long as the spell is on, and the controller can see through its eyes. When the spell ends, it will not know who controlled it. A controlled figure will do ANYTHING that will not clearly lead to its own death. If ordered to kill itself, or to attack another figure of more than twice its basic ST, it gets another saving roll of 3 dice vs. IQ. A successful saving roll breaks the spell, and the victim remembers who controlled him. An unsuccessful saving roll means the order is followed.

Only a real being (summoned or otherwise) may be controlled by these spells. If a wizard takes control of a summoned being, the energy that he puts into the control spell goes to keep the being on this plane. The wizard who originally summoned that being no longer has to pay the ST cost

each turn, and CANNOT get rid of the being by willing it away. When the being's new master stops energizing the Control spell, the summoned being vanishes.

A Control spell can be used on a being under the influence of another Control spell; control of a being may change hands many times.

Images and illusions CANNOT be controlled. If a control spell is attempted against an image or illusion, and the wizard makes his "to hit" roll, the image or illusion vanishes. This does NOT mean that a Control spell can dispel an illusionary fire, wall, etc. A Control spell will dispel only an image or illusion of a thing it could control.

CREATION SPELLS

These are spells used to bring something into being — either to bring help from elsewhere (Summoning spells), or to create fire, shadow, or walls, or to create an image or illusion of any of these things. Magic Rope is also a Creation Spell.

To attempt a creation spell, the wizard announces that he is trying a creation, but does NOT say specifically what. He then attempts the "to hit" roll. If he makes it, succeeding with (for instance) a wolf, he places a wolf counter on the map . . . but the opposing player does not know whether it is a real (that is, summoned) wolf, an illusion of a wolf, or just an image.

Creation spells have a limited range. A created being or object can appear anywhere in the "mega-megahex" — that is, in the space defined by the wizard's megahex and all mega-hexes adjacent to it. It can appear ANYWHERE in this space, as long as it appears in an empty hex (or hexes) that can be seen by the wizard. The wizard MUST see this hex *with his own eyes* — not through the eyes of a proxy, illusion, created being, etc. Exceptions: Fire, Shadow, and Rope may appear in occupied hexes, and anything may appear in hexes occupied by one or more of these things.

On the next turn, a created being can move away — or the wizard can move away from his creation. It does NOT have to stay within the original mega-megahex range.

A created being must appear in a hex the wizard can see into. You may not stand on one side of a wall, for instance, and attempt to create a being on the other side. However, you MAY attempt to create a being, fire, etc., in a shadow hex, if you can see that hex. (If you succeed, don't put a counter down — your opponent will not know about a being or fire in shadow until he comes adjacent to it with one of his figures.)

There is no DX adjustment for range on creation spells, since they must appear within a limited area anyway. If the wizard makes his adjDX roll, the created being or object instantly appears wherever (within the mega-megahex) the wizard wishes. If the wizard MISSES his adjDX roll, nothing appears, and the wizard loses one ST point.

A created being CANNOT move or fight on the turn it appears. At the beginning of the NEXT turn, it can pick an option and behave like any other figure.

A wizard can see through the eyes of the summoned beings, images, or illusions brought by his Creation spells. If he has Mage Sight, his creations have it too.

A Creation Spell for a given area includes all the spells of the same type for lesser areas. For instance, a wizard who knows 3-HEX FIRE is also assumed to know the one-hex FIRE spell, at no extra IQ cost. A wizard with 7-hex ILLUSION automatically knows 4-HEX ILLUSION *and* ILLUSION . . . and so on.

This holds true for ILLUSION, IMAGE, FIRE, WALL, and SHADOW.

Summoned Creatures

These are the "real" beings summoned temporarily from another plane to do the wizard's bidding. They are completely under the control of the wizard who summons them, and vanish only (a) when they are killed, (b) before MOVEMENT in a turn when the wizard who summoned them fails to re-energize the Summoning spell, (c) at any time their master wants them to vanish, or (d) at the END of the turn the controlling wizard dies or becomes unconscious. (Thus, your summoned creature has a turn, or part of a turn, to avenge you if you are killed.)

Since a summoned creature is real, it behaves in all ways like any other figure, except that (a) it cannot move, fight, defend itself, or do anything else on the turn it is created, and (b) it CANNOT try to cast a spell or to disbelieve an illusion, since it has no will of its own.

When a wizard summons a being, the player must make a record sheet for the summoned being, since it takes hits and dies like any other figure. The only way to get rid of a summoned being (unless you take it over with a Control spell) is to kill it, kill its master, or knock its master out. NOTE: If an Aid spell revives him before the end of the turn, his summoned being(s) will still be there and can be re-energized — unlike images and illusions (below), which vanish the instant their master loses consciousness.

A Control spell can be used to take over a summoned being. If it succeeds, and the summoned being misses his saving roll, treat it thereafter as though it had been summoned by the wizard who now controls it. The ST put into the Control spell is the power keeping the being on this plane.

No wizard can re-energize this spell except the one who cast it. (This is true of ALL continuing spells. Only the caster can re-energize them.)

NO summoned being can cast a spell or use any kind of magic.

Images and Illusions

A wizard can create two types of "unreal" things: IMAGES and ILLUSIONS. A wizard can create an image or illusion of anything real, as long as he knows the Image (or Illusion) spell.

IMAGES are simple. An image has the total appearance (sight, sound, smell etc.) of whatever it simulates. Different spells create images of different sizes. An image may be of a living creature, fire, wall, shadow, etc. — but must be of one thing. The 7-hex image spell will NOT create an image of 7 men.

An image follows the mental commands of its creator. However, it has no reality and can NEVER do damage. If it hits or touches something, or something hits or touches it, the image disappears. (An illusion which hits an image destroys the image. If one image hits another, both vanish.)

An image can also be destroyed simply by moving through it. However, if a figure tries to move through an "image" which turns out NOT to be an image, its movement stops in the hex from which it tried to enter the other figure's hex. The other figure must make a 3-die saving roll on DX to avoid falling; the figure which ran into it thinking it was an image must make a FOUR-die roll on DX or fall down. However, dragons or giants wouldn't need to make a saving roll unless hit by another multi-hex figure.

When a missile spell (or thrown/missile weapon) hits an image, the image vanishes and the missile goes on in a straight line, unaffected.

ILLUSIONS are much more versatile and dangerous. They are like images in that they come in different sizes and may simulate anything real. An illusion also moves, speaks and fights as its creator commands. However, an illusion can hurt or kill those who believe in it.

An illusion of a living being is treated just like an ordinary figure. Its creator should make a record sheet for it. An illusion has the exact characteristics of the thing it represents. An illusionary wolf has ST 10 and DX 14, just like a real one. It can be killed just like a real wolf, too; if it takes 9 hits, it's unconscious, and a 10th hit "kills" it. It then vanishes. You *can* combat an illusion on the physical level and triumph.

However, it is better to combat an illusion mentally, by "DISBELIEVING" it. Disbelief is a psychic exercise — actually a magic spell so simple that anyone may attempt it. If ANYONE can truly disbelieve an illusion, the knot of forces making it up will unravel and the illusion will vanish. Any damage done by the illusion, though, is REAL and remains.

To deliberately disbelieve an illusion, a figure must be intelligent (IQ over 8). Summoned beings (except demons), images, and illusions cannot disbelieve. To disbelieve, choose the DISBELIEVE option. This allows you to move one hex or stand still. The GM will then make a roll — your figure's IQ on 3 dice. A successful roll dispels the illusion, if indeed the figure being disbelieved WAS an illusion. An unsuccessful roll does not affect the illusion — and, of course, if the figure was NOT an illusion, it remains, leaving the one who tried to disbelieve in doubt as to what happened. (If the GM's character is trying to disbelieve one of YOUR illusions, he tells you his character's IQ, and YOU make the roll and tell him what happened. Turn about is fair play.)

Obviously, in either case, the die roll must be a secret, so the person who tried to disbelieve will not know the number rolled and be able to deduce whether another attempt to disbelieve is needed.

Disbelief by Animals

Animals cannot deliberately disbelieve an illusion. However, when an animal is confronted by an illusion, the GM may give it one roll against its IQ, to see if it "accidentally" disbelieves. Roll 3 dice against its IQ for any illusion of a natural thing, but only two dice for a dragon or other formidable and peculiar monster.

If a group of animals is involved, make ONE roll for the whole group, using the average IQ.

Illusions can also be destroyed by the DESTROY CREATION, DISPEL ILLUSION, and DISSOLVE ENCHANTMENT spells, as well as by appropriate CONTROL spells and magical items.

Illusions of inanimate objects are also possible. An illusory fire will burn, an illusory wall will block you, an illusory pool can drown you. Disbelief works on such an illusion just as it does on a real one. However, there are limitations. A single illusion cannot split in two — this is why an illusory fighter cannot use a thrown or missile weapon. Thus, an illusion of an explosive gem or Grenade would not be possible, though an *illusion* spear, thrown by a *real* person, would be possible.

An illusory pit presents special problems. You can't really fall into it — but you can THINK you're falling. Any figure stepping into an illusory pit will immediately trip and fall on the floor. If the illusion is *created under a figure*, he gets a 3/IQ roll immediately. If he fails the roll, he trips. If he makes the roll, he remains standing and the illusion vanishes.

Since illusions are in part fed by the observers, an illusion will always act as the "average" type of the thing it is. An illusion of a fighter will fight as a standard BEGINNING fighter, with ST, DX, and IQ adding to 32. A wizard cannot create an illusion of a highly-experienced fighter UNLESS it appears to be some powerful fighter known to the enemy.

If they recognize him, they will then think they are fighting that powerful hero — and in such a case, an illusion of a man might have ST of 16 and DX of 14, quite legally. Note, though: if the people who see the illusion do not recognize it, it won't get that extra ST and DX. If they *do* recognize it, they may try to disbelieve!

Likewise, an illusion may not behave in an impossible way. An illusion of a man may not fly, though an illusion of a Gargoyle could; because *men* don't fly. Of course, if the illusion was of a wizard known to possess a Flight ring, it COULD fly — and a Flight spell, like any other thrown spell, would work on an illusion!

An illusion of an imaginary creature is possible, but the GM should limit this. An illusion of a winged wolf might be permitted, but some wholly imaginary beastie shouldn't be . . . nobody would believe it! The WIZARD HIMSELF must believe in an illusion to cast it -- this is the kind of self-control required to become a mage — and therefore an illusion can *never* do impossible things.

Illusions affect animals just as they do people. However, a being with an IQ of 0 or 1 (which includes plants and most kinds of slime) has so little mind that it cannot be fooled. Thus, it cannot see the illusion and cannot affect or be affected by it.

Limitations on Illusions

An illusion cannot affect ANY inanimate object; its effects are wholly mental, and are the product of the wizard's mind and the minds of those who see the illusion. If you are killed by an illusion, your armor and clothes will seem to be hacked; wounds will appear on your body, and blood will flow. But after the fight is over and the attacking illusion is gone, all the apparent injury to your gear will vanish — and there you'll lie, hacked to bits inside your undamaged armor — a victim of the wizard's cunning and your own imagination.

Since an illusion cannot affect an inanimate object, it can never open doors, fetch drinks, spring traps, etc. It makes a useful scout — but that's all. True, it could fall into a pit trap if it (that is, its creator) knew the trap was there. But, having no real weight, it could walk blithely over a concealed pit. An illusion is stopped by walls, just like a real object — BUT it will always walk "through" or miss hidden trigger-wires and such dangers. When it approaches a Gate its master does not know about, it will walk through and be visible on the other side — whether reaching that visible "other side" means passing through the Gate, or not. Once its master knows the rule of the Gate (or part of that rule) the illusion will follow the rule. General rule for GMs in such cases: The illusion behaves as though the world were *exactly as its master thinks it is.*

Similarly, an illusion is not 100% effective in provoking ambushes. Intelligent ambushers would attack an illusion, unless they happened to disbelieve it first. Animals would attack, unless they "accidentally" disbelived (see above). But slimes, plants, and other IQ 0-1 ambushers would not sense the illusion at all and would not attack.

Talents of Illusions: An illusion can have any IQ 7 weapon talent. It can have other weapon talents, or Unarmed Combat talents, only if it mimics a known person with such a talent. *It can have NO OTHER TALENTS.* However, a figure that possesses Literacy, Alertness, Naturalist, or any other talent for *observation* can use that talent through the eyes of any illusion that he creates.

Magic: Illusions CANNOT use magic.

Illusions of Inanimate Objects: An illusion of fire, wall, or shadow will behave just like the real thing until it vanishes or is disbelieved. The same is true for an illusion of a hand-held weapon or a Magic Rope. Mages theorize this is true because these few inanimate objects are so often seen as illusions that they have somehow acquired extra power. No one really knows. At any rate, most inanimate illusions are quite intangible. If you come to an illusion of a bridge, your foot will go right through it (though the bridge won't vanish until you disbelieve). An illusion of a flying carpet won't take you anywhere. And so on. For this reason, most inanimate illusions have little combat value except as ruses and distractions.

If this sounds complex, it is. Relax; such situations will not arise often. The subject of illusions is complicated and subtle (even wizards do not understand it fully) but offers great opportunity for creativity on the part of both players and GM. GMs should simply strive to be fair and logical — and players should remember that the GM has the last word. BOTH ILLUSIONS AND IMAGES have the following things in common:

Like other created beings, they do nothing on the turn they appear.

They vanish the INSTANT their creator dies, goes unconscious, or wills them away.

Illusions or images of walls, fire, or shadow can be created. Illusions work just like the real thing until disbelieved or destroyed by a spell. Images LOOK real, but vanish when hit, touched, or walked through.

An illusion of a Rope spell can be created as above. An image Rope could be created, but would vanish as soon as it touched its "victim."

All spells affect illusions/images as though they were real, except Invisibility and the Death spell. An Invisibility spell destroys an image or illusion; the Death spell destroys an image at a cost of 1 ST to the caster, but affects an illusion as though it were alive. Other spells (flight, slow, etc.) affect an image/illusion normally.

Images and illusions last 12 turns, unless renewed by a new casting of the spell. This gives them a further 12 turns, and so on. Once cast, an illusion or image can be renewed at any distance at no DX-. However, renewing any image or illusion outside the original "creation spell" range (that is, outside the MH its creator occupies, or an adjacent MH) costs DOUBLE. Furthermore, regardless of renewals, an image or illusion cannot last more than five minutes outside this range.

A wizard may create an IMAGE OR ILLUSION DUPLICATE of any figure, including himself. Such a "double" may even be created in the hex occupied by the original. EITHER the original OR the duplicate then immediately moves one hex in any direction, confusing the opposition.

An image/illusion double CANNOT throw spells of any kind. It can make only physical attacks (and CANNOT use a thrown or missile weapon — that would require the image/illusion to divide in two). However, a double can PRETEND to cast a spell . . .

A double has the same DX as the original, and the same ST if it is an illusion. If the original was blurred, the double will be, too. Other protective spells do not carry over onto a double, since their effect is not visual.

Fire, Walls, and Shadow

Three types of magical barrier are possible — Fire, Wall, and Shadow. A solid WALL (stone-pattern counters) is just that — a hex of magically created wall, about 3 meters high. It cannot be placed in a hex occupied by a figure. It can be placed on a fire, to put the fire out.

SHADOW is insubstantial darkness, and can be walked through. It extends about 3 meters high. A figure inside a shadow can see nothing, unless he has Mage Sight. He has -6 DX. A figure attacking or casting a spell THROUGH a shadow is also at -6 DX; an attack or spell cast INTO a shadow is at -4 DX. Shadow can be cast over a figure, fire, or wall. It totally conceals its contents. A thing can be created inside an existing shadow, as well.

FIRE puts 2 hits on anything passing through or any figure in the hex when the fire appears. It puts 4 hits on anything ending its move in the hex. See FIRE in the Spells Table for examples. Fire can be cast into any hex not occupied by a Wall.

Each of these spells lasts 12 turns, unless renewed.

SPECIAL SPELLS

These are the spells that do not fit into any of the other categories, like Teleportation, Dazzle, etc. Each one is fully described in the Spells Table.

If a special method of DX adjustment for the spell is described, use it. Otherwise, assume there is no DX- for range.

If a wizard attempts a special spell, he tries his "to hit" roll. If the roll succeeds, the spell works immediately and the wizard loses the appropriate ST cost from the Spell Table. If the roll fails, nothing happens and the wizard loses one ST point.

CONTINUING SPELLS

Many of the spells (especially Thrown ones) have two ST costs: one cost to cast, and another cost paid EACH TURN if the wizard wishes to keep the spell energized. For instance, Eyes-Behind costs 3 to cast, and 1 per turn thereafter. If the spell is not re-energized at the beginning of the turn, it goes off.

These costs refer to casting the spells on a man or other one-hex creature. Used on larger creatures, the ST cost goes up. To put Eyes-Behind on a two-hex creature, the costs would double: 6 to cast, and 2 per turn thereafter. A 3-hex creature would triple the cost, and so on.

IRON, SILVER, AND MAGIC

The nature of cold iron is such that it inhibits the formation of magical spells. The reason is not known; it appears to have something to do with magnetism. The result, though, is simple. Iron (as well as steel, nickel, and cobalt) interferes with the casting of spells. A wizard (or anyone else attempting magic) must avoid having iron on or about his person. A wizard wearing ordinary iron or steel armor, or carrying an ordinary weapon, will suffer a -4 DX on any spell he attempts to cast.

Oddly enough, this effect does not extend to spells cast ON an iron object. A wizard can enchant an iron sword as easily as he can anything else, and iron armor is no protection against hostile magic. But a wizard who wishes to wear armor had better find something besides iron.

Silver is the material usually used. Certain processes known to the smiths of Cidri can make a silver alloy which does not interfere with the working of magic, and which is almost as strong as steel. Silver blades and armor, then, are usually fashioned for warlike wizards and magic-using fighters. The only real drawback is the expense; silver weapons and armor cost ten times as much as their steel counterparts.

Other metals (such as gold, copper and bronze) can also be used. They do not interfere with magic, but are inferior to silver for weaponry. Gold weapons and armor cost ten times as much as silver. Copper, bronze, and other non-ferrous alloys of common metals cost the same as ordinary iron or steel weapons. All armor made of gold, bronze, etc., stops one less hit than its steel counterpart while giving its wearer the same DX-. All gold, bronze, etc., weapons do one hit less damage than normal weapons, and weigh the same.

CASTING SPELLS FROM BOOKS

Most of the time, a wizard will use only the spells he knows — the ones that he can attempt just by pointing his finger, making his DX roll, and ZAP. However, a wizard can attempt ANY spell of his IQ level or less (as long as the spell is IQ 14 or below) if he has access to a magic book which contains that spell.

A book is simply a set of written instructions for spells. It has no magic about it (unless its owner wanted to protect or enhance it somehow). Unlike a scroll, it is not destroyed when used.

In order to cast a spell from a book, a wizard must HAVE the book right there. It must be in a language he can read. (An illiterate wizard is handicapped!) The wizard must also be in a fully-equipped workshop, OR have his magician's chest (containing wands, powders, philtres, etc.) with him. (A wizard's chest costs about $2500.)

It takes 5 minutes (60 turns!) to cast a spell from a book. The ST cost to the wizard is normal; he is at DX -2 because he is unfamiliar with the spell.

Spells of IQ 15 and above CANNOT be cast from a book; they are too complex. They can only be cast by a wizard who has actually memorized them. Non-wizards cannot use either books or scrolls.

Obviously, casting a spell from a book is not a combat tactic. It can be useful, though. You can cast spells at home . . . or, down in the labyrinth, you can cast a few spells before you open that hazardous door . . . or, trapped in a room, you can take your time about working up that Knock (or Lightning) spell that you don't have memorized. A magician's chest is heavy and expensive, but sometimes worth carrying along.

Books of magic are available at the Wizards' Guild, or from magic shops. The price will depend on the spells it contains. Each IQ 8 spell usually costs $160, each IQ 9 spell $180, and so on . . . though the price may be higher if a book contains an unusual spell of some sort. "Reference books" are also available, containing information about spells over IQ 14. These books cannot be used to cast the spells, but are prized by powerful wizards studying magic for its own sake.

Books of magic are often large and bulky. Consider: for each spell, a book must give a complex incantation (often with several variant forms); a list of magical ingredients and acceptable alternatives; general instructions; and something about the history and theory of the spell! To figure the size of a book, assume that an IQ 8 spell takes 8 pages (one side only) to describe, an IQ 9 spell takes 9 pages, and so on. Each page, extensively calligraphed and illuminated, weighs .03 kg. This isn't much — but it adds up. The bindings will weigh .5 kg. If they are especially heavy, made to lock, waterproof, etc., they will weigh 1 kg or even more. A magical library is a massive thing, and not to be hidden in your pouch.

Books are also required for alchemical and chemical potions and for the instructions on making each magical item with the Greater and Lesser Magic Item Creation spells. The instructions for any item or potion are five pages long for each week required to create it. A 20-week item needs a hundred-page book.

If you want to have a magic book copied, you can; no arcane ability is required. Cost for a copy will be about the same as buying an ordinary original . . . about $20 per page.

The owner of the book may charge an additional fee, ranging from $1 to $10/page; make a reaction roll. If his reaction is very good, of course, he will lend you the book without cost.

Each page is a day's work for a good calligrapher. At each day's end (that is, for each page finished), the calligrapher must make a 3/DX roll (to see if he made some blot or error, requiring him to start over) and a 2/IQ roll (for the chance that he neatly, carefully, and beautifully MISCOPIED somehow). A DX mistake will be instantly obvious; an IQ mistake will not be noted unless a wizard tries to use the spell, or spends an hour or so looking over the page.

Any literate wizard may also write down any spell he knows, following just the same rules. The wizard's familiarity with the spell makes up for his lack of calligraphic skill.

SCROLLS

A scroll is a piece of parchment. The words of a spell have been written on it and other enchantments performed, so that when the scroll is read aloud the spell will actually be cast. Use of a Scroll is the one way a wizard may cast a spell of an IQ level higher than his own. Each scroll contains only one spell.

It takes one turn to remove a scroll from its protective casing and unroll it, ready for use. It takes one turn to read it. When the wizard finishes reading, the spell is cast. The scroll immediately bursts into flame and is lost.

Since a scroll is a device for patterning a wizard's mind, a wizard cannot begin to read a scroll and then stop; it "takes over his mind" while he reads it. It IS possible to try to "glance" at a scroll to determine what is on it without beginning to read it. If this is attempted, a wizard must make a saving roll of 4 dice against IQ. If he succeeds once, he has an idea what the scroll is about; if he succeeds again, he is told exactly what it will do. If he fails either attempt, he begins to read the scroll, and only if he is killed or rendered unconscious before his DX turn to act will he not complete the reading of the scroll and the casting of the spell. NOTE, though, that he would not cast it blindly — if, for instance, it contained a lightning bolt, he could direct it. He just could not choose to leave it uncast.

Only a wizard may attempt to read a magic scroll. It must be in a language he knows. If the scroll is for a spell requiring a higher IQ than the wizard possesses, he may still attempt to read the scroll and cast the spell, but he is at -2 DX for every IQ level by which he is too low for that spell.

If a wizard misses his DX roll on a scroll-cast spell, the effect is just as though he had tried to cast that spell normally and had missed — also, the scroll is still lost. If the wizard makes his DX roll, the spell comes off normally and the wizard is charged the full ST cost for that spell. The knowledge comes from the scroll, but the strength still comes from the wizard. A wizard cannot cast a spell (from a scroll, or any other way) requiring more ST than he has available.

It requires two hands to hold a scroll for reading.

For information on creating scrolls, see the WRITE SCROLL spell (IQ 16).

Cost of Scrolls

The cost of a scroll is determined by the time a wizard had to spend making it — which in turn is governed by its IQ level. Usual prices for scrolls are:

IQ 8 – $300	IQ 14 – $700
IQ 9 – $350	IQ 15 – $800
IQ 10 – $400	IQ 16 – $900
IQ 11 – $475	IQ 17 – $1,000
IQ 12 – $550	IQ 18 – $1,100
IQ 13 – $625	IQ 19 – $1,250
	IQ 20 – $1,500

MAGICAL EQUIPMENT AND LABORATORIES

Some wizards have no more "equipment" than their hands and possibly a staff. Others have flasks, alembics, grimoires, vials of arcane substances . . .

Two sorts of "equipment" will be dealt with in this game. The first is the "wizard's chest," which is used with a *grimoire* or book of spells. This chest is a sort of "portable laboratory," and contains all that a wizard needs to cast spells using a book. It may take the form of an actual chest, suitcase, or small trunk; it may be a symbol-decorated carpetbag, or just a big leather sack. Its contents will be totally mystifying to anyone but another wizard; some will have been made by the wizard himself and may be of no use even to another wizard.

Whatever form it takes, a wizard's chest will weigh about 5 kilos and will be the size of a large bag or small suitcase. Such a chest is worth about $2,500, though after the wizard buys the materials he will spend time working on them, custom-making equipment, etc. Wizards are (naturally) very protective of their gear, and often protect it in strange ways.

More complicated and extensive is the full-scale wizard's laboratory or workshop. This comprises at least $10,000 worth of equipment, books, etc. It is needed for the work of an Alchemist (q.v.), or to make magical items of any variety. A laboratory will be a medium-sized (at least) room, full of incomprehensible equipment. To the layman's eye it will look much like a Chemist's laboratory — but, while a chemical lab is similar and costs as much to set up, the two are wholly different.

Any wizard who maintains a wizard's chest must spend around $10 per week in maintenance; any wizard who is using a lab must spend about $50 per week. This goes to repair and replace equipment, chemicals, etc.

A wizard's chest or laboratory must be attuned to him. A wizard may not use a lab until it is so attuned; this takes 50 ST, one week, and a successful 3/DX roll. A lab may be attuned to any number of wizards (though only one may use it per week), which is why so many wizards rent lab space rather than buying. Rental runs about $150/week, plua $50/week for supplies and maintenance.

A wizard's chest may be attuned to him and him only.

GESTURES AND INCANTATIONS

Casting spells is basically a mental job. However, a wizard

must go through certain physical rituals to properly pattern his mind for the spell. The better the wizard knows the spell, the less physical rigmarole is required.

If a wizard does not know a spell at all, he can cast it only with the aid of a scroll or book. A scroll must be opened (2 hands) and read. It must be read ALOUD unless the wizard's IQ is at least 2 points higher than the IQ level of the spell. It is all right for someone else to hold a scroll open, for the wizard to pin it to a wall, etc.

It requires 5 minutes (60 turns) to cast a spell from a book. The wizard must have his laboratory or wizard's chest available. The wizard must read the spell in a loud voice, make gestures with both hands, sprinkle powders, draw symbols, etc. If he misses his DX roll, he must start over.

If a wizard *knows* a spell (that is, if it is one he has memorized) the ritual he must go through to cast a spell depends on the difference between his own IQ and the IQ required for the spell.

Spell IQ the same as the wizard's, or one less: The wizard must speak and gesture with both hands. A staff does not impede his gesturing; anything else does.

Spell IQ 2, 3, or 4 less than the wizard's: The wizard must either speak or make some gesture with one hand. Thus, he is capable of casting a spell SILENTLY.

Spell IQ at least 5 less than the wizard's: The wizard may cast the spell without appearing to move a muscle.

This means that a beginning wizard would require both hands and his voice to cast a simple spell, even if he knew it . . . a more experienced one could cast it with his hands full . . . and a true adept could cast it even though blindfolded, gagged, and tied to a tree. (The blindfold would make it hard to aim a thrown or missile spell at a figure more than 1 hex away, though!)

The only time these rules become important is when a wizard tries to cast a spell while tied up, heavily encumbered, or otherwise handicapped. The rest of the time, you may just assume that the wizard does what he needs to cast the spell.

This also means, naturally, that it is sometimes possible to tell what a wizard is doing. If a wizard makes visible hand-motions or speaks aloud, another wizard who sees or hears will know what spells are being cast. (Language does not matter; almost all wizards cast their spells in the Sorceror's Tongue.) However, an observer more than 3 hexes away will not be able to see/hear clearly enough to recognize the spell, unless the wizard is cooperating (speaking loudly, etc.)

A non-wizard who KNOWS a spell will also recognize it if he sees or hears it cast. If a non-wizard who does NOT know the spell wishes to try to recognize it, give him a chance: 5 dice on IQ, plus one more die for each IQ point the spell's level is above his. The GM should lie creatively if he misses the roll very badly.

These provisions become important (and a lot of fun) when one character wishes to mislead another about the spell he is using.

WISHES

A magic wish is a way of influencing probability. There are certain specific things that a wish is good for:

(1) A wish can add 1 to any attribute of any character, as long as it does not raise that attribute over 16.

(2) A wish can control any one die-roll if the wish is used BEFORE the dice are rolled. The player tells the GM that he is making a wish. He then dictates the die-roll result. For instance, a player wearing a wish-ring strikes at a dragon. Before

he swings, he makes a wish for triple damage. He does not have to make his "to hit" roll; he is automatically granted a roll of 3 and gets his triple damage. A wish can be used to affect ANY die roll made by any player or by the GM . . . it can insure a saving roll, make a weapon break, guarantee good reaction, etc.

(3) A wish can also ERASE any one die roll that has just been made. If an unfavorable roll is made, a player can use his wish to set time back a second so that the roll may be made over again. This can also apply to any roll made by another player or the GM — but it must be a roll that has JUST been made. Example: A figure wearing a wish-ring is attacked by a swordsman. The swordsman makes his "to hit" roll and rolls again for damage. The ring-bearer does not use his wish. The swordsman rolls a 10 — enough to kill the ring-bearer. Immediately (with his dying breath?) the ring-bearer uses his wish. The swordsman's roll of 10 is erased; he must make his damage roll over again. Since the wish was used AFTER the roll, *the figure who made the wish cannot dictate what the new roll will be* — he only gets to erase the old one.

(4) A wish can bring one figure back to life if that figure was killed within the last hour of game time, and if the body is reasonably intact (see DEATH) and available to the wisher. The figure brought back to life will have ST 1 (that is, he will be unconscious). In addition, he/she must lose a total of 5 from his/her attributes, they may be taken off ST, DX, IQ, or any combination thereof.

(5) A wish will grant its user one true answer to any yes-or-no question, from the GM.

(6) A wish will heal all of a LIVING character's wounds, diseases, etc., bringing him back to full ST and health.

(7) A wish will counteract another wish that has just been made.

A referee may, at his option, allow wishes to be used for other things. However, wishes should not be too powerful. Wishes should NEVER be allowed to grant treasure or magic items, to grant more wishes, to bring back a long-dead character, to magically kill some other character, or perform other such super-powered feats.

A wish may be found "bound into" a magical item such as a ring — or it may be granted by the Sorcerors' Guild as a reward for some service. However, all wishes originally come from one source: demons. Wishes can therefore be as fickle and tricky as their creators.

To bring a Wish into the world, a wizard must use the Summon Demon spell (q.v.). Once the Demon is summoned, the wizard may choose to demand a wish. This is very risky, though — even riskier than summoning a demon in the first place. The demon does not automatically grant the wish just because he was summoned; the wizard must engage in mental battle with the demon and FORCE him to grant the wish.

To win this contest of wills, the wizard must make a 3/IQ roll against the DIFFERENCE between his IQ and the demon's (which is 20). A wizard of IQ 30 must roll 10 or less on 3 dice. Double and triple-effect rolls DO count — but you cannot use another wish to insure a roll of 3.

The wizard must roll against his BASIC IQ. Potions, aid spells, ordinary magic items, etc., won't help. A Charm will allow an improved roll; nothing else will.

A successful roll means the wizard wins his wish. Failure means his death. If the wizard is killed, try the same 3-die roll again on the difference in IQs. If this roll succeeds, the wizard may be revived (see DEATH). However, if this roll is also failed, the demon will blast the wizard to ashes, permanently and totally killing him. Note also that if the wizard already had a wish, and attempted to use it to erase one

of the failed IQ rolls, it wouldn't work. He would lose the

Pentagrams will not protect the wizard in this battle of wills — though a good pentagram would permit the wizard from smashing anything else after he finished off the wizard!

If a wizard succeeds in getting a wish, he may have it granted on the spot. He may also instruct the demon to bind it into some object. The first person to hold that object and utter (or think) a wish . . . will get it.

USING MAGIC: A SUMMARY OF METHODS

If you are a wizard, you may use magic as follows:

FROM MEMORY — The spell must be one you have memorized — that is, it must be at your IQ level or less, and you may not memorize more spells than your IQ number. Make your adjDX roll. Pay the regular ST cost if spell succeeds, 1 ST if it fails.

FROM A SCROLL — The spell must be in a language you know, and you must be literate. If the spell's IQ level is higher than yours, you are at -2 DX for every IQ point difference. Pay the normal ST cost for casting the spell, or 1 ST if you fail. The scroll is destroyed upon reading, whether it succeeds or fails. See SCROLLS.

FROM A BOOK — Again, you must be literate, and the book must be in a language you know. The spell must be at your IQ level or less. You must be in a magician's laboratory, or have your magician's chest with you. It takes about 5 minutes (60 turns) to cast a spell from a book; make your DX roll at the end of this time. Your DX is at -2 because the task is unfamiliar. Pay the normal ST cost for casting the spell, or 1 ST if you fail. Only spells of IQ 14 or less may be cast from books. See CASTING SPELLS FROM BOOKS.

USING A MAGIC ITEM — As per the description of that item.

If you are not a wizard, you may still use some kinds of magic, as follows:

FROM MEMORY — Like a wizard, except that memorizing a spell "costs" you 3 IQ points, and you will always cast that spell at DX -4. Non-wizards never know many spells.

FROM A SCROLL OR BOOK — Forbidden. Only wizards can use scrolls and books.

USING A MAGIC ITEM — As per the description of that magic item. Most magical items work for heroes as well as wizards. Some (i.e., staffs) work only for their maker; some items work only for wizards. Consult description of the item you wish to use.

LEARNING NEW SPELLS

As has already been discussed, the spells a wizard can learn are limited by his IQ. The number of spells he can know cannot be greater than his IQ (and if he has any talents, or extra languages, these also subtract from the number of spells he may memorize). Furthermore, he may not memorize any spell of an IQ level higher than his own; an IQ-13 wizard is limited to knowing those spells of IQ 13 and below on the Spell Table.

When a player creates a new wizard figure, he does not have to "pay" anything for the spells he begins with. However, as the wizard gains experience and increases his IQ, he becomes capable of memorizing more spells. There are several ways in which new spells may be learned. *However, they all require the student to spend time, or money, or both.*

The first way is to learn the spell as an apprentice. During every four months that an apprentice wizard faithfully serves a master, he will be taught one spell of his choice, so long as that spell is of IQ 12 or below. The apprentice does not have to spend any money or set aside any specific time; he is learning the spell a little at a time, as he goes along. He must specify the spell he is learning at the *beginning* of the four-month period. For another month after the four months are up, he will be at -2 DX when using the spell.

The second way is simply through study. If a wizard has a grimoire containing a given spell, and if he has the IQ capacity to learn that spell, he may eventually memorize it without help. This will take weeks of uninterrupted study and practice, during which the wizard can do nothing else. Multiply the IQ level of the *spell* by 3, then subtract the IQ of the *wizard*. This is the number of weeks he will need to learn the spell. For another month after this time is up, he will be at DX -2 when using that spell. This system costs no money — but the wizard has to eat during that time! Remember: basic subsistence (a roof over your head and a plain diet) costs about $20/week, and a "decent" living will be $30 to $40, with luxury coming much higher.

The third way is through instruction and practice. The wizard learning the spell will need to receive instruction from a wizard who already knows it; the time required for this instruction, in weeks, will be twice the IQ level of the spell, minus the IQ of the wizard learning it. The student will have to compensate his teacher for the time spent in instruction, at regular Guild rates — see the discussion of the Guild. At the end of this instructional period, the new spell is known thoroughly.

The fourth way is through intensive instruction from the Guild. The would-be member must seek out a Great Chapter house of the Wizards' Guild; there is one such in every city with a population of 25,000 or more. He must then pay a fee of 30 times the IQ level of the spell, in gold. He will receive one week of intensive instruction by high-IQ wizards who will use Telepathy and similar methods to insure his understanding, and Aid spells to let him practice over and over. At the end of the week, he will know the spell thoroughly.

The Wizards' Guild will occasionally offer free instruction for one who performs a noteworthy service.

SPELL TABLE

Following are the commonly-known spells available to wizards. For each spell, the following information is given: name, type (Thrown, Missile, Creation, or Special); effect produced by the spell; and ST cost to cast the spell and (if it is a continuing-type spell) to keep it in operation on each successive turn. Remember that the cost to keep a thrown spell in operation is based on a 1-hex figure; a 2-hex figure costs twice as much, and so on. See Melee or Advanced Melee for explanation of combat uses.

IQ 8 SPELLS

STAFF (S): This spell is used to make any piece of wood into a staff. ST cost is 5.

A wizard does not HAVE to have a staff. If he wants one, he must know the Staff spell to create one. The wizard DOES NOT create the staff during the game (except to replace a broken one). If he knows the Staff spell, he STARTS with a staff, without expending any ST to create it.

Regardless of what the staff looks like (rod, wand, quarterstaff, etc.), it is a physical weapon which does one die of damage when the wizard hits with it. Hitting with the staff is treated just as though the wizard were a fighter using a one-die weapon. It costs the wizard no ST to strike with his staff; it is not drawing its power from him.

A wizard who has a staff may keep it in hand at all times, even when he is casting spells; it gives him no advantage or disadvantage. A staff CAN be affected by a Drop Weapon or Break Weapon spell.

If anyone other than the owner of a staff picks it up against the owner's will, it explodes, doing the fool who touched it 3 dice damage.

MAGIC FIST (M): A telekinetic blow. Does (1 - 2) damage for every ST point used to cast it; can also trigger traps or carry out other unsubtle manipulations within line of sight. A Magic Fist that does 6 or more hits BEFORE armor/shield protection will trip its target unless he/she makes a 3-die roll on ST or DX, whichever is higher.

BLUR (T): Defensive spell. Makes subject harder to see/hear/smell. Subtracts 4 from DX of all attacks/spells against subject. Costs 1 ST to cast, and 1 more ST each turn thereafter until turned off.

SLOW MOVEMENT (T): Halves victim's MA for 4 turns. Slow spells do NOT multiply, but DO add. Two slow spells do NOT reduce a victim to ¼ speed; they keep him at ½ speed twice as long. Cost: 2 ST.

DROP WEAPON (T): Makes victim drop whatever is in one hand — a weapon, shield, or whatever. Will NOT make a ring or amulet fall off. Costs 1 ST, or 2 ST if victim's basic ST is 20 or more. A weapon or other object with Immunity (q.v.) to this spell will never be dropped accidentally; a roll of 17 does not affect it.

IMAGE (C): Creates any image (see IMAGES AND ILLUSIONS) occupying one hex. Costs 1 ST.

DETECT MAGIC (T): Directed at any one item/being (weapon, door, figure, etc.) tells user whether the item is magic or has any spells on it. Does NOT identify the spell(s). NOTE: The GM makes the roll against adjDX; if the roll is missed, the GM says "It doesn't seem to be magic," whether or not the item IS magic. Cost: 1 ST.

LIGHT (T): Makes any small (8 cm or less) item glow like a torch (any color) for a full day. Will light up a ring, the end of your staff, your hand, etc. The wizard can will the light to go out at any time, but must recast the spell to get it back. Costs 1 ST.

IQ 9 SPELLS

CLUMSINESS (T): Subtracts 2 from victim's DX for every 1 ST the wizard uses to throw spell. Lasts 3 turns (1 turn if victim's ST is 30 or more).

CONFUSION (T): Subtracts 2 from victim's IQ for every 1 ST the wizard uses to throw spell. Lasts 3 turns. A figure whose IQ is reduced by a Confusion spell cannot use high-IQ spells while "confused" to a level lower than the IQ required for the spell, but CAN re-energize spells already cast.

AVERT (T): Defensive spell. When a wizard throws AVERT on a victim, the victim must end his movement at least 2 hexes farther from the wizard than he started, each turn the spell is on. A victim who cannot move away without running into something or falling into a river or chasm must make his saving roll (3 dice against adjDX) to avoid falling down. A figure which cannot move 2 hexes due to being engaged must move as far away as it can, even if it has to disengage. Costs 2 ST to cast, plus 1 each turn it is maintained.

AID (T): Temporarily adds 1 to ST, DX, or IQ of any figure (including wizard himself) for each 1 ST the wizard uses to cast it. Lasts 2 turns.

If ST is given to another figure (for instance, to allow another wizard to cast a spell with a very high ST cost), that ST must be used within 2 turns, or it is lost.

SUMMON WOLF (C): Brings a wolf (ST 10, DX 14, IQ 6, MA 12, bite does 1 + 1 damage) to follow wizard's orders. (See SUMMONED CREATURES). Costs 2 ST to cast, plus 1 each turn the wolf remains.

REVEAL MAGIC (S): A spell which may be used by a wizard during combat to find out what secret protective spells or devices his foes may be using. Will reveal any or all of the following spells, whether they have just been cast or are properties of a magical item being ACTIVELY USED by the foe: Avert, Shock Shield, Reverse Missiles, Eyes-Behind, Fireproofing, Stone Flesh, Iron Flesh, Fresh Air, Spell Shield, Unnoticeability, Blast Trap, Shock Shield, Shapeshifting, Mage Sight, Dark Vision, and Hammertouch. Will also reveal any Amulets worn and any objects presently giving Immunity to any specific sort of spell.

NOTE: This spell will NOT pick up a magical item that is not "powered" at the moment. It will always pick up an "always-on" sort of item. It will never tell the caster WHAT item of the foe's is magical — just that there's protection there.

Reveal Magic may be cast on one figure at a time. It will work on any figure within 5 MH of the wizard casting the spell, but he (or one of his illusions, etc.) must be able to see the figure the spell is cast on. When the spell is cast, it will automatically reveal any Slippery Floors or Sticky Floors within 5 MH of the figure who cast it.

Cost to cast this spell: 1 ST, plus 1 each turn it is renewed.

FIRE (C): Fills one hex with magical flame. Effects of this flame are as follows: No creature of less than IQ 8 will pass through or stay in it; animals are afraid of fire. (An illusion, of course, could pass through.) A figure who moves through a fire hex, or is in a hex when a wizard creates fire there, takes 2 hits of damage. A figure which moves into a fire hex and STOPS (to attack, for instance) takes 4 hits and suffers -2 DX that turn. The effects of fire hexes are cumulative within a turn, but armor and protective spells DO work. Example: A figure moves through 2 fire hexes (4 hits damage) and stops in a third (4 more hits) to attack (4 more hits). The protection given by that figure's armor and spells are taken from the total of 8 hits to see how many hits the figure actually took from the fire. The hits take effect as soon as the protection is used up. If the figure in the example had Stone Flesh (stopping 4 hits) but no other armor, he would suffer no damage in the first two hexes. However, these would use up the protection, and upon stopping in the third hex he would take 4 hits. (The Stone Flesh would still take 4 hits off any other attack that turn.)

A wizard may also use this spell to produce controlled fire in his own or an adjacent hex. He could light his own cigar, a friend's torch, or an enemy's beard.

ST cost to use Fire in any fashion: 1 ST.

DETECT LIFE (S): When this spell is successfully cast (again, GM makes adjDX roll), it tells the wizard whether there are any living beings (except members of his party) within 2 MH of the MH he is in. Basic ST cost is 2; range can be increased by 1 MH (in all directions) for each additional ST the wizard puts into it. The wizard MAY, if he wishes, make the spell "directional," and look at only one hex, or only one MH, within the spell's range. He may also look for one kind of life — i.e., orcs. If the GM misses the roll, he says "You sense nothing living," regardless of whether there is actually any life about. NOTE: Germs, flies, etc., don't count. Large plants do . . . so this spell is less useful in the forest.

DARKNESS (S): Extinguishes all artificial lights (including LIGHT spells) within its range. Does not affect light from sources outside its range. Range is 1 MH from the wizard's MH for every ST point used to cast it. Duration 3 turns — can be extended past that time (whatever its range) for 1 ST per turn. Example: A wizard wishes to cast Darkness in an area 3 MH from his own MH for 4 turns. It costs him 3 ST to cast the spell, and one more to hold it for the 4th turn. If the wizard is killed or goes unconscious, the darkness lifts. The wizard CAN limit the darkness effect to a PART of that area, even to having it hit one torch among dozens, if he wishes. Torches, lights, etc., come back to life when the spell ends.

DARK VISION (T): Gives subject the ability to see normally, even in total dark, for 1 hour. (Note to GMs: In labyrinth adventuring, you may make this one hour on YOUR OWN watch, rather than keep track of that many turns.) ST cost: 3. This spell does NOT penetrate invisibility, magically induced shadow, etc. — that is left for MAGE SIGHT.

IQ 10 SPELLS

TRIP (T): Knocks victim down. Does NO damage – but if victim is on edge of a chasm, pit, river, etc., he must make a 4-die saving roll against adjDX to avoid falling in. A good hard Magic Fist would have the same effect. The Trip spell costs 2 ST, or 4 ST if the target has 30 ST or over.

SPEED MOVEMENT (T): Doubles MA of target figure for 4 turns. Speed spells do NOT multiply, but DO add. Two speed spells do NOT quadruple the subject's speed; they double it for twice as long. Cost: 2 ST.

SUMMON MYRMIDON (C): Brings a warrior (ST 12, DX 12, IQ 8, MA 10, 2-die broadsword, no armor) to follow wizard's orders. (See SUMMONED CREATURES.) Costs 2 ST, plus 1 each turn the myrmidon remains.

DAZZLE (S): Creates a blinding psychic flash. ALL sighted creatures (friend or foe) in an area within 5 megahexes of the wizard's own megahex (but NOT the wizard himself) suffer -3 DX for 3 turns. Images, illusions, etc. (ANYTHING with eyes) are affected. Cost: 3 ST.

SHADOW (C): Fills one hex with totally black shadow, extending some 3 meters in the air. A hex may be shadowed while a figure is in it. Figures may move freely through shadow hexes. A figure attacking from or through a shadow hex has DX -6. An attack INTO a shadow hex is DX -4. Cost: 1 ST.

SHOCK SHIELD (T): Does 1 die of damage to any other creature in the subject's hex, at the end of each turn the spell is on. Armor and shields don't protect. Cost: 2 to cast, 1 each turn it's maintained.

WARD (S): This is a protective spell. By setting Ward on a doorway, or just an area of floor, a wizard can "booby-trap" it psychically. Anything that comes through the warded doorway or area of floor (up to 3 small hexes) will be known to the casting wizard, even if he is asleep, busy, or facing another way. He will also know if the intruder has evil intentions. However, the wizard must stay within 15 hexes of his Ward at all times, or it will cease to work. Any number of Ward spells may be cast. Lasts 1 day. Cost: 2 ST.

This spell is also needed to use the magic items called WARDS (q.v.). It must be cast once over each of the five wards to energize them.

TRAILTWISTER (S): Another protective spell. The Trailtwister will confuse pursuing enemies who are not actually within sight. If a wizard successfully casts the Trailtwister on a crossroads or intersection (of whatever type), pursuers will usually take the wrong path. The leader of the pursuers gets a 4-die saving roll against his IQ to penetrate the spell. Trailtwister lasts one day, or until the casting wizard is killed or wills the spell to end, and will confuse all who pass EXCEPT the wizard and those he guides. A person or group returning to a "twisted" crossway will have a 50% chance of being confused AGAIN each time after the first that they come there, too. ST cost: 4.

FAR VISION (T): Subject of this spell can see "like a hawk" for five minutes; his distance vision is increased a hundred times. Cost: 1 ST.

DETECT ENEMIES (S): Exactly like Detect Life (above), but picks up ONLY on beings with general or specific hostile intent. Costs 3 ST to cover the area within 2 MH of the wizard's MH, plus 2 more ST for each additional MH range.

Can also detect some kinds of hostile magic (since that contains a residuum of its caster): Blast Trap, Proxy (of a hostile being), Rope or Giant Rope, Hand of Glory, and other traps of a *magical* (but never physical) nature. If it works, the wizard will be told "You sense a hostile being", or "You sense hostile magic" – perhaps both – but never details of any kind.

LOCK/KNOCK (T): This spell controls doors, gates, etc., and can be used in two opposite ways: to hold something closed or to open it. A door held by a LOCK spell can be opened only by a KNOCK or by physical destruction; a KNOCK will negate one LOCK spell OR open one ordinary lock. A door held by two physical locks and three LOCK spells would require five KNOCK spells to open it. Cost to cast this spell, either as LOCK or KNOCK, is 2 ST. NOTE: Some things (like a ton of sand, or a troll holding it) will close a door in the face of any KNOCK. A successful KNOCK spell will NEVER trigger traps. A failed KNOCK spell will ALWAYS trigger any traps that opening the door would have. A KNOCK will not affect a spell-created GATE.

It IS possible to pick a lock held by a LOCK spell. Each LOCK spell on a door adds one die to the difficulty of ONE lock on that door (the GM decides which one). If a lock normally requiring 3 dice to open is secured by two LOCK spells, it takes 5 dice to open. Opening it voids the spells.

If a door has no locks on it, a LOCK spell makes it harder to push open. For more details, see DOORS.

No more than five LOCK spells may be cast on one door, no matter how many locks it has on it. A LOCK lasts until something removes it or the door is opened – except that a wizard may pass through his own LOCK spells without removing them.

IQ 11 SPELLS

SLEEP (T): Puts victim to sleep until he (a) awakens naturally, which takes several hours, (b) is hit, or (c) is shaken awake (takes 2 turns) by a figure in an adjoining hex. A sleeping figure falls down. Does NOT work on figures with basic ST of 20 or more. Cost: 3 ST.

SUMMON BEAR (C): Brings a bear (ST 30, DX 11, IQ 6, MA 8, bite does 2 + 2 damage) to follow wizard's orders. (See SUMMONED CREATURES.) Costs 4 ST, plus 1 each turn the bear remains.

CONTROL ANIMAL (T): Puts any one animal under wizard's control as long as spell is maintained. Works only on REAL animals; if the target was actually an illusion or image, it vanishes when the spell strikes. A controlled animal will follow most orders, including orders to attack its friends (see CONTROL SPELLS) but gets a 3-die saving roll against IQ when the spell first hits. This spell does NOT affect humanoids or dragons. It does affect wolves, bears, etc. Cost: 2 ST, plus 1 per turn maintained.

ILLUSION (C): Creates any 1-hex illusion. See IMAGES AND ILLUSIONS. Cost: 2 ST.

REVERSE MISSILES (T): Causes any missile spells (or missile or thrown weapons) aimed at the spell's subject to turn against the one who fired them instead. When this spell is cast, the player records the fact, secretly. He shows it to the other player at the END of the first turn in which missiles were fired at the spell's subject. All missiles which hit that figure are then considered to have hit the figure who fired them, instead (same damage). This may result in "replaying" part of a turn, to achieve the proper unpleasant surprise to the player who fired the missiles. (Exception: If a highly dexterous archer fired two arrows at the protected figure in one turn, only the first arrow turns back. The dexterous archer is then warned, and NO second arrow is fired.) This spell has NO EFFECT against non-missile attacks. Cost: 2 ST, plus 1 each turn it is maintained.

If the character who fired the missile is *also* protected by RE-VERSE MISSILES, the missile flies back and forth (one round trip per turn) until it strikes some intervening object or one of the spells ceases.

ROPE (C): Creates a magical rope to entangle victim, halving his MA. The rope also IMMEDIATELY reduces the victim's DX by 2. Each later turn the rope remains, it reduces his DX by one more . . . so it is -3 on the second turn the rope remains, -4 on the 3rd turn, etc. To remove the rope, the victim must stand still for a turn, doing nothing else, and make a saving roll on 3 dice against adjDX. A successful saving roll removes the rope, which vanishes. If a figure's DX is reduced to 2 or less by a rope, he falls to the floor, helpless. NOTE: A figure in an adjoining hex can remove another figure's rope in the same way – by standing still and making his own adjDX roll on 3 dice. The Rope spell is not effective against creatures with a ST of 20 or more. For that you need the Giant Rope spell (IQ 15). Cost of the regular Rope spell is 2 ST.

CREATE WALL (C): Creates a solid wall in one hex – looks like a real wall. This spell CANNOT be cast over a figure or part of a figure to entomb him/her in solid rock; cast at a hex containing a figure, it fails. (A wall cast on an image, or part of one, WILL destroy it.) Cost: 2 ST.

DESTROY CREATION (T): Removes any one thing created by a Creation spell, with the following exceptions: (1) Has no effect on summoned beings. (2) Only removes one hex of a multi-hex fire, wall, or shadow. (3) has no effect on a multi-hex image or illusion of a living being. Costs 1 ST.

SILENT MOVEMENT (T): Lets subject of spell walk, run, climb, etc., totally noiselessly. This spell will NOT let you communicate silently – it just lets you move without being heard. Costs 1 ST to cast, plus 1 each turn it is maintained.

PERSUASIVENESS (T): Lets subject of spell speak convincingly. When using any Talent (Charisma, New Followers, etc.) requiring convincing others to do something, a figure with a Persuasiveness spell on him/her gets to roll ONE LESS DIE when making the attempt. A figure under a Persuasiveness spell also gets +2 on any reaction roll the GM makes. The spell lasts 1 minute. ST cost: 2, plus 1 each minute it is renewed.

STAFF TO SNAKE (T): Lets wizard turn his OWN staff into a small snake (ST 8, DX 13, IQ 4, MA 6, -2 on DX of anyone attacking it). The snake can move and/or fight on the turn after it appears, and will stay for 6 turns before reverting to a staff. If the snake is killed, the staff reappears immediately – broken. The snake's bite does

1 - 1 damage. Cost: 3 ST. The spell CAN be recast before the 6 turns are up, to give the staff a further 6 turns as a snake.

REVEAL/CONCEAL (T): This is another multi-purpose spell. It can be used (a) to find a hidden object, (b) to hide some object, (c) to hide the magic spells on an item, or (d) to make hidden spells on an item easier to find.

If an object is to be hidden with CONCEAL, it must already be in a hiding place, or else it must be very small and inconspicuous. For example, if a ring is placed in the corner of a room and two CONCEAL spells placed on it, a person in the room would not see it unless he made a 2-die roll vs. his IQ. (Actually, the GM would make this roll.) A 3-die hidden trap with two Conceal spells placed on it would require searchers to roll FIVE dice to find it. A Conceal spell lasts until removed.

A REVEAL spell can help find a hidden object, trap, etc. When you are looking for hidden things, REVEAL may be cast in a given hex. For each REVEAL spell cast (any number may be used) one CONCEAL spell in that hex is eliminated. When all CONCEAL spells (if any) in that hex are gone, each REVEAL spell cast in that hex makes EACH hidden object, trap, etc., in that hex 1 die easier to find. If two REVEAL spells were cast in a hex containing a 4-die hidden door, the GM (rolling for a member of that party) would only need roll 2 dice against IQ to see the door. Used this way, a REVEAL spell lasts only 12 turns.

A CONCEAL spell on an object will also hide the fact that the object is enchanted, and the nature of the enchantment. For each Conceal spell on an object (again, up to 5 may be cast), a wizard examining that object with either DETECT MAGIC or ANALYZE MAGIC must roll 1 more die. Each CONCEAL spell on an object affects all spells on that object (including itself). EXAMPLE: A wizard is attempting to use ANALYZE MAGIC on a ring. He rolls 3 dice normally — but there are 5 CONCEAL spells on the ring. The GM therefore rolls 8 dice against the wizard's IQ to see if he can analyze the ring's nature.

By casting a REVEAL spell on an enchanted object, one CONCEAL spell on that object can be removed. REVEAL spells have no further effect on an object after all CONCEAL spells are gone.

The ST cost for this spell is variable. Used as REVEAL, it always costs 2 ST. To CONCEAL an object the first time also costs 2. For each added time CONCEAL is placed on the same object, the cost doubles. The second one costs 4, the third costs 8, the 4th 16, and the 5th and last costs 32 to cast.

Variations are possible. A wizard might choose to put a powerful spell on a sword, put 5 CONCEAL spells on it, and put another minor spell on the sword, unprotected by the CONCEAL spells — thus, a low-IQ wizard using ANALYZE MAGIC on the sword might find the minor spell and think he knew everything.

The Rule of Five (q.v.) keeps more than 5 CONCEAL spells from being used on any one object — but these spells do not count against the regular 5-spell limit. A sword could have 5 CONCEAL spells on it, and five other spells hidden by CONCEAL.

A CONCEAL spell does not hide an object from the person who put it where it is. If your sword has a CONCEAL spell on it, you don't have to spend all day searching for it when it's in your belt.

IQ 12 SPELLS

FREEZE (T): Totally freezes victim (stops all actions, stiffens body) for 2 to 12 turns (after the spell strikes, wizard rolls 2 dice). A frozen figure can see and hear. He can attempt to disbelieve. He can even attempt a spell IF it is one he can cast without moving — that is, 5 below his IQ. But he cannot move at all. Does not work on beings with basic ST of 30 or more. Costs 4 ST.

FIREBALL (M): Does (1 - 1) damage for every ST point the wizard puts into it. Can be used to set fire to flammable objects.

INVISIBILITY (T): Lets wizard make himself (or another) invisible. The counter for an invisible figure is removed from the map (see HIDDEN MOVEMENT). An attack against an invisible figure is made at -6 DX (and, of course, has no effect if directed against the wrong hex). Invisibility does NOT make one inaudible or unsmellable, and is no use in the dark except against creatures who see in the dark normally. Otherwise, the effects of invisibility on your foes' DX are NOT cumulative with those of blur, dazzle, shadowed hexes, or darkness. Cost: 3 ST to cast, plus 1 for each turn the spell is maintained. This spell does NOT work on illusions or images; it destroys them.

BLAST (S): Does 1 die of damage to EVERY creature, friend or foe, in the wizard's hex or adjacent to it, except the wizard. Costs 2 ST.

MAGE SIGHT (T): Allows its subject to see objects concealed by blur, invisibility, shadow, or ordinary darkness. Cost: 2 ST, plus 1 per later turn.

BREAK WEAPON (T): Shatters one weapon, shield, staff, etc., in hand of a foe. Does not work on enchanted swords, shields, etc., constructed with *Immunity* (q.v.) against this spell. Such a weapon also will not break on a roll of 18, though it may be broken deliberately if someone wants to do so. Broken weapons do half damage (round down); broken staffs are useless. Cost: 3 ST.

3-HEX FIRE (C): Like the Fire spell, but covering up to 3 connected hexes. Cost: 2 ST.

3-HEX SHADOW (C): Like the Shadow spell, but covering up to 3 connected hexes. Cost: 2 ST.

ANALYZE MAGIC (T): This spell (if successful) tells the wizard the exact NATURE of the enchantment on any one object. If there are more than one spells on the object examined, this spell will reveal *one* each time it is cast . . . low IQ spells before higher IQ ones, all in the order they are listed in this book. The wizard MAY specify that he is looking for "harmful" or "beneficial" spells, in which case (if successful) he will get the simplest spell of that type (if any) — otherwise nothing. NOTE: As with other "detection" spells, the GM makes the roll. If the roll is missed, the GM should LIE to the wizard about the object — the more by which the roll was missed, the bigger the lie! A roll of 17 or 18 should produce a real whopper. Cost: 4 ST.

MAGIC RAINSTORM (C): Creates a "storm" one megahex in size. Like other creations, it lasts 12 turns. It can stand still or (at its creator's command) move at 1 hex/turn, changing shape if necessary. The magic rainstorm puts out all fires (real and magical). Fireballs, lightning, and dragon fire cannot go through it. (It has no effect on dragons; they have sufficient sense to close their mouths.) Cost: 4 ST.

DRAIN STRENGTH (S): Lets wizard drain life force from others (humans or humanoids only) into himself or his human or humanoid friends. No ST cost - but each 5 ST drained from another gives only 1 ST to the recipient. Can NOT be used to heal hits from wounds — only fatigue or exhaustion. The person being drained must cooperate or be subjugated (tied up, unconscious, etc.). The victim must *never* be killed by the spell. If the victim had 9 ST left, a wizard could take 5 away (giving himself only 1) but could not take the other 4 away. The backlash would kill the wizard! A wizard cannot make up the 5 ST by draining more than one figure; he could not, for instance, take 3 from one victim and 2 from another to give himself 1. The wizard, the victim, and the figure (if other than the wizard) receiving ST must all be adjacent to one another. If the wizard fails his DX roll on this one, he loses 1 ST and nothing happens to anyone else. The lost ST is *fatigue* damage to the victim, NOT physical injury .

REPAIR (T): This spell will magically repair (as good as new) any simple item of weight less than 2 kg. Items up to 4 kg can be repaired by two wizards working simultaneously, and so on. The spell will repair a broken rope, pot, etc. It will not cure a living being. It WILL repair a weapon, even if the weapon was magical — but the magic goes out of a weapon when it breaks, and this spell will NOT restore the magic . . . it will leave a perfectly good ordinary weapon. This spell will also NOT repair a complicated machine — it just joins simple breaks. All the pieces of the item to be repaired MUST be available. ST cost: 6.

EYES-BEHIND (T): This spell, when cast upon a person, improves his peripheral vision and co-ordination, so that he seems to have "eyes in the back of his head." All his side hexes will be treated as front hexes, and his rear hex will be treated as a side hex, for all purposes. Furthermore, he can see events directly behind him! ST cost to cast: 3, plus 1 per turn to maintain it.

IQ 13 SPELLS

FLIGHT (T): Lets subject (temporarily) fly. (See FLIGHT rules under MOVEMENT.) Any attack on a flying (one-hex) creature is at -4 DX. A creature flying by this spell has a MA of 12. Such a creature will not be used to flight — so if he/she attacks while in the air, his/her DX will be adjusted by -2 for regular physical attacks or magic spells cast on another, and -4 for attacks with physical thrown or missile weapons. This is in ADDITION to the -4 DX mentioned above if a flying creature is the target attacked. If one flying wizard aims a staff stroke at another, his DX is -6; -2 because he's flying, and -4 because his target is. This is clearly not an effective way to attack. Costs 3 ST to cast, plus 1 per turn flying.

SUMMON GARGOYLE (C): Brings a Gargoyle (ST 20, DX 11, IQ 8, MA 8 on ground, 16 in air, fist does 2 dice damage) to serve wizard. (See SUMMONED CREATURES.) Costs 4 ST, plus 1 each turn the Gargoyle stays.

CONTROL PERSON (T): Puts any one human or humanoid, natural or summoned, under wizard's control for as long as spell is maintained.

If target was an image or illusion, it disappears. A controlled person will follow most orders, including orders to attack his former friends. (See CONTROL SPELLS.) NOTE: Target of the spell gets a saving roll against his IQ on 3 dice. This spell does not work on animals or dragons. Cost: 3 ST, plus 1 each turn the spell is maintained.

STONE FLESH (T): Gives subject's body the power to act as armor, stopping 4 hits per attack. The protective effect of Stone Flesh is cumulative with any other natural or magical hit-stopping ability (armor, fur, etc.) of its possessor, but not with Iron Flesh. There is no way to tell if a figure is protected by this spell except to hit him or use Reveal Magic. Costs 2 ST to cast, plus 1 each turn the spell continues.

SLIPPERY FLOOR (T): Makes the floor over one megahex extremely slick. When any figure enters the slippery area, the player who cast the spell reveals it. Any figure in a hex made slippery, or any figure entering a slippery hex, must make his saving roll (3 dice against DX) to avoid falling in that hex. If the figure then enters another slippery hex in the same turn, it must roll again, and so on . . . and even if a figure simply stands still in a slippery hex, it must make the saving roll to avoid falling. A figure which falls in a slippery hex may try to stand next turn, but must make its 3-die saving roll to do so. Of course, it may choose to lie still, or to crawl out (see CRAWLING under MOVEMENT). To figure the range for this spell, or any other thrown spell covering one MH, count the hexes from the wizard to the center of the MH involved; this is the DX-. This spell DOES affect images and illusions. Lasts 12 turns unless renewed. Cost: 3 ST.

STOP (T): The victim of this spell has a MA of zero for the next four turns. He or she may do anything else, but may not move to another hex under any circumstances. Cost: 3 ST.

4-HEX IMAGE (C): Lets wizard create an image (see IMAGES AND ILLUSIONS) of anything no greater than 4 hexes in size. Cost: 2 ST.

3-HEX WALL (C): Like the Wall spell, but affecting any 3 connected hexes. Cost: 4 ST.

FIREPROOFING (T): Makes its subject immune to all effects of all kinds of fire and flame. His clothes and the things he carries will also be unaffected. Cost: 3 ST to cast, plus 1 per turn to maintain, for each hex of size of the subject.

STICKY FLOOR (T): Makes an area of floor 1 MH in size magically "sticky." The only effect is on figures' movement. Any figure entering a "sticky" floor area stops immediately. Each turn thereafter, his MA is reduced to 1. A figure with a ST over 30 has MA 2. An area cannot be both "slippery" and "sticky" due to magic; the second spell cast will fail to work. This spell affects images and illusions.

This effect lasts 12 turns unless renewed. Cost: 3 ST.

CURSE (T): The Curse is a general "foul-up" spell cast at one individual. It lasts until removed by Remove Thrown Spells. An individual may not know that he is cursed (although it's usually easy to figure out), but a Detect Magic spell will detect it, and an Analyze Magic spell will give its nature.

For every 2 ST the curser puts into the curse, EVERY die roll the victim makes is increased by 1 if the victim wanted to roll low, or decreased by 1 if he wanted to roll high. A 6-ST Curse would change every roll by 3.

OPEN TUNNEL (T): Turns one hex of rock (or any other material) into air. The effect of this spell is permanent. A smaller area may be affected if the wizard wishes, and the wizard may control the shape of the area. Cost: 10 ST.

It is possible to kill with this spell by turning all or part of a foe into air. However, the spell is not instantaneous. If this spell is directed against a living being, that creature has a 4-die roll against DX to escape. If the roll is successful, the target creature immediately jumps back one hex, out of the way. Otherwise, he (or part of his body) vanishes. The GM assesses damage done by a partial vanishing. Except in the case of a giant slime, Goo, or truly enormous creature, this effect will be very severe.

TELEKINESIS (T): Lets wizard move objects by the force of his mind. Objects may be picked up, thrown, etc. A wizard may do anything with TK that he could do if his own body were there. However, the object manipulated must be where he can see it. (Exception: A wizard with TK could use it to untie himself, even if he were in the dark or his hands were tied behind him.) For purposes of governing TK, the GM should assume that the wizard has one "invisible body" which he may place and use anywhere he can see. It is possible to use a weapon with this spell — but any weapon controlled telekinetically is at an extra -4 DX. Cost: 2 ST per turn.

CONTROL ELEMENTAL (T): Puts any one elemental under wizard's control as long as spell is maintained. An elemental gets a 3-die saving roll against its IQ (which is 8) when the spell first hits; if it makes the roll, the spell is ineffective. Most elementals will simply leave if a control spell fails, but a fire elemental may well attack, and any *large* elemental might feel hostile; make a reaction roll.

A controlled elemental will follow most orders (see CONTROL SPELLS), but gets another 3-die saving roll if given an order which is likely to result in its own demise. ST cost to wizard: 3, plus 1 every MINUTE (12 turns) the spell is maintained after the first minute. If the elemental has a ST greater than 30, double this cost. A wizard may control more than one elemental, but they MUST be of the same type; this is true even if he created the elementals himself.

IQ 14 SPELLS

LIGHTNING (M): Does 1 die damage for each ST point the wizard puts into it. Can also be used to blast through solid objects — for instance, a created Wall hex will vanish after taking 5 hits from Lightning, and the remainder (if any) of the lightning force passes straight through. If a being is killed by magical lightning, all magical items it carried are destroyed.

SUMMON GIANT (C): Brings a giant (ST 30, DX 9, IQ 8, MA 8, no armor, club does 3 + 3 damage) to follow wizard's oraers. (See SUMMONED CREATURES.) Costs 4 ST, plus 1 for each turn the giant stays.

4-HEX ILLUSION (C): Lets wizard create any illusion (see IMAGES AND ILLUSIONS) no greater than 4 hexes in size. Cost: 3 ST.

REMOVE THROWN SPELL (T): Negates the effect of any Thrown-type spell . . . can be used to dissolve an enemy spell, or to eliminate a foe's own magic protection. Has no effect on spells other than Thrown type, on magical items, or on the Spell Shield. Cost: 2 ST.

DISPEL ILLUSIONS (S): Causes all illusions within 5 megahexes of the wizard's own megahex to vanish immediately, regardless of their size and who created them. Cost: 5 ST.

SPELL SHIELD (T): Prevents any spells (hostile or otherwise) from being cast on its subject — that is, protects against effects of all Special, Missile, and Thrown spells. Does NOT affect spells already cast; does NOT protect against ordinary physical force, including damage done by created beings or things, damage done by weapons (ordinary, magical, or staffs), or the effects of magic ropes and slippery floors. When a spell hits a figure protected by Spell Shield, the wizard casting the spell loses the entire ST cost for that spell, because it succeeded but was nullified. Exception — a wizard casting the Death Spell at a protected figure loses only 1 ST. Cost of the Spell Shield: 3 ST, plus 1 per turn it is maintained.

GLAMOR (T): This is a special sort of illusion. A Glamor is cast over some living creature to make him appear as other than what he is; it is a magical disguise. A Glamor does NOT give the disguised creature any of the abilities of his disguise, and cannot make him appear to be more than twice his actual size. A Glamor can NOT be penetrated by disbelieving. It lasts until removed by Remove Thrown Spell, until the casting wizard wills it away, or until the englamored one dies.

A creature with Mage Sight may have a 4-die roll against IQ, ONCE ONLY, to see through a Glamor when it is first encountered. If successful, this removes the Glamor — but only for him; others will still see the illusion.

ST cost to cast a Glamor is 10.

FRESH AIR (T): The subject of this spell can breathe normally, regardless of where he may be — entombed in rock, underwater, surrounded by noxious gases, etc. The spell magically brings him air from elsewhere. ST cost: 2 to cast, plus 1 per minute to maintain.

WEAPON/ARMOR ENCHANTMENT (T): This is the simplest spell to enchant objects; with this spell, armor (and shields) can be enchanted to enhance their protective value, and weapons can be enchanted to hit more often and/or do more damage. For details on casting this spell, see CREATING MAGICAL ITEMS.

Any suit of armor, or any shield, can be enchanted to stop more blows. Applying this spell at the "lowest level" will produce an item that magically stops 1 extra hit/attack. Applying it in a stronger form will let an item stop 2 hits/attack — and so on, up to 5.

Any weapon can be enchanted to do more damage, or to hit more often, or both. Applying the spell "lightly" will give a weapon that does +1 damage, or increases its user's DX by 1, whichever the maker specifies. Stronger applications can give a weapon with damage and DX bonuses totaling up to 5 — never more.

An item that is both offensive and defensive (a spike shield or main-gauche, for instance) could have both offensive and defensive bonuses on it — but not totaling more than 5.

This spell (in all its forms) is permanent. It MAY be removed by a Remove Thrown Spell — like any other thrown spell . . . but the bonuses on a multiply-enchanted object must be removed one at a time.

TELEPATHY (T): Lets wizard read mind of one subject. Costs 4 ST to establish, plus 1 per turn it is held. Wizard can ask subject 2 questions per turn, and subject will answer to the best of his/her knowledge (works best on humanoids, but language is no barrier). Wizard must be in physical contact with subject — so a hostile subject had better be tied up or held. A hostile subject gets a 4-die saving roll vs. IQ to avoid having his mind read. Subject must be conscious. This spell will work on animals, but they may not know much. It will NOT work on dragons. It may be used to GIVE information rather than take it — but still at only 2 pieces of data per turn.

This is the spell the Wizard's Guild will use to help a character forget a spell or talent to "make room" for a new one. Used this way, it takes one full day and requires ST equal to 4 times the IQ level of the spell/talent being forgotten. The subject must cooperate *completely*. It allows the wizard to enter the subject's mind *fully*. A wizard cannot cast this spell on himself; outside help is always needed to forget.

SUMMON LESSER DEMON (C): Allows wizard to summon a minor demon, who will perform one service for him, or fight for 12 turns, but will NOT grant a wish. The demon is a 1-hex creature with ST 50, DX 13, IQ 16, and infinite MA due to its ability to teleport itself. It may use any weapon. It does 2 dice damage in HTH; its skin stops 3 hits/attack.

It takes 5 undisturbed turns to complete the summoning, and if the wizard fails the DX roll at the end of the summoning, the demon will appear anyway — and attack HIM.

ST cost to summon a lesser demon is 20.

The summoning of demons is more fully explained under SUMMON DEMON, an IQ 17 spell.

EXPLOSIVE GEM (S): This is a spell for creating a simple kind of magic object. An Explosive Gem may be made to go off when disturbed at all, or to explode only when thrown, at the maker's pleasure. Its maker may handle it without danger. Explosive gems of 6 dice power or greater also put one die of damage on each figure in a hex *adjacent* to that in which they explode!

IQ 15 SPELLS

IRON FLESH (T): Similar to Stone Flesh, but better: lets subject's body stop 6 hits per attack. Costs 3 ST, plus 1 per turn.

TELEPORT (S): Instantly "blinks" wizard to another hex. He may choose any facing he likes in the new hex. He does not have to be able to see the hex he is going to, but if he comes out in a hex with a solid object, he dies — and so does the object, if it was alive. Illusions count as solid; images disappear. Cost: 1 ST for each MEGAHEX distance transported.

SUMMON SMALL DRAGON (C): Brings a small (4-hex) dragon (ST 30, DX 13, IQ 16, MA 6 on ground, 16 in air; breath does 2 dice damage, claw does 2 - 2) to follow wizard's orders. (See DRAGONS and SUMMONED CREATURES.) Costs 5 ST, plus 1 each turn the small dragon stays.

GIANT ROPE (C): A strong version of the Rope spell. Cast on a creature of ST 20 or more, it has just the same effect that an ordinary Rope spell has on a human. Cast on a weaker creature, it has the effect of two simultaneous Rope spells, which must be removed one at a time. Cost: 5 ST.

7-HEX SHADOW (C): Like a Shadow spell, but affecting up to 7 connected hexes. Cost: 3 ST.

7-HEX IMAGE (C): Lets wizard create any image occupying up to 7 connected hexes. (See IMAGES AND ILLUSIONS.) Costs 4 ST.

MEGAHEX AVERT (T): Like an Avert spell, but cast on the occupants of a whole megahex at once . . . that is, any hex and all hexes adjacent to it. If the spell works, every figure in the MH is under an Avert spell, as above. Costs 3 ST to cast, plus 1 each turn the spell is held.

CALLING (S): The caster of this spell can draw to him the closest being of any kind he specifies, as long as that being is not more than a few kilometers away. The creature "called" will move toward the wizard as fast as it can travel without putting itself in some severe danger. Its reaction when it arrives at the wizard is NOT modified by the spell — so if you call a sabertooth tiger, you'd better be ready to deal with it when it appears! The wizard can call any creature of a type he has encountered before. If no creature of the type called is within range, the GM may, at his discretion, substitute a similar type, especially if the wizard's die roll was good. ST cost: 5.

HAMMERTOUCH (T): The subject of this spell can "thump" a person, door, or other object with his fist, doing 1 die of damage for every point of ST that was put into the spell. The spell lasts 3 turns — so the subject of a 4-point HAMMERTOUCH would be able to deliver three 4-die punches, one on each of the next 3 turns. This spell is useful for HTH combat, or for breaking down doors, but cannot be

effectively combined with the Unarmed Combat talents or the MAGIC FIST spell. The subject of the spell will not be hurt, no matter what he hits, unless he rolls a 17 or 18 — then he takes 1 die of damage himself.

UNNOTICEABILITY (T): As its name implies, this spell makes its subject hard to *notice*. He is not invisible, so Dark Vision, Mage Sight, etc., are of no help; he is simply very easy to overlook.

Anyone who would normally see (hear, smell, etc.) an "unnoticeable" figure must make a 4-die saving roll vs. IQ. Failure to make the roll means that they will never realize he is there. They will not look, walk, or fire missiles in his area unless absolutely necessary. Even if they bump into him, they won't realize he's there if they had missed their IQ roll before.

Figures in battle roll one more die to notice; figures with Alertness or Acute Hearing roll one less die for each talent. If an "unnoticeable" figure attacks someone, the one attacked *will* notice him. Once you notice an unnoticeable figure, you can see him clearly, but those who have not noticed him must still make a roll to see him, even if you point. They may decide you're insane!

ST cost: 3 to cast, plus 1 each turn it is maintained.

PENTAGRAM (C): Creates a magical barrier which keeps out evil influences. A pentagram is a five-sided figure, but treat it as covering one megahex. A pentagram will act as a Spell Shield to stop any magical attack from outside the MH. It will also stop images, illusions, and summoned beings. The only thing it will NOT stop is a totally "natural" thing - such as a purely physical attack by a non-magical creature. Costs 5 ST to cast, plus 1 for each turn maintained. The catch: (1) It takes 3 full turns to draw the pentagram; if the wizard is disturbed while drawing it, he loses 1 ST and must start over. (2) When the first attack is made against the pentagram, the wizard who drew it must make a 3-die saving roll against IQ to see if he drew it correctly. If he misses the roll, the pentagram is faulty and offers NO protection.

It is also possible to summon a demon INTO a pentagram. If the pentagram holds, everyone outside its perimeter will be safe.

CREATE GATE (C): Allows the wizard to make a Gate (see GATES). The gate will follow whatever rules the wizard specifies at the time he STARTS the gate. Cost to build a Gate is 100 ST: 50 when one end of the gate is set up, and 50 when the other end is set up. Once the gate is finished, the wizard cannot change it unless he knows the Control Gate spell (IQ 18).

ASTRAL PROJECTION (S): Lets the wizard send his "astral body" to another place while he (apparently) sleeps. The astral body can go anywhere the wizard knows about if he knows (approximately) the path. Distance is no barrier. The astral body can observe events in other places for one hour; at the end of that time, it automatically returns.

A wizard cannot take real physical objects (magical or otherwise) with him onto the astral plane. The exception is his staff. If the wizard has a staff, his astral body possesses an "astral staff" having all the powers given in the STAFF or STAFF OF POWER spell. However, no other spells which may have been cast on his "real" staff carry over into the astral plane — thus, he could not carry a Lightning rod (for instance) with him. An astral body looks like the wizard's real body, and is dressed and armed the same way.

A figure in the astral plane may look for traps, read open books, etc., just as though he were there in physical or insubstantial form.

A wizard in the astral plane may cast a spell on himself, or on another astral figure, exactly as though he were physically present. However, if an astral figure wishes to cast a spell on any *physical* person or object, the ST cost is TRIPLED. Furthermore, a wizard in astral form cannot use the CREATE GATE or CONTROL GATE spells at all.

Combat between astral beings is handled exactly like combat between "real" creatures, except that (a) there are no physical barriers on the astral plane, and (b) no magical item (except the staff) can be used. Wizards can cast spells at one another, just as though the fight were physical. Other forms of combat also work; two astral figures can battle with weapons or HTH. An astral figure will have astral weapons identical to the "real" ones he was carrying, but they will not have the magic powers (if any) that the real ones did.

Nothing in the physical plane, except a Dazzle spell or a Word of Command, can harm an astral body; in fact, an astral body cannot communicate with a physical being except by telepathy (the ST cost for telepathy is the ordinary cost, not the tripled one). Pentagrams, wards, and other magical protections WILL stop an astral body.

A physical being cannot observe an astral body in any way except by Mage Sight. DETECT LIFE will detect nothing. DETECT ENEMIES or a WARD spell will warn that something is present, but that's all.

An astral body has the ST that its possessor did immediately after the spell was cast to send him onto the astral plane. ST lost by the astral body (due to spells cast, wounds, or anything else) is also lost by the physical one. An astral body cannot draw ST from a strength battery, or from an AID spell cast by a *physical* being. He *can* use the DRAIN STRENGTH spell, if he knows it — but only on a *willing* subject. Death of the astral body kills the physical body, and vice versa.

Cost: 10 ST.

IQ 16 SPELLS

7-HEX ILLUSION (C): Creates an illusion of anything occupying no more than 7 connected hexes (see IMAGES AND ILLUSIONS). Costs 5 ST.

SUMMON DRAGON (C): Brings a 7-hex dragon (ST 60, DX 14, IQ 20, MA 8 on ground, 20 in air; breath does 3 dice damage, claw does 2 dice damage) to serve wizard. Costs 5 ST, plus TWO each turn the dragon stays.

DEATH SPELL (T): When this spell is cast, compare the ST of the wizard with that of the victim. The LOWER strength (at that moment) is the amount of ST lost by EACH of the two. In other words, the weaker one immediately dies, and the stronger one loses that much ST. Therefore, if a wizard uses this spell on a stronger opponent, it means his own death instead. Armor, Stone or Iron Flesh, etc., do NOT protect against this spell, although the Spell Shield stops it.

7-HEX FIRE (C): Like the Fire spell, but cast on any 7 connected hexes. Costs 4 ST.

7-HEX WALL (C): Like the Wall spell, but affecting any 7 connected hexes. NOTE: Although you cannot entomb a figure by putting a wall in its own hex, this spell can let you put walls in every hex surrounding a figure, thus trapping it. Cost: 6 ST.

MEGAHEX SLEEP (T): A Sleep spell which affects every figure with ST less than 20 (except the wizard himself) in a single megahex, OR any single figure with ST of 50 or less. Otherwise, just like Sleep, above. Costs 8 ST.

TRANCE (S): The wizard seems to sleep for one hour of game time. During this period, he may ask one yes-no question of the GM. The GM will answer truthfully. (If the wizard missed his DX roll, the trance fails; the GM does not get to lie to him.) Cost: 10 ST.

LONG-DISTANCE TELEPATHY (S): Allows a wizard to send a SHORT (5 words) message to any character he knows, whatever the distance. Allows 2 wizards who know each other and know the spell to converse for 30 seconds (they split the ST cost). Cost: 12 ST.

WRITE SCROLL (S): Lets wizard create a Scroll (see MAGIC SCROLLS). The wizard must know both the Scroll spell and the spell to be written on the scroll. ST cost: None. Writing a scroll requires a wizard's whole effort for as many days as the IQ required for the spell; he must make his DX roll once on each of those days or his pen slips and he ruins the scroll. Therefore, ST cost is inapplicable; it just takes days of work. A scroll CANNOT be made for any spell that creates a magic item.

CREATE/DESTROY ELEMENTAL (S): As "Create Elemental," this spell will create one elemental, which will do the bidding of its creator for one day. It will then seek to escape. If its creator wishes to avoid this, he must either (a) make a 5-die roll against his own IQ, (b) use the Control Elemental spell and try to force it to destroy itself, (c) use the Destroy Elemental version of this spell (below). If he makes the IQ roll, the elemental will serve him for a further day and then try to escape again — and so on. Any time an elemental is ordered to do something which threatens its existence, it gets a 3-die roll against its OWN IQ of 8; if it makes the roll, it escapes. In order to create an elemental, the wizard must be in a place appropriate to that element (see ELEMENTALS) and must expend 5 ST, plus 1 for every ST the elemental is to have.

As "Destroy Elemental," this spell destroys all elementals within a 5-MH radius of the caster, no matter what their ST. However, if an elemental is "in its element," that is, in a place appropriate to its creation and being, this spell will not affect it. For instance, a salamander in a volcano, or an undine in a river, would be unharmed. A free elemental will be very hostile to anyone it suspects may plan to use this spell, and will certainly attack a wizard who attempts it and fails. ST cost: 10.

STAFF OF POWER (S): Cast on any rod of wood or silver, this spell erases the STAFF spell (if it is present) and substitutes a similar but much more powerful spell. (The STAFF spell does not *have* to be present.) A Staff of Power works like a staff, but does two dice damage when the wizard hits with it. It is not affected by Drop Weapon or Break Weapon spells. If it is picked up against the owner's will, it does not explode, but still does three dice damage to the figure that picked it up.

A Staff of Power cannot be bought or traded; it must be made by the wizard who is to use it. It takes four weeks to make, at a cost of 10 ST per day.

IQ 17 SPELLS

SUMMON DEMON (C): Allows wizard to summon a 3-hex Greater Demon. The demon will do one of three things: (1) Fight for 12 turns and disappear. Its ST is 100, DX 14, IQ 20. It does 4 dice damage in bare-handed combat, and may use any weapon. Its skin stops 4 hits/attack. (2) Grant one regular wish (see WISHES). (3) Perform one service. The service is up to the GM; legitimate services include transporting the wizard and his party (up to 10 people) to another place, bringing the wizard some known object from a known place, etc. The demon can transport itself instantaneously — but if it has to fight (or search) for more than 12 turns, it will vanish rather than finishing the job. Also, demons are very literal-minded. Remember the famous dialogue . . .

WIZARD: Demon, make me a milkshake.

DEMON: ZAP! You're a milkshake.

The GM (acting for the demon) may be as obtuse and perverse as he wishes in conforming to the letter of a wizard's instructions — but precisely worded instructions should be followed precisely. HOWEVER, the time it takes to instruct a demon counts against the 12 turns (that is, one minute) that he will stay!

The other catch in summoning a demon is that (1) it takes 10 undisturbed turns to finish the summoning (any disturbance costs the wizard 1 ST and forces him to start over); (2) if the wizard blows his DX roll at the close of the summoning, the demon will attack, which makes a pentagram good life insurance; (3) if the wizard demands a wish from the demon, he must make a 3-die roll on the difference between his IQ and the demon's or die. See the section on Wishes for details.

Demons will not cast spells while in our plane; they are highly magical, but don't *use* magic as we know it.

The ST cost to summon a Demon is 30.

GEAS (S): A Geas is a command to do, or not to do, a certain thing. A wizard who has this spell may lay a geas on any figure just by talking to him — no DX roll required. The victim gets a saving roll — 4 dice against IQ. A wizard may only attempt a given Geas once *(ever)* on any figure, and a figure may have only one Geas at a time on him/her. Examples of a Geas might be (a) not to touch weapons for a year, (b) to go on a quest for a certain thing and bring it to the wizard, (c) to attack all wizards on sight . . . etc. Analyze Magic will detect a Geas; only a Wish or Dissolve Enchantment will remove it. ST cost to cast a Geas is 10.

INSUBSTANTIALITY (T): The subject of this spell is rendered temporarily "out of phase" with the rest of the universe. He (or it) appears as a dim, foggy shape. No physical weapon, attack, or missile spell can affect an Insubstantial figure, but Thrown-type spells can. An Insubstantial figure moves at only one hex per turn, but can pass through any solid objects at that same speed — or can go up or down at one level (about 5 meters) every 3 turns. An Insubstantial figure can use Thrown- and Creation-type spells (even while moving), but cannot use other spells or personally make a physical attack on other figures, whether the other figures are physical or insubstantial. Thus, combat involving insubstantial figures is purely magical. Insubstantial figures can be heard (dimly) if they speak.

Some kinds of creatures (notably Wraiths) are naturally insubstantial.

A figure which becomes solid in the middle of another solid object dies — and so does that other object, if it was alive.

Cost: 4 ST to become insubstantial, and 2 each turn the spell is continued.

DISSOLVE ENCHANTMENT (T): This spell will "de-enchant" a person or object of ANY one spell on it, except the Spell Shield. It is usually used to remove a Curse or other malign spell from an object, but can also be used by a foe to take a good spell off one of your enchanted items. However, the ST cost is very high: 100 if the spell was placed on the item by the Greater Magic Item Creation spell, and 50 if by the Lesser Magic Item Creation spell, Staff, Exploding Gems, etc. The DX and damage bonuses on enchanted weapons and armor may also be removed by this spell at a cost of 50.

If you need this spell to take a Curse off an object, you will probably have to go to the Wizard's Guild, since it takes several wizards in cooperation to provide the necessary strength.

REMOVE CURSED OBJECT (T): This spell may be considered a "temporary" version of the above. It suppresses a Curse or other spell on an obnoxious magical object for just long enough to allow the wearer to put it down or take it off. If you have been inveigled into picking up a sword that reduces your DX, putting on a Helm of Stupidity, or donning a ring which geases you to sing bawdy songs at the top of your voice, this is the spell you need. It costs 20 ST to cast; you can usually get it done at the Wizard's Guild for a mere $500. If you don't have the money, they will do it for free — but *they* keep the object after it is removed.

This spell makes no permanent change in the magical nature of an object.

EXPUNGE (S): An Expunge spell may be cast on any already-enchanted object. A certain condition is set under which Expungement will occur (i.e., a goblin picks up that object). Any condition may be set, as long as it has some immediate relation to the enchanted object. For instance, an EXPUNGE spell could NOT be set to act when the King of a far-away city sneezed. It COULD be set to act when someone in the same room with the object sneezed.

If and when the condition is met, the Expunge spell acts, erasing the enchantment on the object. The Expunge spell also vanishes.

A Detect Magic spell will detect Expunge, and an Analyze Magic spell will tell what it is. Of course, if the Expunge spell was set to act when Analyze Magic was cast on the item, the investigator has gained little.

It is possible to set an Expunge spell to erase one, some, or all of the spells on an object.

Only one Expunge spell may be cast on an object; it counts as one of the five permissible spells. The Expunge spell may have up to five separate "triggering" conditions – never more.

This is an excellent spell for keeping powerful items out of the wrong hands. Its ST cost is always 125 ST/day for 3 weeks, with no spell-ingredients needed, no matter how many spells are on the object already.

SPELLSNIFFER (T): This spell, cast on any figure, gives that figure a combined REVEAL, DETECT, and ANALYZE MAGIC ability that covers *everything* within 5 hexes. When this spell is successfully cast, the GM makes two rolls against the subject figure's IQ for each spell or magic item within range. On a 3-die roll against IQ, the spell/magic item is detected if the roll is successful. If it is detected, the GM makes a 4-die roll to see whether it is analyzed. A successful 4-die roll means the spell/item is understood, as per ANALYZE MAGIC. If a figure or item has several spells on it, separate rolls are made for each spell. A figure using this spell will know (if he makes his 3-die roll) that an illusion or image has magic about it, and will also know (if he makes his 4-die roll) that it *is* an illusion or image, as the case may be. CONCEAL, of course, impedes this spell just as it impedes ANALYZE MAGIC.

Cost of this extremely powerful and useful spell is 2 ST to cast, plus 1 each turn it is maintained.

CLEANSING (T): This spell will kill all small life forms (disease germs, vermin, etc.) within the cleansed area. Up to 7 connected hexes may be cleansed with one spell, at a ST cost of 20 per hex. This spell will make moldy food safe to eat, cure a plague victim, vampire, or werewolf, or kill off the lice in your garments. It will NOT affect poisons or make something inedible good to eat.

Any living being wholly within the cleansed area will be killed, EXCEPT those specifically named by the wizard who casts the spell . . . thus, this spell can be used as a weapon in emergencies. However, you can't kill a dragon by cleansing ONE of his hexes!

Unfortunately, the spell always puts 1 die of damage even on the individual(s) the wizard does not want to injure, so there is a risk involved when a very weak individual is cured this way.

THE LITTLE DEATH (T): This spell puts its subject in a suspended animation closely resembling death. There is no breath, no thought, and no heartbeat (therefore, wounds don't bleed). The only way to tell the figure is alive is to discover (through ANALYZE MAGIC) that this spell is being used.

A figure can cast this spell on itself or another. It costs only 1 ST for a figure to voluntarily enter the Little Death — but the figure will lose one ST every day, until he is truly dead or until the spell is removed (through DISSOLVE ENCHANTMENT or REMOVE THROWN SPELLS) by another. A figure cannot voluntarily leave the Little Death.

The ST cost to cast the Little Death on another is 4 if the subject is willing, or unconscious; otherwise the cost is 10. Again, the subject will lose 1 ST point per day until he/she dies or the spell is removed.

This spell is quite useful for preserving the life of a badly-wounded friend. An ingenious wizard will find many other applications.

BLAST TRAP (S): An object prepared with this spell will explode under some one condition set by the wizard when he casts the spell (exactly as for EXPUNGE, above). There may be only one triggering situation per spell, though an object may have more than one Blast Traps on it.

The force of the blast depends on the ST put into the spell. For 6 ST, a wizard can produce a blast doing (1+1) damage to anyone in the hex with the object. For 12 ST, he can set a blast which will do (2+2) to anyone in the hex, and 1 die damage to anyone in an adjacent hex. For 24 ST, he can enchant an object to explode so as to do 3 dice damage to anyone in the same hex, and 2 dice damage to anyone adjacent. The DETECT TRAPS ability will not detect this spell, but the spell to DETECT ENEMIES will.

Since this is not a "Create Magical Item" spell, the cost to cast it does not vary, whether other spells are on the object or not.

This spell lasts only a day; it must then be re-cast.

Blast Trap can only be used on relatively small (no more than 10 kg) objects. When the item explodes, it is totally destroyed. Any exposed flammable items in the affected hexes will also catch fire unless their holders make 3-die saving rolls against DX.

IQ 18 SPELLS

SHAPESHIFTING (T): Classic spell used to turn princes to frogs, etc. Turns its subject into any known type of creature, with any attributes. However, the IQ may not be raised, and the *total* of ST and DX may not be raised. ST and DX may be traded off, lowered, etc., as long as neither is reduced more than 1 below the usual minimum for the new shape. A person could be shapeshifted into a relatively clumsy wolf – but not a wolf of DX 6! GMs may use their discretion as to what kind of shifting is allowed.

The individual's memory, spells, and talents remain intact, though he will not be able to use those spells and talents for which he no longer has IQ. Likewise, DX for spells and some talents will be impaired if the new shape has no hands! These adjustments must be left up to the GM. A formerly-human character shifted into wolf form will still be able to understand all the languages he could before, and will be able to speak them in a barking, whining fashion. He will also be able to communicate, in rudimentary fashion, with other wolves, but they will know there's something funny about him.

Shifting to a new shape gives you the physical, but not the mental, abilities of that shape. If you shift to Goblin shape, you will move and fight as a Goblin, but you will not magically learn the Goblin language. Furthermore, your clothes will not shift or vanish – you'll need new ones.

ST cost: 20 to shift another, 10 to shift yourself. The spell is permanent unless removed by Dissolve Enchantment, a wish, or another shape-shift.

WIZARD'S WRATH (M): This most powerful of missile spells can have the physical effect of any of the other three. It can appear as a telekinetic blow like the Magic Fist, a fiery blast, or a smashing electrical discharge. Whatever form the casting wizard chooses to use, though, it does 1 + 1 damage for each ST the wizard puts into it. Its other effects will be appropriate to the form chosen.

CONTROL GATE (C): By casting this spell, a wizard can determine where the other end of a Gate is and what rules govern it; by casting it again, he can change the rule on either a temporary or permanent basis. ST cost to do either of these things is 10. A wizard who knows this spell can also destroy a Gate (both ends) at a ST cost of 50; he must be within Creation Spell range (that is, the gate must be in a MH adjacent to his MH) to do so.

LESSER MAGIC ITEM CREATION (S): Lets wizard create any magic item on the Lesser Magical Item list – see CREATING MAGIC ITEMS for details, costs, and other requirements.

MEGAHEX FREEZE (T): A Freeze spell which affects all figures with ST less than 20 (except the caster himself) in a given megahex, OR any single figure with ST less than 50. Otherwise, just like FREEZE (above). ST cost: 12.

IQ 19 SPELLS

LONG-DISTANCE TELEPORT (S): Lets wizard "blink" himself or another (one person at a time) from anyplace to anyplace else, provided the wizard has been to the destination or can see it (or a clear memory of it) by some means, magical or otherwise. A crystal-ball visualization is NOT accurate enough for this spell. Up to 50 kg of "cargo" can be carried by the spell's subject.

If the wizard misses his DX result with any result EXCEPT a 16, the teleported character is dead, kaput, finished, lost forever. How-

ever, if the wizard rolls exactly 16 (regardless of his DX), the tele- ported character goes, not to the intended destination, but some- where in some way similar to that place. (GMs: Determination of this place is up to you. Make it interesting.)

A wizard can use this spell to get rid of a foe, but CANNOT use it to deliberately disintegrate him, send him to Limbo, etc. Re- member: The chosen destination has to be one the wizard is actually familiar with somehow — and the wizard cannot deliberately cast the spell clumsily to try to kill the subject. ST cost: 20.

ZOMBIE (T): Lets wizard reanimate a corpse to create an undead ser- vant. The Zombie has no IQ and a DX of 2 less than it did in life. Its ST is equal to the ST the wizard puts into it when he casts the spell. A zombie cannot cast spells or take independent action. Its creator can see through its eyes. A zombie's wounds cannot heal on their own, and it loses 1 ST a day as it rots; however, healing potions, further Zombie spells, etc., can give it more strength. It is impolite to bring a zombie into a public place, because they smell bad and frighten people. ST cost to create a Zombie: 5 ST plus whatever extra ST (must be at least 2) you give the Zombie. If the controlling wizard dies, his Zombies will wander aimlessly. Make a reaction roll for everything they encounter. On a bad reaction (1 or 2) a Zombie will attack.

Burned, beheaded, or dismembered corpses cannot be used for zombies. An intact skeleton *can* be used; it will make a zombie Skeleton (q.v.).

REVIVAL (T): This spell will restore any dead creature to life, provid- ed death took place *less than an hour ago*. ST cost: 50. The spell cures all minor wounds and diseases and leaves its subject uncon- scious with a ST of 1. It will NOT restore youth.

For revival to succeed, most or all of the body must be present. If the body has been severely burned, mangled, or otherwise dam- aged, or if limbs are missing, the wizard must make his DX roll on FOUR dice. Revival does NOT restore missing limbs.

The character who is revived loses 5 points from some attribute or combination of attributes. See DEATH.

No way has ever been found to make this spell work when read from a scroll.

IQ 20 SPELLS

GREATER MAGIC ITEM CREATION (S): Lets wizard create any magic item on the Greater Magical Item list — see CREATING MAGIC ITEMS for details, costs, and other requirements.

WORD OF COMMAND (S): A wizard who knows one of these words can say it to any figure (or to a group) and compel obedience. The wizard must make his own adjDX roll to say the Word properly. Each hearer gets a 5/IQ roll to avoid obeying. Effects of a Word last one minute (12 turns). Each victim then gets a 5/IQ roll each turn to escape its influence.

A Word of Command may be spoken in the Sorceror's Tongue, in which case it will affect any being with a mind (IQ over 2) that hears it. It may also be spoken in any language that the wizard knows — in which case, it will affect only those who hear it AND understand that language.

A wizard speaking a Word of Command may direct it so only those in front of him can hear, or whisper it in one person's ear, but cannot direct it much more finely than that. A wizard is not affect- ed by his own Word.

ST cost for using a Word is 3, regardless of how many hear it.

A number of different Words of Command are known. Each is a SEPARATE spell, and must be learned separately. These include:

KILL: Hearers will mindlessly attack anything living.

FLEE: Hearers will run madly from the wizard.

SURRENDER: Hearers will drop their weapons (or cease flight) and stand meekly.

COME: Hearers will come to the wizard and follow where he leads.

BELIEVE: Hearers will believe anything that anyone tells them. They cannot try to disbelieve in an illusion unless someone tells them it is not real. They cannot tell each other things. They always believe the last thing they see or hear while affected by this Word.

STOP: Hearers stop whatever they're doing.

QUIET: Hearers do their best to make no sound whatsoever.

GO THAT WAY: This Word must be used with a gesture. Hear- ers will travel in the direction indicated.

"DO NOT": This must be used with another Word of Command. It cannot be used with an "ordinary" word. Hearers do the exact opposite of the negated Word. Total ST cost remains 3.

OBEY: Hearers will attempt to obey any command given them by anyone. A figue commanded to harm itself, attack a friend, or make a suicidal attack will get one immediate 5/IQ roll to break the Word's compulsion.

Other Words of Command include SING (at the top of your lungs), SCREAM (ditto), LAUGH (ditto), FREEZE (as per spell), CRAWL (on hands and knees), CRY, HICCUP, and EAT. Some of these are of very little practical use — but mages have never been apt to discard a spell just because it was pointless.

There is no Word of Command for "DIE." There are stories that SLEEP was once known, but it is not now found in grimoires.

POSSESSION (S): The wizard casting this spell puts himself into a trance and takes over the body of some other creature. To be possessed, a person or animal must be in physical contact with the possessing wizard or some object he has previously prepared as a "trap," OR must be well known to the wizard. The victim gets a 4-die saving roll against his own IQ to avoid being possessed when the attack first takes place; if he makes the roll, he will know who tried to possess him.

Possession may be noticed by either a Scholar or a good friend of the possessed victim on a 4-die roll against the noticing person's IQ, the FIRST time the victim is encountered after possession. It may also be detected by an Analyze Magic spell cast on the victim.

Possession ends when (a) the possessing wizard dies, (b) the victim dies (this also does 2 dice damage to the wizard!) (c) the possessing wizard voluntarily lets go, or (d) a successful exorcism takes place. A "Dissolve Enchantment" spell (ST cost 50) will exorcise the possessor without harming him or the victim.

ST cost to cast this spell is 20 if it succeeds, 5 if the victim makes his saving roll. The ST is spent when the attack is made, not when the "trap" item is prepared. Preparing the trap uses the same spell, costing a separate 10 ST.
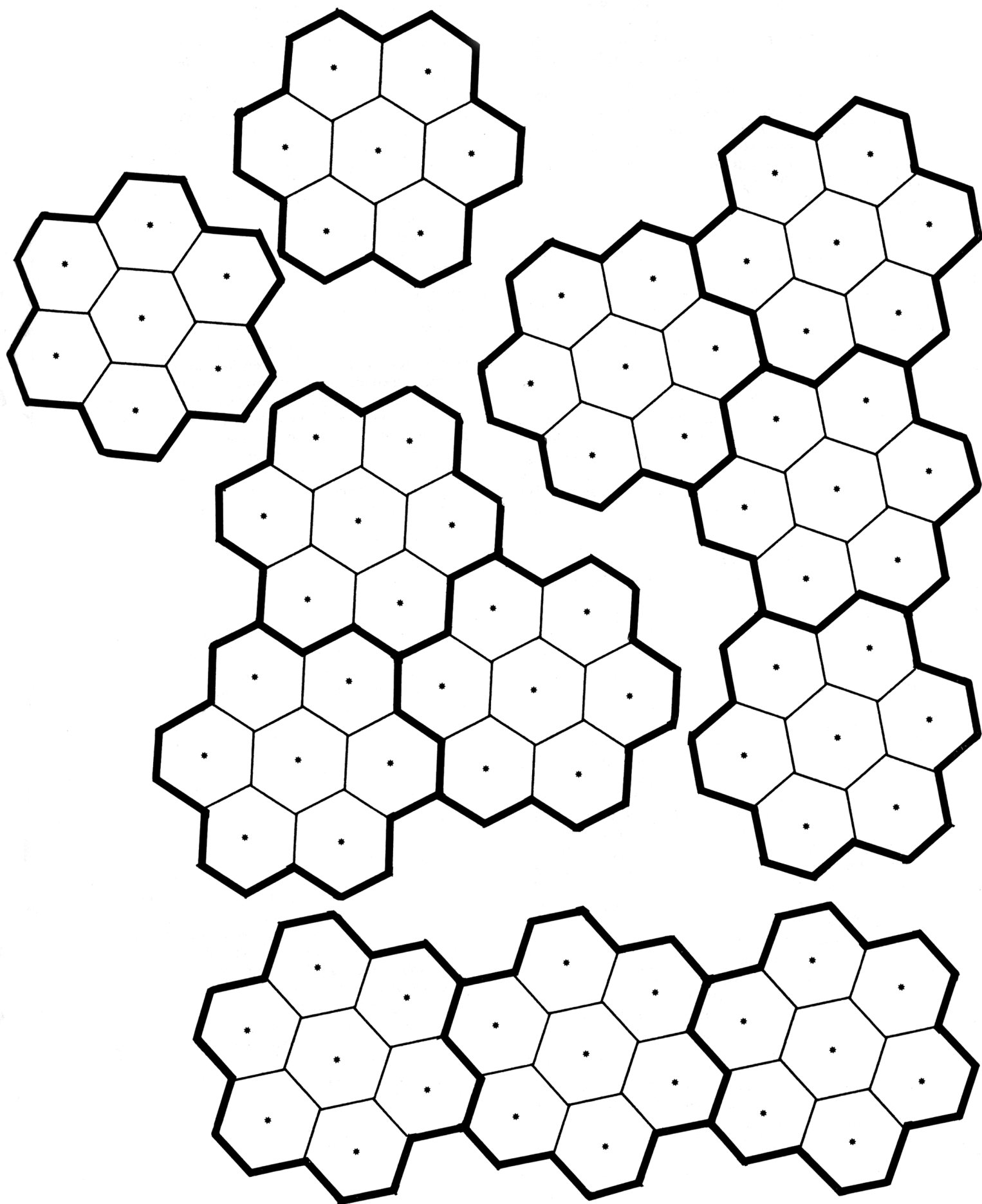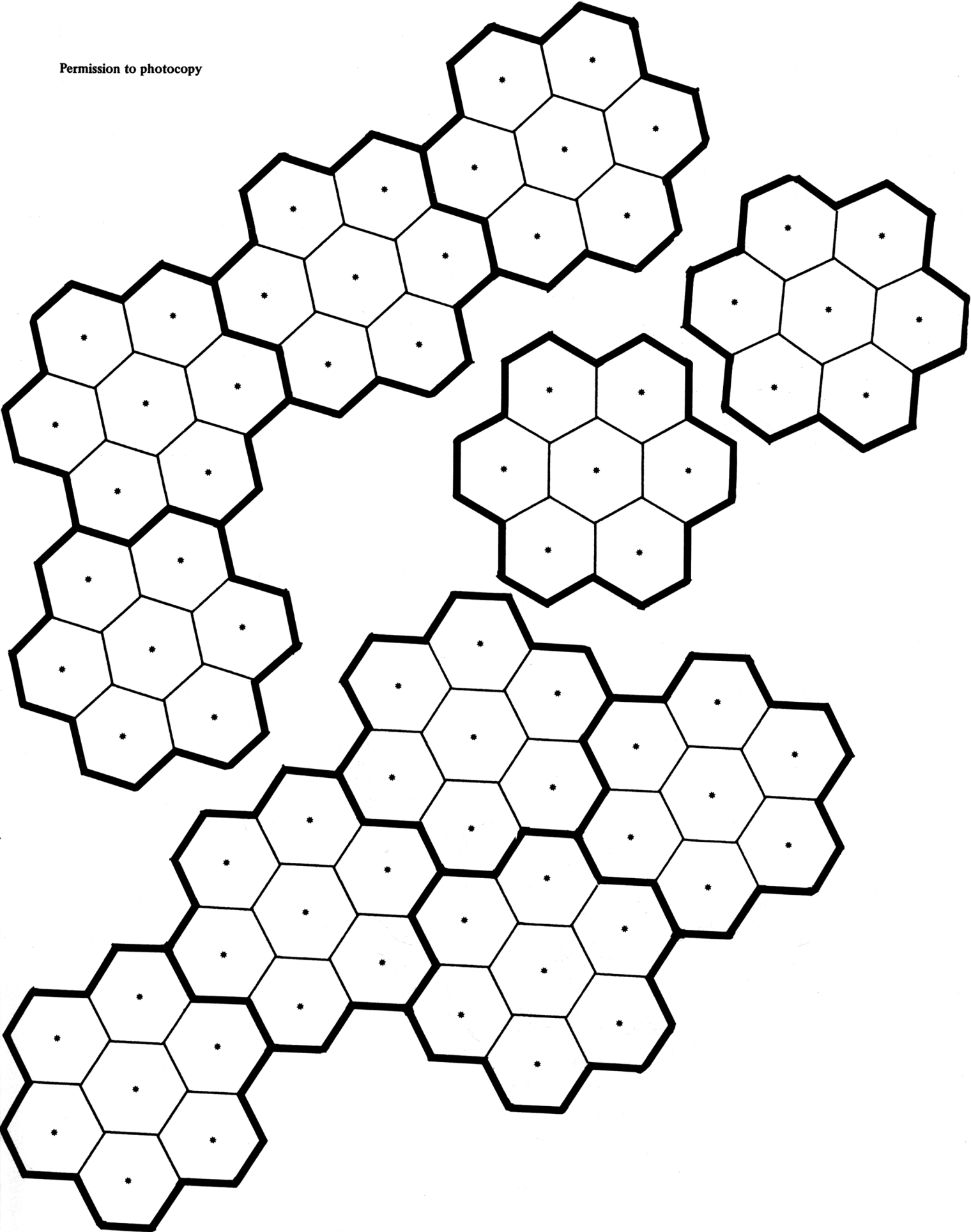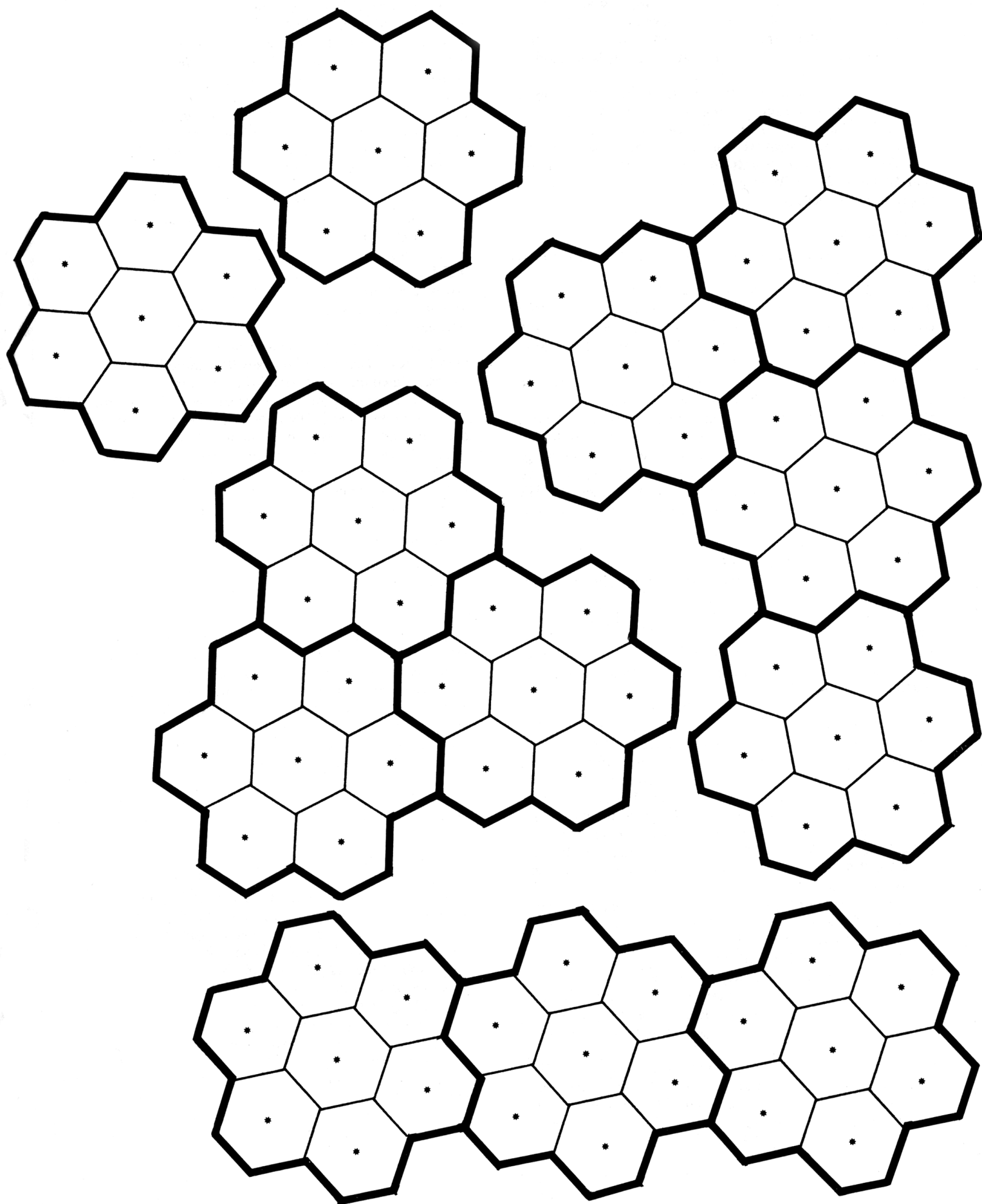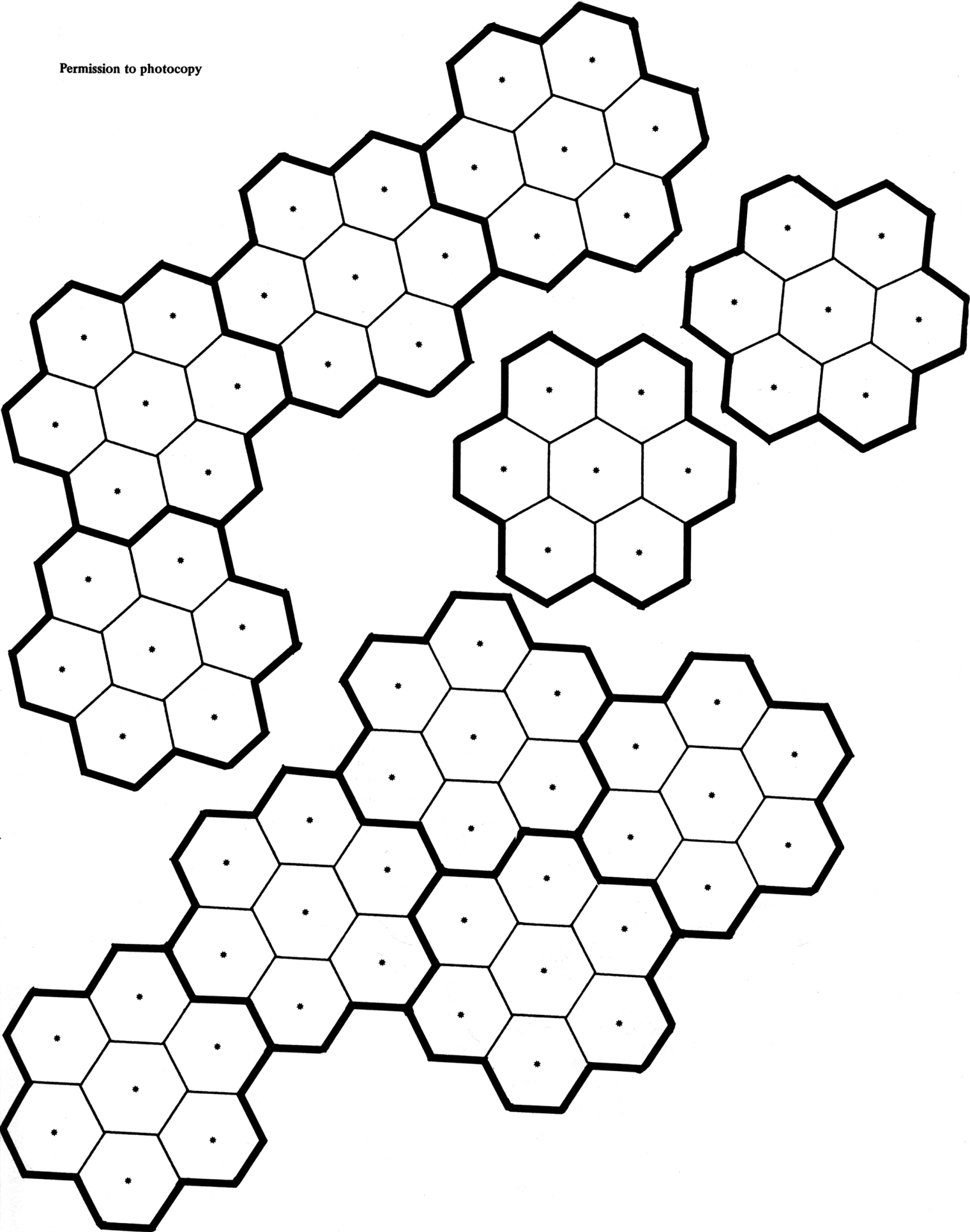
INVENTING NEW SPELLS

In THE FANTASY TRIP, it is possible for a wizard to invent new spells through research. However, this is a difficult and time-consuming task, as most of the obvious spells have already been worked out for centuries.

If a player wishes to create a new spell, he must first work it out with the GM. The GM need not consult with other players, since one of the advantages of a new spell is surprise. However, before allowing a new spell into the game, the GM should make absolutely certain that it is not so powerful in some way as to unbalance the game. Although the player may make suggestions, it is up to the GM to determine what the exact properties, duration, IQ level, ST cost, etc., will be.

Once the properties of the new spell have been worked out with the GM, a player may have his wizard character "research" the spell. To research a given spell, the wizard must:
- (a) have an IQ at least 4 points higher than the IQ level of the desired spell;
- (b) have a fully-equipped magician's laboratory, or at least access to one, and
- (c) devote twice as many weeks of work as the IQ level of the spell to uninterrupted thought and experiment.

At the end of each week of work, the wizard must make his saving roll: 3 dice against IQ. If he makes the roll, he may work for another week. If he misses the roll, he must start over completely . . . and on a roll of 18, an accident destroys the workshop and the wizard must make the same saving roll again to avoid death.

Research is also expensive. A wizard cannot do any other work while he is researching, and must spend ten times the IQ level of the desired spell in silver each week before researching, in order to buy materials. Roll 1 die each week to see how many hundred silver pieces his experiments cost him.

However, the rewards are great. If a wizard successfully completes the research, he knows the spell (assuming he had an extra IQ point of learning capacity for it). If he informs the Wizards' Guild of the spell, he will be granted 100 GP x the IQ level of the spell, one wish, and high honors; the spell will then be available for learning by any wizard who can pay the price. If the wizard chooses to keep the spell to himself, he may do so — but ONLY if he was using his own workshop, and not one borrowed from the Guild or another wizard. However, a wizard who keeps a spell to himself runs the risk of Guild displeasure. At the end of every month that he does not reveal his spell to the Guild, he must make his saving roll of 3 dice against IQ; if he misses the roll, he must reveal the spell anyway, without payment.

If one player invents a new spell and does not reveal it, other wizards may research it once the spell has been used in their presence. All research rules are the same, but the time required is only half as long (round up). A wizard who rediscovers a spell in this way may sell it to the Guild for the same reward, or keep it secret under the same risks.

CHEMISTS AND ALCHEMISTS

The alchemist is a magician, while the chemist is a student of physical processes. However, both operate in very much the same way. Each can manufacture a number of different kinds of potions, but he must have the proper materials and a well-equipped workshop.

Several chemistry workshops will be found at the Scholars' Guild of any good-sized town, just as there will be alchemical laboratories at a Wizards' Guild hall. For a moderate fee ($150 per week, plus $50 for materials) any qualified worker will be allowed to use such a shop.

A chemist or alchemist may also set up his own shop. The cost of the equipment involved is 1,000 gold pieces — that is, $10,000. The two types of lab are *not* the same; a chemist needs precision measuring and distilling equipment, and similar gear, while the alchemist needs a specialized library, carefully enchanted tools, etc. If a shop cannot be found for sale, a chemist or alchemist can make most of what he needs, and buy the rest a piece at a time, in about six months, spending only $5,000. See MAGICAL EQUIPMENT AND LABORATORIES.

Manufacture of any potion will require a number of ingredients. Most are fairly ordinary (salt, iron, copper sulfate, virgin's blood, etc.) and may be bought anywhere — these are not listed. One or two, though, may be unusual. If an unusual ingredient is listed, anyone wishing to make that potion must obtain it — either by buying it at the price listed or by getting it during an adventure. GMs are free to raise the price on special ingredients, or to rule that some things are locally unavailable (or illegal), thus providing a ready-made quest for the players.

The quantity of ingredients listed for each potion will make *one* dose. Note that this is a total quantity. . . the amount needed for the whole process, NOT the amount per week. Up to 10 doses of any potion may be made in a single "batch," if enough ingredients are available.

It does take a certain number of weeks to make each potion (usually only one, but sometimes more, depending on the potion). At the end of each week, the manufacture will reach a critical point; the GM, rolling for the potion-maker, attempts his DX roll on 3 dice. If each weekly roll is made successfully, the potion is finished. If any roll is failed, the potion (and ingredients) are ruined. A roll of 16 means the potion is faulty . . . it may be totally inactive, poisonous, or produce the opposite of the desired effect. The GM determines which. A roll of 17 or 18 means the potion explodes, doing 2 dice injury to its maker and 1 die times $1,000 damage to the laboratory. NOTE: If the potion is faulty, only the GM will know . . . until someone uses it. A Chemist or Alchemist can detect a faulty potion of their type on a 4-die roll against IQ — but only one roll per potion can be made, and the maker himself cannot detect anything wrong.

To make any potion, a chemist or alchemist must possess a book (q.v.) containing all the instructions for that potion. It takes 5 pages per week to adequately describe each potion. The worth of such a book is usually about $20 per page.

Only one kind of potion may be made by each chemist or alchemist each week; it occupies almost all his time each day.

A player wishing to sell any potion may do so in any civilized area; there is always a demand. The "going price" for each potion is shown on the table below.

Players wishing to *buy* a potion may go about it three ways: (1) Go to a magic shop and see what he has in stock. He'll probably have *something* (the GM will make a random determination what), and you can buy it at the going rate. If you want to buy a specific potion, you can (2) look for it as described under FINDING MAGIC ITEMS FOR SALE, or (3) acquire all the ingredients, take them to a chemist or alchemist (as appropriate) and ask him to make the potion for you. If his reaction to you is good, he will do the job; the price he charges you will be based on his reaction, as under FINDING MAGIC ITEMS FOR SALE. He will probably credit you with the worth of all ingredients you bring him, and may take extra ingredients in trade. Be sure you agree in advance on who pays for any ingredients your alchemist ruins!

A single dose of any potion will produce the listed effects. Multiple doses will have no extra effect, except:

Poisons *always* have full effect. Two doses of poison do twice as much as one, and so on. Any number of hits can be cured with Healing Potion at 1 hit/dose. Any number of years may be removed from your age by Youth Potion at 1 year/dose.

The potions to increase and decrease ST, DX, and IQ are effective up to 3 per day. For example, 3 doses of Increase ST potion would raise your ST by 3 for a day. The fourth dose that day would have no effect.

Any potion marked by an asterisk (*) can be used to make a gas bomb. Five doses of a given potion are required to make a bomb of that potion. A chemist or alchemist (as appropriate) must do the work; the fee is $25. A gas bomb consists of a thin-walled glass flask (like a molotail) filled with the potion in compressed gaseous form. When the flask is thrown (exactly like a molotail), it breaks. Any figure in the affected hex OR an adjacent one must make a saving roll of 4 dice vs. DX. Success means the figure held its breath or jumped away; failure means the figure is affected by the potion just as though he/she had drunk one dose.

Note: See Advanced Melee for explanation of Poison, Gas Bombs and Fire in combat.

CHEMISTS' TABLE

GUNPOWDER: One dose fires an arquebus or blunderbuss once. Requires 20 grams dragons' dung ($40), $20 common ingredients, and 1 week. Costs $100.

*SIMPLE POISON: Does 2 dice damage, taken internally or breathed. Not for weapons. Requires ½ kilo Am Bush twigs ($20), $18 common ingredients, and 2 weeks. Costs $120.

*CORROSIVE POISON: Does 4 dice damage, taken internally or breathed. Not for weapons. Both this and the Simple Poison will affect any living being. Requires 9 giant wasps ($10 each), $120 common ingredients, and 5 weeks. Costs $500.

*SLEEPING POTION: Puts victim to sleep for a number of minutes equal to 30 minus his ST — that is, a person of ST 13 would sleep for 17 minutes, while a being of ST 30 or more would not be affected at all. Requires $65 worth of common ingredients and two weeks. Costs $150.

WEAPON POISON: May be used on any edged weapon, adding to the damage done by that weapon. One dose treats one weapon; extra poison has no effect. Affects any living being, doing 3 dice extra damage the first time the poisoned weapon hits, 2 dice the next time, and 1 die the third time; after that, it has all worn off. Requires a living poisonous snake ($50), to be killed for its poison, $59 in common ingredients, and two weeks. Costs $200. NOTE that this, and the magical Contact Poison, are the ONLY poisons that will have worthwhile effect on a weapon.

*SLIME POISON: Does 4 dice damage to any slime or similar creature when poured or thrown on it. Does not affect other creatures. Enough for TEN doses can be gotten from one living red slime ($100) and $25 in common ingredients. Takes 1 week. Costs $50.

*REPTILE POISON: Does 3 dice damage to any reptile when breathed or ingested. Requires the brain of a stone beetle ($20), $40 common ingredients, and one week. Costs $100.

*MAMMAL POISON: Does 3 dice damage to any mammalian creature that breathes or ingests it; affects nothing else. (Note that all the humanoid races listed in Section VI, except the Reptile Men, are mammals.) Requires the liver of an orc ($30), $78 in common ingredients, and 3 weeks. Costs $250.

*INSECT POISON: Does 4 dice damage to any insect-type creature; does not harm other life. Requires one octopus eye ($30), plus $35 common ingredients and two weeks. Costs $150.

*PLANT POISON: Does 5 dice damage to any plant when poured or thrown on it. Requires the hearts of three Bloodtrees ($30 each), $64 worth of common ingredients, and 1 week. Costs $200.

FISH POISON: One dose, poured into water, does 4 dice damage to every aquatic creature within 5 MH. The circle of poison spreads at 1 MH/turn until it reaches the full 5 MH. It dissipates one minute after that. Requires 5 teeth from Uncle Teeth ($5 each), plus $40 in common ingredients and 4 weeks. Costs $250.

SMELL-HEIGHTENING POTION: Gives its user a heightened sense of smell (as good as a wolf's) for one day. Requires brain of one wolf ($40) plus $26 in common ingredients and 3 weeks. Costs $200.

BERSERKER POTION: User suffers same effects (good and bad) as from eating one berserker mushroom (q.v.). Requires 6 dried berserker mushrooms ($10 each) plus $49 common ingredients and two weeks. Costs $200.

INCREASE ST: Adds 1 to user's basic ST for one day. Requires two gargoyle gallbladders ($50 each) and one bear heart ($40), plus $32 in common ingredients. Takes 5 weeks to make; costs $450.

*DECREASE ST: Decreases user's basic ST by 1 for 1 day. Requires $60 worth of common ingredients and 1 week; costs $100.

INCREASE DX: Adds 1 to user's basic DX for one day. Requires two kilos Am Bush leaves ($80) and $205 in common ingredients; takes 5 weeks to make. Those who use this potion more than a few times in one month are likely to suffer unpleasant and unpredictable side effects. Costs $600.

*DECREASE DX: Reduces victim's DX by 1 for 30 minutes. Requires 2 kilos of Giant hair ($40). This is about all the hair the average giant has. Takes 1 week to make; costs $80.

INCREASE IQ: Raises user's IQ by 1 for one hour. Taking more than six doses of this in one month is risky; make a 4-die roll against your ST each time you take an extra dose. If you fail the roll, you lose one point from your BASIC IQ. Requires one fresh human brain ($200), $30 common ingredients, and 6 weeks. Costs $600.

*DECREASE IQ: Reduces victim's IQ by 1 for one hour. Requires 1 kilo Prootwaddle hair (about three Prootwaddles' worth — $5), and $104 in common ingredients. Takes 2 weeks to make; costs $200.

ALCHEMISTS' TABLE

INVISIBILITY: Gives invisibility for 1 hour. Requires two fresh human eyes ($100), two small emeralds ($150 each), $194 common ingredients, and 8 weeks. Costs $1500.

*FEAR: When ingested or breathed from a gas bomb, this potion makes its victim into a total coward for a number of minutes equal to 20 minus his ST. Requires one sabertooth tusk ($20), plus $45 in common ingredients and 2 weeks. Costs $150.

FLIGHT: Works exactly like the Flight spell, with no ST cost to take off but 1 ST lost for every turn you fly; effects last for 1 hour. Requires 5 bats ($10 each), one gargoyle gallbladder ($50), $555 in common ingredients, and 6 weeks. Costs $1200.

HEALING: Each dose cures 1 hit of damage or restores 1 ST lost through spell-casting or other fatigue. CANNOT restore lost limbs or raise the dead. Requires $107 common materials and 1 week; costs $150.

UNIVERSAL SOLVENT: This potion comes in two parts; one is customarily kept in a black vial and one in a white one. Individually, they have no effect. Combined, they produce a cloud of gas which INSTANTLY eats everything in an area 1 megahex around, and about 1 meter straight down and 2 straight up. The cloud then vanishes. By using only one drop of each type (there are 20 drops in a vial), smaller areas — like door-locks — can be dissolved. However, the Solvent is VERY dangerous. Whenever a character uses it a drop at a time, in any way, he must make a 3/DX roll to avoid spilling more. Anyone who spills the Solvent is GONE. Any other character in range when the two vials combine must make a 5/DX roll to jump out of the way, because the effect is so sudden.

Solvent is good for many things — eating doors, killing dragons, cutting bridges — but it is ALWAYS risky to use it.

Each part of the Solvent must be made individually, using the same ingredients and time. Each component requires 50 grams dragons' dung ($100), 20 grams jewel dust ($400), and $610 in common ingredients, takes 8 weeks to complete, and costs $2,000.

WATER BREATHING: Gives its user the power to breathe water for 10 minutes. However, his DX will still be at -4 underwater, and MA will be 2 unless he can swim. Requires three octopus eyes ($50 each), $113 common material, and 4 weeks. Costs $500.

DARK VISION: Lets user see in dark, as per Dark Vision spell, for 1 hour. This is NOT Mage Sight, and will not avail against invisibility, etc. Requires 30 bats ($10 each), $19 common ingredients, and 3 weeks. Costs $500.

ACUTE HEARING: Gives user the equivalent of the Acute Hearing ability for one hour. Requires the brain of any large feline beast ($40), $114 common ingredients, and two weeks. Costs $250.

TELEPATHY: Gives the equivalent of the Telepathy spell for 10 minutes at no ST cost. Requires one more-or-less complete dead Hymenopteran ($150), plus $464 common ingredients and nine weeks. Costs $1500.

TELEKINESIS: Gives the equivalent of the Telekinesis spell for one hour, at ST cost of 1 per turn it is used. Requires 5 kilos elves' toenails ($32/kilo), $103 common materials, and 4 weeks. Costs $500.

PYROTIC ABILITY: Gives user the ability to set fires mentally like a 1-hex Fire spell; costs 1 ST each time it is attempted. User rolls 3 dice against IQ, rather than DX, to see if he succeeds. Ability lasts 2 hours. Requires 100 grams dragon dung ($200), $10 common materials, and 4 weeks. Costs $500.

FIREPROOFING: Gives user the equivalent of the Fireproofing spell for one full day. Requires one gargoyle gallbladder ($50), $104 in common ingredients, and two weeks. Costs $250.

UNIVERSAL ANTIDOTE: One dose of this potion will cure any damage or harm from any poison or potion, if taken within 12 turns of the time the poisoning occurs. Also renders its drinker immune to any poison or noxious potion for one hour AFTER it is taken. If a character is *killed* by poison, a dose of the Universal Antidote poured in his mouth may revive him — see DEATH. Requires 5 doses Simple Poison ($120 each), 1 dose Corrosive Poison ($500), and 10 weeks. Costs $2,500.

YOUTH: Takes one year from the physical age of any character. Can work any number of times; will not "youth" you past about age 12. Requires four dragon-hearts ($2,000 each) and $4,000 common ingredients; takes 20 weeks to complete. Costs $40,000.

REVIVAL: Can be used in an *attempt* to revive one dead character, as per the REVIVAL spell. On a 3-die roll against the corpse's original ST, the revival is successful. Two doses at once *guarantee* revival. Requires 4 doses of Universal Antidote ($2,500 each); 20 doses of Increase ST potion ($450 each); 1 dose Increase IQ potion ($600), and $400 of common materials. Takes 20 weeks to complete; costs $65,000.

CONTACT POISON: This magical poison can be placed on anything; it will last until touched, and then will do 2 dice damage to the being that touched it. It then vanishes. It can be wiped off if seen, but it is very inconspicuous — 5 dice vs. IQ to see it, as for a trap — alertness or Detect Traps will help. Looks like a single drop of milky, slightly greenish fluid. Requires 6 doses Weapon Poison ($200 each) and $126 common ingredients; takes 8 weeks. Costs $2500.

SPEED: Adds 4 to the drinker's basic MA; effects last for 12 hours. Requires 2 centaur hooves ($100 each), $385 in common ingredients, and five weeks. Costs $1,000.

TREASURE-SMELLING POTION: Gives its user the ability to smell gold, silver and gems up to 2 MH away; ability lasts for 1 full day. Requires 7 grams jewel dust ($140), plus $14 common ingredients and two weeks. Costs $250.

DEVELOPING NEW POTIONS

An Alchemist may research in hopes of developing a new potion of a magical nature, and a Chemist may work at discovering a new drug-type potion. The GM is the judge of whether an idea for a new potion falls under chemistry or alchemy.

Such research is carried on just as described later on under RESEARCHING NEW MAGICAL ITEMS. The player and GM work out what potion is being researched, what its effects might be, etc. The GM decides (keeping it to himself), how many weeks of successful research will be needed to create the potion, and the researcher starts work. Since a 16 is a failed experiment (requiring a fresh start), and a 17 or 18 means a lab explosion, probably there will be few new potions invented.

Of course, if the players can invent a logical new potion, and convince the GM that it should have been in the game all along, he can let them find the formula in an old book . . .

This presents interesting possibilities. If the GM himself invents a good potion, he can tell the players that the formula is the property of the priests of a peculiar cult whose temple is many kilometers to the south. If they want it, they'll have to go get it. And when they get it, they may find that one of the ingredients is missing . . . Think of all the possible ingredients you might have to try! To be fair, the GM ought to give clues — and so on.

MAGICAL ITEMS

The wizard's staff is the most common type of magic item. It is enchanted and has certain powers; thus, the wizard can strike with it to do magical damage without casting a spell himself or otherwise expending strength.

All magical items work this way (more or less). They are enchanted, and allow their users to do things that would be difficult or impossible without them. There are hundreds of different kinds of magical items; some will be listed below. Most can be used by anyone. A few can only be operated by wizards; these are noted.

Some magic items put thrown-type spells on their wearer. A few of these work with no ST cost to the wearer. Most require an expenditure of ST each turn they are worn. These, and the ST they use up each turn, are also noted below. Such an item may be worn at all times without functioning or draining its wearer's ST; it only begins to work (and use up ST) when the wearer wills it to do so.

For instance, you might be wearing a Reverse Missile belt as you quietly walk down an alley, minding your own business. Suddenly, a rock strikes you. The belt was no help; it wasn't working then. Quickly, you *will* it to protect you (losing 1 ST that turn because it does so) and charge at the crowd of footpads at the end of the alley. They release a shower of rocks, which flies right back at them — and they flee. You will the belt off again. End of encounter.

THE RULE OF FIVE: WEARING SEVERAL MAGIC ITEMS

The Rule of Five states that one person cannot use more than five magical items at one time. However, any one item can contain up to 5 spells. This means that a person can have up to 25 spells going for him at once — which ought to be enough.

If you carry more than 5 items, the ones that operate will be the first ones put on. Thus, if you are carrying a staff and wearing four magic rings, and you take a fifth ring from your pocket and put it on, it will not work. However, if you put down the staff, the fifth ring will work — and the staff will NOT work when you pick it up once more.

In some cases, wearing more than one magic item gives an advantage; in other cases, it doesn't. The effects of magic items which add to ST, DX, or IQ are cumulative. The effects of DIFFERENT kinds of spells which stop hits are cumulative — for example, magic armor which stops 3 hits, magic shield to stop 2 hits, and a Stone Flesh ring to stop 4 hits would add, to stop a total of 9 hits per attack. However, two Stone Flesh items — or a Stone Flesh and an Iron Flesh one — would NOT add; and casting a Stone Flesh spell on someone already using a Stone Flesh ring would not provide any extra protection. Similarly, two Blurs would NOT add to take 8 from an attacker's DX, any more than two Flight spells would make you fly better. Generally, use the same guidelines for magic items that you would for spells.

CREATING MAGICAL ITEMS

The magic swords, protective amulets, wish rings, etc., that you find on your adventures didn't just "appear." They had to be created by powerful wizards. If you, as a player, can advance a wizard character to a high enough level of experience, you may create such items yourself.

The commonest magical item is the wizard's staff, created by the STAFF spell. Explosive Gems are created by a specific spell, and items containing Wishes must be obtained through a demon — a risky process. Scrolls are produced with the Write Scroll spell. Other magical items are created by using one of the three "general-purpose" spells described below.

Weapon/Armor Enchantment

This IQ 14 spell is used to increase the damage done by a weapon, or the DX of its user. It can also be used to enchant shields and armor to stop extra hits.

The Rule of Five governs this spell. Thus, armor or shields can be enchanted to give up to 5 hits/attack extra protection, and a weapon can be enchanted to give its user bonuses in DX and damage that add to 5 (any combination). You could have a sword that did 2 extra hits of damage and added 3 to your DX, for instance.

Armor must be enchanted as a whole. You could not have a helm that stopped 5 hits, a breastplate that stopped 5 more, gauntlets that stopped 5 more apiece, etc. . . .

Similarly, although arrows and crossbow quarrels may be enchanted, they may not be fired from enchanted bows to get a doubled magic effect. When an enchanted bow and arrow are used together, the total magical bonuses to DX and damage cannot total more than 5. If there are several possibilities as to the DX/damage combination chosen to add to 5, the player may choose what he wants to use.

Magic weapons and armor, like regular ones, *must* be made of silver if they are to be worn, carried, or used by a wizard without reducing his spell-casting DX.

Lesser Magic Item Creation

This is the spell that is used to create other magic items of the "simpler" variety. A magician's laboratory is required, with all of its equipment, books, etc. When a wizard learns this spell, he is not learning how to create every item on the lists below — he is learning a basic technique which lets him use the books and materials to cast the exact spell he wants into an item. He will need the magical book (q.v.) with the instructions for the particular item he is making.

The Lesser Magic Item Creation spell is used to make items using spells of IQ 14 and below on the Spell Table, and to make the "special" items shown on the Lesser Magic Item list. It is an IQ 18 spell.

Greater Magic Item Creation

This spell (IQ 20) is the one used to create the more elaborate magical items. A magician's laboratory is required. The principle behind this spell is the same as behind the Lesser Magic Item Creation spell. It is used to make items containing spells of IQ 15 and above on the Spell Table, and to make the more complicated "special" items, all of which are shown on the Greater Magic Item list.

Any or all of these spells may be needed to create a single magical item. For example, a sword that added 2 to its user's DX, put Reverse Missiles on him, and gave him Iron Flesh would require Weapon/Armor Enchantment for the first spell, Lesser Magic Item Creation for the second, and Greater for the third.

To enchant an object, a wizard must first know the appropriate item-creation spell. He must then do the actual work. Each week, he will have to use certain spell ingredients; each DAY, he will have to spend a certain amount of strength, most of which will probably come from his apprentices. The exact time, materials, and ST/day are different for each spell and are shown on the MAGIC ITEM CREATION TABLE, below.

Each week that a wizard works, he must make his DX roll once. This roll comes at the end of the week, and represents a crucial stage of the work. If he misses the roll, no damage is done, but the week's work is lost. He does not have to start over — UNLESS he rolls an 18. An 18 ruins the entire spell, and the wizard must start again from the beginning.

The weekly roll is made against the wizard's BASIC DX. Potions, Aid spells, magic items, etc. cannot help. One exception: A Charm *can* help him on this roll.

A wizard may only work on one Magic Item Creation Spell (Weapon/Armor, Greater, or Lesser) each week. He may, if he wishes, set a project aside and return to it later; the weeks he puts in do not have to be continuous. When he returns to a project after leaving it for a week or more, though, his first week's DX roll must be on FOUR dice; getting the spell moving again is harder. Once a successful 4-die roll is made, he returns to the normal procedure. The same applies to a group of wizards in co-operation.

A magic item must be finished by the wizard (or group) who started it. If a wizard dies, any items he was enchanting (but not finished with) lose all their partially-completed spells. If one member of a TEAM of wizards dies, another wizard can try to step in to fill his part. That wizard must make a successful FIVE-die roll (on his basic DX, unaided except for a Charm if he has one.) If he makes it, he has taken the missing wizard's place; otherwise, the entire project must start over.

A wizard (or coven), therefore, can only work *actively* on one item at a time. If a wizard is away from his lab for more than two days in one week, or any two days in a row, he loses that week's work.

MAGIC ITEM CREATION TABLE

Magic Item	Price ($)	Notes	Weeks to make	ST/day	Cost/week of ingredients ($)	Ingredients required weekly (and starting item required)
Magic Fist	2,000		3	235	–	–
Blur	3,000		5	75	15	–
Slow Movement	500		1	15	40	–
Drop Weapon	500		1	20	40	–
Detect Magic	5,000		3	100	1,013	2 doses IQ+ potion ($500); $13 ci
Light	500		1	10	40	–
Clumsiness (-1)	1,000	A	1	70	430	5 doses DX- potion ($80); $13 ci
Confusion (-1)	1,000	A	1	70	430	2 doses IQ- potion ($200); $13 ci
Weakness (-1)	1,000	A	1	70	430	4 doses ST- potion ($100); $13 ci
Avert	2,000		3	25	190	1 dose Fear potion ($150); $40 ci
Detect Life	4,000		4	50	450	1 dose each Smell Booster ($200), Acute Hearing ($250)
Darkness (1 hex)	2,000	A	4	20	25	
Dark Vision	3,000		3	25	515	1 dose Dark Vision potion ($500); $15 ci
Detect Enemies	6,000		2	50	2,425	2 doses Smell Booster ($200); 2 doses Acute Hearing ($250); 1 dose Telepathy ($1500); $25 ci
Lock	500		1	15	40	–
Knock	1,000		2	15	40	–
Trip	1,000		2	20	38	–
Speed Movement	1,500		1	25	1,020	1 dose Speed Movt. potion ($1,000); $20 ci
Dazzle Gem	250		½	10	20	1 $20 gem; takes only 3 days.
Shock Shield	5,000		6	125	100	1 dose gunpowder ($100)
Shadow	1,000		1	175	230	1 dose Sleep potion ($150); $80 ci
Far Vision	2,500		4	70	45	2 fresh hawk's eyes ($20); $5 ci
Sleep	1,000		1	125	330	2 doses Sleep potion ($150); $30 ci
Reverse Missiles	5,000		6	175	15	–
Rope	1,000		1	50	480	6 doses DX- potion ($80)
Destroy Illusion	2,000		2	270	25	–
Silent Movement	2,000		4	25	25	–
Persuasiveness	12,000		5	175	1,500	1 dose Telepathy ($1,500)
Freeze	5,000		6	100	150	Fresh basilisk brain & eyes ($150)
Fireball	5,500		4	200	500	1 dose Pyrotic potion ($500)
Invisibility	6,500		3	100	1,500	1 dose Invisibility potion ($1,500)
Mage Sight	6,000		6	200	120	–
Magic Rainstorm	4,500		6	125	35	–
Eyes-Behind	3,000		3	50	465	1 dose Acute Hearing ($250); one pickled dragonet ($100); $115 ci
Flight	10,000		5	125	1,235	1 dose Flight ($1200); $35 ci
Stone Flesh	4,000		5	175	–	–
Slippery or Sticky Floor	2,000	C	4	20	26	–
Curse (-1 to all rolls)	3,500	A	4	25	380	1 dose each ST-, DX-, IQ- potions
Fireproofing	5,000		5	25	500	2 doses Fireproofing potion ($250)
Telekinesis	5,000		4	120	540	1 dose Telekinesis ($500), $40 ci
Lightning	15,000	D	10	375	150	1 Silver Slime, live ($150)
Dispel Illusions	5,000		6	175	–	–
Spell Shield	6,000		6	225	–	–
Telepathy	20,000		5	100	3,600	2 doses Telepathy ($1,500); one dose IQ+ potion ($600)
Glamor	4,000		5	160	–	–
Fresh Air	3,000		3	25	515	1 dose Water Breathing potion ($500); $15 ci
Gems: Summon Wolf or Myrmidon	500	C	1	25	–	(Must start with a $40 gem)
Summon Bear/Gargoyle	1,000	C	2	25	–	(Must start with an $80 gem)
Summon Giant/Small Dragon	2,000	C	3	75	–	(Must start with a $285 gem)
Summon 7-Hex Dragon	4,000	C	4	200	–	(Must start with a $600 gem)
Quiver of Replenishment	1,000		2	20	35	–
with silver arrow	5,000		6	150	60	(must start with silver arrow)
giving DX +1	15,000		10	150	600	1 dose DX+ potion ($600)
Amulet vs. Drunkenness	1,500		2	150	30	1 bottle good wine ($30)
Amulet vs. Drowning	2,000		1	210	1,100	1 dose each DX+ potion ($600) and Water Breathing ($500)
Amulet vs. creature	3,000		3	125	300	2 doses Fear potion ($150)
Amulet vs. one elemental	3,000		3	125	300	2 doses Fear potion ($150)
Amulet vs. all elementals	5,000		4	175	480	3 doses Fear potion ($150); $30 ci
Amulet vs. Disease	10,000		5	25	1,420	3 doses Healing ($150); 1 dose each Simple Poison ($120), Plant Poison ($200), Insect Poison ($150) and Pyrotic ($500)
1-Hex Pentagram	2,000	B	3	125	–	–
Maintain Illusion	3,000	B	5	75	–	–
Maintain Image	1,400	B	3	20	–	–
Ring (etc.) of Control	10,000	E	18	25	–	–

MAGIC ITEM CREATION TABLE (CONTINUED)

Magic Item	Price ($)	Notes	Weeks to make	ST/day	Cost/week of ingredients ($)	Ingredients required weekly (and starting item required)
2-hex Magic Carpet	10,000		5	75	1,200	1 dose Flight potion ($1200); must start with a $500 carpet
4-hex Magic Carpet	20,000		[Takes two wizards, casting the above spell on a $1,000 carpet]			
7-hex Magic Carpet	50,000		[Takes five wizards, casting the above spell on a $2,000 carpet]			
Serpent Torc	2,000		3	75	95	$95 ci; starts with $55 worth of silver beads and one snake's backbone
For restringing broken torc	500		1	20	40	$40 ci; starts with one snake's backbone
Limiting Spell	1,000		2	25	35	[Cost is the same whenever spell is used]
Expunge	2,000		3	125	–	[Cost is the same whenever spell is used]
Staff of Power			Cannot be bought. Wizard makes it for himself, using Staff of Power spell.			
Iron Flesh	16,000	D	10	250	366	1/20 of the hide of a 14-hex dragon ($1,600)
Teleport	15,000	D	10	400	25	–
Giant Rope	2,000		1	275	960	12 doses DX- potion ($80)
Astral Projection	20,000		6	175	2,200	1 dose Flight potion ($1200); two doses Telekinesis potion ($500)
Hammertouch	5,000		6	75	100	1 dose Gunpowder ($100)
Unnoticeability	5,000		2	200	1,540	I dose Telepathy ($1,500); $40 ci
Long-Distance Telepathy	20,000		5	125	3,000	2 doses Telepathy ($1,500)
Insubstantiality	21,000		5	125	3,200	1 dose each: Invisibility ($1,500), Flight ($1,200), Telekinesis ($500)
Cleansing	50,000	D	10	75	3,770	1 each Universal Antidote, Pyrotic, Simple, Plant, & Insect Poison; 2 Healing
Spellsniffer	20,000	D	10	125	1,020	1 dose IQ+ potion ($600); $420 ci
Little Death	10,000		5	75	1,200	8 doses Sleep potion ($150)
Geas	5,000		6	100	150	1 dose Fear potion ($150)
Shapeshifting	10,000	D	10	175	35	–
Wizard's Wrath	40,000	F	25	375	–	–
Long-Distance Teleport	50,000	F	25	500	65	–
Word of Command	20,000	F	25	50	25	–
Crystal Ball	50,000	G	40	175	–	(Must start with a $250 crystal sphere)
Flaming Weapon	10,000	C	5	50	1,270	1 dose Fireproofing ($250); 2 doses Pyrotic ($500); $20 ci
Flaming missile weapon			[a second-level version of the above; see Note C]			
Wards	6,000		5	250	125	Each of the five wards must be made from a $125 gem or carving.
ST battery (1 point)	1,000	B	1	40	380	2 doses Healing ($150); $80 ci. Must start with a gem worth at least $1,000
ST battery (5 points)	5,000	B	2	50	1,800	12 doses Healing ($150). Must start with a gem worth at least $1,000.
Charm (+1)	30,000	D	10	245	1,650	1 each ST+, DX+, IQ+
Charm (+2)	100,000	F	25	225	2,150	1 each ST+, DX+, IQ+, Telekinesis
Increase one attribute (+1)	2,000	A	3	75	–	–
Magic Fist rod (1 point)	1,000	B	1	225	30	–
Fireball rod (1 point)	2,000	B	1	225	1,000	2 doses Pyrotic potion ($500)
Lightning-bolt rod (1 point)	5,000	B	4	250	190	1 live silver slime ($150); $40 ci
Wizard's Wrath rod (1 point)	10,000	B	6	450	125	–
Unicorn Horn	6,500		2	75	2,520	1 dose Universal Antidote; $20 ci
Gate Key	10,000		4	170	1,500	1 dose Telepathy potion ($1500). Must start with $100 silver key.
Gate Lock	5,000		4	75	500	1 dose Telekinesis potion ($500). Must start with $140 silver lock.
Bound Small Demon	20,000	E	18	200	–	Requires one large ($1,000+) gem or statue. Wizard must have IQ 24 +.
Amulet of Skepticism	4,000		5	100	55	1 well-rotted zombie's eye ($30); $25 ci
Hand of Glory	4,000		4	75	35	$35 ci. Must start with hand ($1,000).
Lens of Translation, for each original language	6,000	B	6	200	10	Must start with crystal lens ($200)
Adding 1 language to lens	8,000	B	6	350	10	–
Zombie Ring	3,000		4	100	10	–
Proxy	cannot be bought		20	25	1,500	1 dose Telepathy potion ($1,500)
Weapon/Armor Enchantment (+1)	1,000	A	2	75	40	–

The notation "ci" stands for "common ingredients." Where no specific ingredients are listed, all of the ingredients required are common.

NOTES TO MAGIC ITEM CREATION TABLE

A.   These are spells which come in two or more strengths. Such spells take twice as many wizards for each added increment of strength. Thus, a cloak of Darkness with a 2-hex radius would take 2 wizards and cost $4,000, one with a 3-hex radius would take 4 wizards and cost $8,000, and so on. If you cast the 3-hex Darkness on an item with one spell already on it, it would take eight wizards.

The same principle applies with weapon/armor enchantment (doubling for each point up to a maximum of five), attribute-boosting items, attribute-diminishing items, and Curse. Therefore, a DX +5 enchantment on an ordinary weapon would require 16 wizards, 32 apprentices, and $640 in ingredients each week for two weeks. But to add that as a third spell on a weapon which already had two others (for instance, Flaming Weapon and Trip), you would need 64 wizards and 128 apprentices! It is best to put the most expensive spells on first.

B.   These spells are similar to the ones above — but you ADD one wizard for each additional point or hex of effect. Thus, a ST 10 fireball rod would take 10 wizards, 80 apprentices, and 20 doses of Pyrotic potion, starting with a plain rod. A 6-hex Pentagram would require six wizards. The two versions of the ST Battery spell are compatible, and can be cast simultaneously — e.g., 5 wizards, 3 apprentices, and 12 doses of potion to make a ST 17 battery.

Note that languages can be added to a Lens after it is complete (at a higher cost), but this does NOT count as casting a separate spell on it. It is cheaper, if you can, to put all the required languages into it at once. Other spells where a later enchantment can merge with an earlier one are Curse, attribute-boosters, attribute-diminishers, weapon/armor enchantment, and ST Battery.

C.   Each of these spells comes in two versions and requires twice as many wizards for the second version. Thus, starting with a plain, non-magical item, it would take two wizards in tandem to create a flaming-arrow weapon, a mobile Sticky or Slippery Floor, or a 12-turn summoning gem.

D.   This spell takes 10 weeks. Add 10% to the value of the UNDERLYING item (including the value of the spells already on it, if any) BEFORE adding on the value of this spell.

E.   An 18-week spell. As above, but add 20%.

F.   A 25-week spell. As above, but add 30%.

G.   A 40-week spell. As above, but add 50%.

H.   A 70-week spell. As above, but DOUBLE the underlying value.

"Hail, brother!"

Grymaug returned the greeting with an absent nod. He saw at a glance that the other seven were assembled. Good; the bat-blood unguent wouldn't keep. He gestured to his chief apprentice to begin arranging all they'd brought.

As Grymaug made nervous shop-talk with the other mages, the apprentices set up the alembics and burners, drew lines with chalk-dust and jewel-dust, arranged crucibles, and distributed incense-sticks. They had been long at this work; tonight would see an ending, one way or another.

"It is ready, Masters."

Young Posthen moved to the center of the pentagram. He was young — very young for a Master Sorceror — and his understanding was shallow, but his hands were the most skillful. Grymaug led the chanting apprentices in an eerie counterpoint to Posthen's incantations. Gesturing at first one, then another, he signaled when Aid spells were needed. Once an apprentice fumbled. Another quickly took up the slack. The boy who had missed his spell flushed, but his voice never wavered as he picked up the chant once again. *Good lad*, thought Grymaug. *Everybody fails occasionally. To go ahead through small or great — that leads to Mastery.*

Faster and faster Posthen spoke. His hands moved independently of each other and of his voice — combining, shaking, gesturing. The powders and lucifers that he and his colleagues had spent the week making, the rune-carved tools built for this one occasion, the precious potions bought so dearly from the Order of Aurelius — all merged under the mage's fingers.

Suddenly, his voice broke — seemingly in mid-sentence. Smoke spouted from beakers — from glowing rods — from Posthen's very fingers as they traced an intricate design. A heartbeat of silence. Two heartbeats. Then each of the eight Masters shouted the same awesome Word. Eight staves struck the marble floor as one.

The smoke cleared. Posthen sat down heavily. Two of the apprentices had fainted. But it was done.

"Well, brothers," spoke Grymaug. "We have succeeded again. Our circle gains honor." *And influence*, he thought. *And no small sum of gold.* He regarded the glowing circlet on the dais before Posthen.

"Regard it well, you apprentices. The Circlet of Dyskor Rhost. It turns missiles away from its wearer. It lets him see into others' minds. It gives him flesh of iron. And by what we have wrought tonight, it lets him sap another's will to make that one as much a puppet as any illusion!" Aware he was speechmaking, he stopped. But the apprentices were not smiling. Their eyes were wide as they gazed at the jeweled band. Even his fellow Masters seemed impressed by what they had accomplished.

And well they should, thought Grymaug as he began to direct the packing of his tools. *Nearly ten months we worked — and not the easiest way, either. It was well done. Dyskor will tax his satrapies heavily to pay for this little toy — but we learn, and we profit. It was well done, indeed.*

* * *
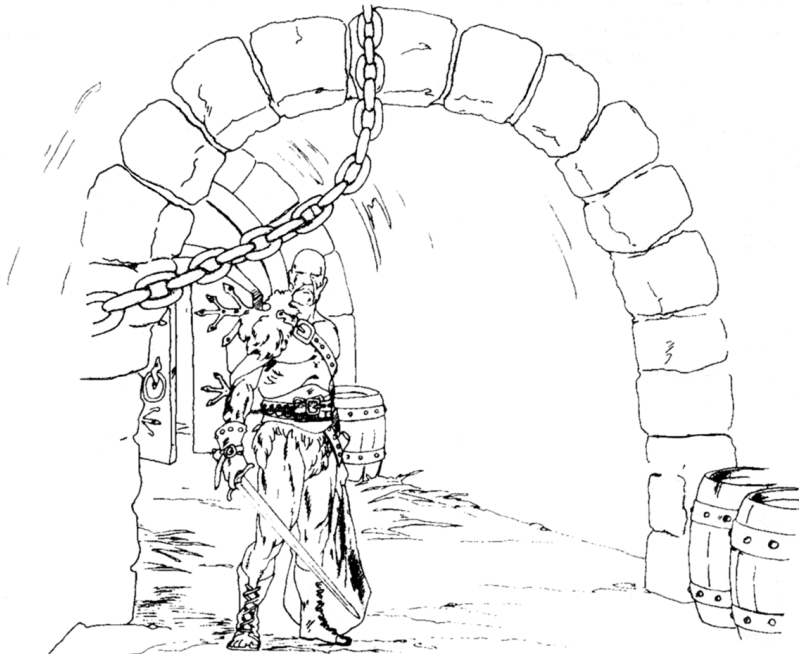
The "team" approach is the most efficient way to perform multiple enchantments. But it's not the only way. A lone mage, if he has time enough, can do anything a team can do. If one wizard is putting a second spell on an item by himself, it takes him twice as long (rolling every OTHER week). Thus, his material and apprentice costs are the same, but spread over more time.

Similarly, a lone wizard can do an item's third spell (taking four times as long and rolling every fourth week), a fourth spell (taking eight times as long) and even a fifth (16 times as long). Or two wizards (instead of the normal four) can do an item's third spell. This would take twice as long as the normal 4-wizard procedure, but only half as long as if one of them were to do it solo. And so on.

However, it is NOT permitted to use *more* wizards than a spell calls for, to try to cut down the time. You could NOT, for instance, halve the normal time for a first spell by putting two wizards on the job — nor halve the time for a second spell by using four instead of two. It just doesn't work. Fewer wizards and more time — yes. More wizards for less time — no.

Exceptions to the general "doubling" rule:

The LIMITING spell always takes the same time and ingredients, and requires only one wizard, whether it's the first spell on an object or the last. The same is true for the EXPUNGE spell.

A *self-powered item* — one that uses less of the wearer's ST than normal — is very costly in terms of ingredients, ST, and number of wizards. If it provides 1 ST/turn of its own power (for instance, a self-powered Spell Shield ring, or an Astral Projection cloak that drew only 1 ST from its wearer each turn), it requires TEN TIMES as many wizards (with apprentices and ingredients) as it would otherwise. If it powers itself at 2 ST/turn, it requires 20 times as many wizards; for 3 ST/turn, 30 times as many.

A *large* item — a bed, for instance, or a whole building — can be enchanted like anything else. Again, it takes more wizards. Each hex of the item requires its own wizard(s) with gear and apprentices. If a jade throne two hexes in size is to be enchanted, and if the spell would normally take four wizards . . . the throne will require eight wizards, or twice as long for four, because it's twice as big as the "normal" area of enchantment. Note to GMs: Be reasonable. To cost double, an item must be massive as well as large. A 4-meter statue would cost double — but not an ordinary pole weapon.

A spell which comes in *more than one strength* may require more wizards if it is cast in the stronger form. See Notes A, B, and C to the Magic Item Creation Table.

Some spells take so much *time* that they require a percentage addition to the value of the underlying item. See Notes C-H in the Magic Item Creation Table.

A note on apprentices:

Even the most powerful wizard will require apprentices to help him with his creations. Not only do they fetch and carry — they also provide ST through Aid spells. The creation of a magic item is a full-time job, requiring all a wizard's attention and a great amount of strength each day. This ST is not used all at once; it is expended in small bits as the wizard does the thousand-and-one thaumaturgical operations required to prepare for a permanent enchantment. Apprentices are a must.

The Guild regulates apprentices, just as it does other wizardly affairs. A wizard must pay his apprentices Guild scale ($25/week), and is obliged to train them — see LEARNING

NEW SPELLS. The apprentice must be treated reasonably well (though different mages have different ideas of "reasonable"). He may be called on to volunteer for suicidal tasks, but may never be coerced into such an undertaking against his will. An apprentice may not be called on for more than 25 ST/day in Aid spells. Thus, the ST a wizard needs daily to perform a creation will govern the number of apprentices he needs.

A note on ingredients:

The Magic Item Creation Table shows the ingredients for each magical item. These are the ingredients needed PER WIZARD, PER WEEK. Some of the requirements are "common ingredients" available anywhere; others are more arcane. If a player is creating something that requires a gargoyle gallbladder every week, and he runs out, then his project comes to a screeching halt. He can't resume work until he has the right ingredients. Some ingredients are rare, some are expensive; many are magical or chemical potions. Creating magical items requires time, money, and great forethought. Many quests begin because a wizard can't find all the ingredients for his pet project!

COST OF MAGICAL ITEMS

The cost for each item is shown on the Magical Item Creation Table. This is the cost for a totally ordinary item, with that spell as the FIRST and ONLY spell. Since the costs double for the second spell, the price of an item with two spells on it is [the price of the item, itself] plus [the cost of the first spell put on] plus [TWICE the cost of the second spell put on]. If a third spell is to be added, the price increases by FOUR times the "usual" cost of that third spell And so on.

Keep in mind when you calculate costs that the intrinsic value of the enchanted object, its ability (if any) to power its own spells, and its size, will all add in.

Example: You wish to cast a self-powered Spell Shield as the third spell on a 3-hex item. It takes four wizards (for a third spell) TIMES ten (for 1 ST/turn self-powered ability) TIMES three (a 3-hex item). It will take 120 wizards in co-operation to do that spell. And the value it adds to the object will be 120 times the "basic" Spell Shield cost of $6,000 — $720,000 for that one spell!

A second example: the Circlet of Dyskor Rhost. It is a platinum coronet, jeweled; its intrinsic value is $15,000.

The first spell placed on it was Telepathy. Cost: $20,000.

The second spell was Iron Flesh. Normal cost: $16,000. Doubled, to $32,000.

The third spell was Reverse Missiles. Normal cost $5,000. QUADRUPLED here, to $20,000.

The fourth spell was Control Person. Normal cost: 10,000. OCTUPLED to $80,000.

The total price is computed as follows: Intrinsic value plus firtst spell: $35,000. The second spell, Iron Flesh, is marked "D" on the table. For a spell of this type, add 10% to the value of the underlying item — THEN add spell cost. $35,000 plus 10% is $38,500, plus the doubled Iron Flesh cost is $70,500. The third spell adds $20,000, bringing the total to $90,500. The fourth spell, Control Person, is marked "E" on the table. 20% is added to the underlying cost before the spell value is added. $108,600 is the value with 20% added. Adding the $80,000 for the Control Person itself brings the final "fair market value" of the circlet to $188,600.

NOTE: The Weapon/Armor Enchantment spell counts as only ONE spell, no matter what combination of DX and damage bonuses it gives a weapon, or how many hits it lets armor stop. Four other spells can be put on an enchanted weapon. The "Create Staff" spell is also one spell; a wizard's staff can be given up to four other properties.

A temporary "Light" spell can be thrown on any object, even if enchanted, at no more cost than usual. "Conceal" spells which hide the magical nature of an object are counted separately; thus, one object may have up to five permanent spells, plus up to five "Conceal" spells, on it at once.

The FORM a magic item takes usually depends on the sorcerer who created it. Most of the information below refers to "items," but this is only for convenience. Common items which often carry spells are amulets, weapons (especially swords), staffs, jewels or jeweled carvings, belt-buckles, cloaks, boots . . . and so on. Many wizards prefer to keep some relationship between the spell and the item enchanted. Mage Sight might be placed on a crystal lens; boots could endow their wearer with Silent Movement, or a cloak with Invisibility. Where the table refers to "item," the spell can be cast on ANYTHING.

Where the table does NOT refer to an "item," but instead to some specific thing (i.e., the key for KNOCK, or the gem for DAZZLE), the spell MUST be cast on such a thing. Similarly, a magic scroll always LOOKS like a scroll and a rod LOOKS like a rod.

A magic item will work for ANYONE who wears or carries it — including an animal — unless it has been specifically "limited" so that only certain beings can use it. Most items are not so limited. However, some items may require an act of will to operate them — and these will NOT work, except accidentally, if you don't know what they are. For instance, a Blur ring would blur anyone who put it on . . . but a Wish ring would not work until the wearer made a wish, and a lightning-bolt rod would not fire until its holder willed it to fire. *NO die roll is required to use a magical item, and NO ST cost is involved, unless specifically mentioned.*

Rings, cloaks, etc., must be worn before their magic power works; weapons must be *ready* before their power works. One interesting magic item is an enchanted arrow. *If* it puts hits on someone (i.e., sticks in them), then the enchantment on it takes effect . . . maybe a Trip, Slow Movement, or Clumsiness spell.

ENCHANTING OBJECTS WITH IMMUNITY SPELLS

An item may be enchanted to give its wearer IMMUNITY to any one specific thrown spell, or to a given strength of one specific missile spell. For instance, a shield might give immunity to 3-die lightning bolts; it would stop 1, 2, and 3-die bolts, and subtract 3 dice from the effectiveness of larger ones.

Items may be made with immunity to any missile spell, and most thrown spells. To enchant an object with immunity, a wizard must know the Greater or Lesser (as appropriate) Magic Item Creation Spell, and proceed substantially as though he were casting, not immunity to a given spell, but *that* spell itself, on the object. For instance, the time, materials, etc., to make an item immune to Drop Weapon would be just the same as to enchant an arrow to *produce* the Drop Weapon effect. If there is no magical item to produce an effect, no item can be made to give immunity.

For an item conferring immunity to a missile spell, use the time and costs appropriate to production of a Rod of the same strength. To give immunity to fireballs of up to 5 points, use the time and materials for a Fireball rod with a capacity of 5.

Multiply Enchanted Items

In accordance with the Rule of Five, up to five spells may be cast on a single object. However, each succeeding spell is harder to cast. The general rule is this: To put a second spell on an already-magic item takes TWO wizards, working together. Each must know the appropriate spell, and have his own laboratory. Each will use the same ST/day (and the same ingredients) that a single wizard would require to cast that spell into an ordinary item. The number of weeks does NOT change.

To put a third spell on the same item would require FOUR wizards' co-operation, four sets of apprentices for ST, and four times as much of each ingredient. The fourth spell would require EIGHT wizards; the fifth level, SIXTEEN . . . each with his own lab, apprentices, and materials.

No matter how many wizards are working together, though, only one DX roll is made each week — usually by the wizard with the highest basic DX, who is assigned all the really tricky parts. If a weekly roll is failed, that week's work is lost. If an 18 is rolled, the spell is ruined, and all the ingredients and work put into it to date are lost. However, the original item, with whatever completed spells it possessed, is NOT harmed.

LESSER MAGICAL ITEMS

The following items may be created through use of the Lesser Magic Item Creation spell (q.v.) The first group produces effects similar to those of spells from the Spell Table. NOTE that knowing (for instance) the Blur spell is neither necessary nor sufficient to let a wizard create a Blur Ring. He must know Lesser Magic Item Creation.

IQ 8

STAFF: The regular Staff spell (see Spell Table) is already a spell for creation of a magic item; Lesser Magic Item Creation is not required. Note, though: if you put a couple of spells on a piece of wood and THEN make it your staff, you'll have a powerful tool that only you can use. STAFF always costs the same, even if it's the 5th spell on an item.

MAGIC FIST: Item gives wearer the power to use this spell, exactly as though he had learned it in the normal manner — including ST cost. User must still roll to hit; non-wizards are at -4 DX.

BLUR: Item subtracts 4 from DX of any attack against its wearer. Only one Blur spell may affect any one figure at a time.

SLOW MOVEMENT: Item halves its wearer's MA. May be any item; often an arrow.

DROP WEAPON: Item (again, often an arrow) makes victim drop his weapon.

DETECT MAGIC: Item vibrates when it touches a magical item, IF a 4-die roll against the wearer's IQ is successfully made by the GM. If the roll fails, no magic is detected, whether magic is really present or not. An item may only be checked once per day per person OR per "Detect Magic" item.

LIGHT: Puts a permanent LIGHT spell on any item.

IQ 9

CLUMSINESS: Item gives effect of Clumsiness spell. The degree of clumsiness (the amount of DX lost) depends on the time and ST put into making the item. DX cannot be lowered past 6. The effect of this (or any similar) item is never noted by the wearer unless he uses Detect Magic . . . UNTIL he tries to do something involving the affected attribute! At wizard's option, such an item may be unremoveable without REMOVE CURSED OBJECT spell.

CONFUSION: Exactly as above, subtracting from IQ. IQ cannot be lowered below 6.

WEAKNESS: As above, but subtracting from ST. ST cannot be lowered past 6, so this item cannot kill. Fetters with this spell are used for holding strong prisoners.

AVERT: Item lets its wearer use AVERT, just as if he knew it.

DETECT LIFE: Item grows warm when any life (not already known to its wearer) approaches within 2 MH. Not affected by flies, worms, germs, etc.

DARKNESS: Item produces darkness (as per Darkness spell, but always solid rather than controllable) when worn. Range depends on time and ST used when item is made.

DARK VISION: Places this spell on wearer while item is worn. No ST cost.

IQ 10

DETECT ENEMIES: Item makes a warning sound, audible only to its wearer, when any hostile creature comes within 2 MH.

LOCK: Magical seal acts as Lock spell when placed on door, chest, etc. Can only be used once.

KNOCK: Magic key acts as a Knock spell — works only once. Illegal to possess in many cities!

TRIP: Item trips its wearer. Usually in form of arrow, bola, etc. If it is an item of clothing, wearer gets 3/DX roll each turn to avoid falling.

SPEED MOVEMENT: Item doubles its wearer's MA, at a cost of 1 ST/turn.

DAZZLE: Gem, when thrown to the floor, breaks, producing Dazzle spell. Does not affect the one who threw it.

SHOCK SHIELD: Item puts this spell on the wearer. No ST cost.

SHADOW: Item creates one hex of shadow around it.

FAR VISION: Puts this spell on its wearer; no ST cost.

IQ 11

SLEEP: Item puts wearer to sleep; effect lasts until item is removed. Item may be very hard to remove, too . . .

REVERSE MISSILES: Item puts this spell on wearer, at cost of 1 ST per turn power is used.

ROPE: Only rope-like objects (including neckties, bolas, etc.) can be enchanted thusly. Such a rope will grab at anyone coming within 1 hex; a 4/DX roll is required to dodge it. If it grabs someone, it has the effect of a Rope spell. If the item is a bola, it has the normal bola-type effects as well.

DESTROY ILLUSION: Item destroys any 1-hex illusion it touches, and produces a flash of light when it touches a larger illusion, thus warning of its nature.

SILENT MOVEMENT: Puts this spell on wearer, at cost of 1 ST each turn the power is used.

PERSUASIVENESS: Puts this spell on its wearer.

IQ 12

FREEZE: Item puts a *powerful* version of this spell on its wearer. All thought and metabolism are stopped until item is removed. Again, this may be an item that cannot be removed by normal means.

FIREBALL: Item gives wearer the power to use this spell as though he knew it, including ST cost. User must still make "to hit" roll; non-wizards are at -4 DX.

INVISIBILITY: Makes its wearer invisible, at cost of 1 ST/turn.

MAGE SIGHT: Gives its wearer this power at no ST cost.

MAGIC RAINSTORM: A vial containing 10 drops of ensorcelled water. Each drop, when spilled from the vial, becomes a regular Magic Rainstorm under the control of the person who released it. Any number of drops may be used at once.

EYES-BEHIND: Gives this power to its wearer at no ST cost.

IQ 13

FLIGHT: Item lets user fly as per Flight spell. Costs 1 ST per turn of flight.

STONE FLESH: Item puts this spell on user. Only one Stone Flesh or Iron Flesh item can be worn at a time. No ST cost.

SLIPPERY FLOOR: Either puts a permanent Slippery Floor (q.v.) on one MH, or (harder to do) produces an item which may be carried about, producing Slippery Floor in whatever MH it is in.

STICKY FLOOR: As above, but for Sticky Floor spell.

CURSE: Item operates as per Curse spell, and will NOT come off once picked up/put on; nor can it be destroyed save by lightning, volcanic fire, or similar catastrophe. The degree of the curse depends on the ST and time put into its manufacture. Absolutely the only way to get a Cursed item off is with a wish, the Remove Cursed Objects spell, or the Dispel Enchantments spell, unless you are willing to undergo amputation.

FIREPROOFING: Item fireproofs wearer and all he carries; no ST cost.

TELEKINESIS: Gives its wearer this power at cost of 1 ST per turn.

IQ 14

LIGHTNING: Item gives wearer the power to use this spell, just as though he knew it — including ST cost. User must still make 'to hit' roll. Non-wizards are at -4 DX.

DISPEL ILLUSIONS: Item dispels all illusions within 5 MH at any time, whether it is worn by someone, thrown, or just left lying around.

SPELL SHIELD: Puts this spell on wearer, at ST cost of 1 each turn.

TELEPATHY: Gives wearer this power, as per spell, at 1 ST/turn.

GLAMOR: Item puts one specified sort of Glamor (q.v.) on whoever wears it; maker specifies the Glamor when item is made. Wearer's apparent size cannot more than double. Wearer does not acquire powers of the object he seems to be.

FRESH AIR: Mask or helm gives wearer Fresh Air as per spell, at cost of 1 ST/turn.

The foregoing spells are only variations of those on the Spell Table, listed in IQ order for convenience. Other kinds of magic items can be made . . . items that incorporate other principles. To make one of the items listed in the next group, a wizard must also know the Lesser Magic Item Creation spell. See the Magic Item Creation Table for time, costs, materials, etc.

GEMS OF SUMMONING: These are gemstones, often carved into the shape of the creature they summon. When a Gem of Summoning is thrown to the floor or otherwise shattered, it has the effect of a Summoning spell. The creature summoned will obey the person who shattered the gem, just as an ordinary summoned creature obeys the wizard who brought it; see the appropriate Summoning spells for more information. It will remain 6 turns (counting the turn the gem is broken), or 12 turns for a more powerful gem.

Each gem will summon one of the following creatures: wolf, Myrmidon, bear, Gargoyle, giant, 4-hex dragon, or 7-hex dragon.

QUIVER OF REPLENISHMENT: This magic quiver always has an arrow in it when you reach inside. It is always the SAME arrow, so you can't use it to open up a fletcher's shop — but it is very useful in battle. The arrow may be enchanted to +1 DX when its quiver is produced, but may NOT be enchanted later.

An advantage of this little toy is that your arrows can't be fired back at you. As soon as you reach into the quiver, the arrow simply vanishes from the floor (or wound) and reappears in your hand ready for use. Neither quiver nor arrow can be broken except by magical means, but fire will destroy either. The quiver is useless without the arrow, and vice versa.

PERMANENT PENTAGRAM: This is the spell used to draw a Pentagram that will last indefinitely. Its powers are just like those of one constructed with the Pentagram spell, but it lasts until destroyed. Record the IQ of the wizard that drew the Pentagram, and make a 3/IQ roll against it the first time each new being attacks the pentagram. A failed roll destroys the pentagram, but a successful one means that *that* being can NEVER break that pentagram. To determine the size, in hexes, of a pentagram: draw it, and then count each hex as part of the pentagram if it is more than half in.

Permanent pentagrams are standard features of wizards' towers and workrooms; they are also often found around the thrones or beds of rulers who fear sorcerous attacks.

MAINTAIN ILLUSION: An item carrying this spell will make an illusion "permanent" once cast. This does NOT mean the illusion is immune to dispelling, disbelieving, etc., but only that it may last indefinitely instead of only 12 turns. The illusion must stay within 5 MH of the object, but cannot carry the object (or anything else!)

MAINTAIN IMAGE: As above, but for an image — and the image must stay within ONE HEX of the magical item.

RINGS OF CONTROL: These are magic rings (or, occasionally, other objects) giving the wearer the ability to control certain types of beings. Each spell affects ONE species of creature (i.e., men, goblins, bears, snakes, green slime). A ring which controlled (for example) oak trees would be possible — but an oak tree can't do anything!

A ring for controlling an intelligent species (IQ 8 or over) allows control of one at a time, as per CONTROL PERSON. The victim must be in the same MH as the ring-user, or an adjacent MH. He gets a 3-die saving roll vs. IQ when control is attempted; if he makes the roll, he is not controlled, and another attempt cannot be made that day. He will know that SOMETHING strange happened to him.

A controlled person ordered to kill himself, attack a powerful foe, etc., gets another saving roll, as per the Control Person spell.

A ring for controlling an animal species (IQ 3-7) allows the user to control up to two creatures at once. They must be within range,

as above; they also get a saving roll against IQ, and a second roll if ordered to kill themselves.

A ring for controlling an unintelligent species (IQ 0, 1, 2), such as Green Slime or an Am Bush, will control up to 5 at a time; they get no saving rolls. They must be within the same range when control is first attempted.

NOTE: Up to five such spells could be put into one object, each one requiring twice as many wizards, as explained under CREATING MAGIC ITEMS. Thus, a ring could have spells for controlling five different sorts of creature – or it could have five spells for the same kind of creature, allowing control of five times as many. Each is a separate spell under the Rule of Five.

MAGIC CARPETS: A magic carpet will carry its rider(s) at flying speed of MA 16 in an indoor situation. Outdoors, up high, they go much faster. A flying carpet is under the mental control of one (and only one) of its riders. A 3-die roll vs. IQ is required to make the carpet take off and obey; non-wizards get a -4 on this roll.

A 2-hex flying carpet will carry up to 100 kilos; a 4-hex carpet will carry 300 kilos, and a 7-hex carpet will carry 500 kilos.

THE SERPENT TORC: This is a small necklace, made from many long cylindrical beads strung onto the dried backbone of a snake. The clasp usually looks like a snake's head. When the wearer takes it off and throws it to the floor, it immediately turns into a snake which will fight under the control of the torc's user, just like a summoned creature. It remains until it is killed or willed to stop; then it turns back into the torc.

If the snake is killed, the torc will be broken when it re-appears, and must be re-strung with the backbone from another snake. If the snake was wounded, it will retain all wounds when it re-appears unless brought back to full ST with healing potion.

The type of snake the torc will become depends on the type of backbone used to string it. You cannot tell just by looking what kind of snake it might be; the process of making the torc shrinks the skeleton to fit the beads. Any snake may be used to make a serpent torc.

If a torc is being re-strung with a new backbone, all the beads (usually about 50) and the clasp must be present. If even one is missing, the torc cannot be remade.

LIMITING SPELLS: A "limiting" spell is one put on an already-enchanted object in order to limit those who can use it. A spell may exclude a certain class of creature – or all *but* a certain class of creature. A ring might be made that would produce invisibility, for instance, only for orcs. Or for anybody BUT orcs. Or for anyone under two meters tall. Or for anybody named Fred. Or for some one specific person. A limiting spell can only be put on a magical item; you cannot have an ordinary sword (for instance) which can only be used by orcs. A wizard's staff is naturally limited to its maker.

Only one limiting spell may be placed on an object; the time and ST cost is the same, whenever it is applied. A limiting spell may be removed by REMOVE CURSE – but if the wizard misses his DX roll, he removes the wrong spell from the item!

When a limiting spell is on an item, that item looks and acts perfectly ordinary until a creature of the proper class attempts to use it. The limiting spell and the other magic may still be detected by ANALYZE MAGIC, etc.

PROTECTIVE AMULETS

An object may be enchanted to become an "amulet" against any one of a great variety of hazards. An amulet protects against one specific thing – though of course up to five different spells could be put on one item, to make it an amulet against five different dangers, if one were willing to pay the cost.

AMULETS AGAINST LIVING CREATURES: An amulet may be made to repel creatures of any one race or species – i.e., men, orcs, wolves, slime, etc. The amulet acts as an AVERT spell whenever a creature of the appropriate type comes within 3 hexes. Any creature gets a 3/IQ roll, made when it first approaches, to resist the amulet's power. If it makes its saving roll, it may ignore (or even pick up and wear) the amulet. If the saving roll is failed, the amulet will have full effect. This means that intelligent creatures are less affected. A slime would almost never get past an amulet; a man might or might not; a dragon almost always would. Therefore, anti-dragon amulets are not much in demand. A Zombie resists with its master's IQ.

Once a creature has been affected by an amulet, it cannot attack the wearer, even from a distance, for the next 24 hours.

Such amulets work constantly, even if not worn, and take no ST from their wearers.

AMULET AGAINST ELEMENTALS: An amulet may be made as above, but cover all the four kinds of elemental spirit.

AMULET AGAINST DROWNING: Gives its wearer the same saving roll a Diver (q.v.) would make if suddenly dunked – gives a Diver a second chance. No other powers.

AMULET AGAINST FIRE: A different name for a Fireproofing item.

AMULET AGAINST DISEASE: Does not cure existing diseases, but will prevent its wearer from catching anything – including vampirism, lycanthropy, plague, etc.

AMULET AGAINST DRUNKENNESS: Lets its wearer (sometimes) drink any quantity of liquor without ill effects. To make it work, the wearer must make a 3/ST roll (the GM makes this roll for him). A failed roll means the amulet didn't work this time!

OTHER AMULETS: Wizards may research new amulets like other new magical items – or GMs may simply introduce new kinds. Costs and powers should be commensurate with those of the types described.

GREATER MAGICAL ITEMS

The following items may be made with the Greater Magic Item Creation spell:

IQ 15

IRON FLESH: Item puts Iron Flesh on wearer. Only one Iron Flesh or Stone Flesh item can be worn at a time.

TELEPORT: Item lets wearer teleport himself (and only himself) as per spell. No DX roll required. ST cost: 1 per MH traveled.

GIANT ROPE: Must be cast on a large rope, vine, cable, etc. Will grab at anyone coming within 2 hexes; a 4/DX roll is needed to avoid it. If it catches someone, it has the effect of a Giant Rope spell.

ASTRAL PROJECTION: Item gives this power to wearer. ST cost: 2 for each turn the projection continues. Works only for wizards.

HAMMERTOUCH: Usually in the form of a glove or gauntlet. For each point of ST the wearer expends, he can make ONE punch of that many dice effect. Using 4 ST would allow ONE 4-die punch.

UNNOTICEABILITY: Gives wearer this power, as per spell. Costs 1 ST each turn it is used.

IQ 16

LONG-DISTANCE TELEPATHY: Item lets its wearer send a 30-second message to anyone he knows (ST cost 5). Wearers of 2 or more items made to be "in tune" can converse normally at short ranges (1 km or less) at NO ST cost. At longer ranges, wearers of 2 or more such items can converse at a ST cost of 2 (apiece) every 30 seconds.

IQ 17

INSUBSTANTIALITY: Item makes its wearer insubstantial, at cost of 2 ST/turn.

CLEANSING: Wearer of item is immune to all diseases and attacks of vermin. This item will also CURE most diseases within a day, but has no effect on an existing case of vampirism or lycanthropy.

SPELLSNIFFER: Item gives wearer Spellsniffer power, at cost of 3 ST per turn.

LITTLE DEATH: Puts a standard Little Death spell on the wearer. It may or may not (depending on the intentions of its maker) be possible to remove this item without REMOVE CURSED OBJECT or amputation.

GEAS: Puts any legal Geas (set by the maker) on the first person to pick it up (or, if it is an item of jewelry or clothing, to put it on). Works once. The secret of making a PERMANENT geas-object – one that will affect ANYONE who touches it – has, perhaps fortunately, been lost.

IQ 18

SHAPESHIFTING: Item turns wearer into some other creature (as determined by wizard who made it), as with regular Shapeshifting spell. Effect lasts until item is removed – sometimes for a few minutes afterward, too, depending on the wizard's wishes when he made it.

WIZARD'S WRATH: Item gives user the power to cast this spell, just as though he knew it. DX roll must still be made to hit; non-wizards are at a -4 DX.

IQ 19

LONG-DISTANCE TELEPORT: Item gives wearer exact power of regular Long-Distance Teleport spell, including ST cost and die-roll risks.

IQ 20

WORD OF COMMAND: A Word of Command may be written on parchment, inscribed in stone, etc. Any being who can read the language in which it is written (or ANY being with an IQ over 2, if the Word is written in the Sorceror's Tongue) must make a 5/IQ roll to avoid obeying when he sees the Word. It may be written large or small, in any language the wizard knows. Civilized areas have been known to use this technique to make self-enforcing traffic signs, et cetera.

It is almost impossible to deface a written Word of Command. Paint will not stick to it, chisels will not chip it; nothing short of a bonfire or 10-die lightning bolt will burn a parchment Word, and acids, tearing, etc., simply have no effect. Even if a Word is merely written on a plaque leaning against a wall, it would take a 4-die roll on IQ (one try only) by a character ALREADY unaffected by

The effect of a Word lasts until the victim can no longer see it, and for one minute thereafter. The victim then gets one 5/IQ roll each turn. When he makes the roll, he breaks free.

SELF-POWERED ITEMS: A wizard may make an improved version of any item which normally costs ST each turn it is used. Such a 'self-powered' item does NOT use ST (or, at least, not as much) each turn; it draws its ST from outside energy, rather than its wearer's life-force. At the maker's option, such an item may be "on" all the time or under the control of its wearer.

Such items are harder to make, requiring (at a minimum) ten times as long, or ten times as many wizards, to create. Details are given on the Magic Item Creation Table.

Missile-spell and Hammertouch items cannot be self-powered.

* * *

The following Greater Magical Items use principles not found on the Spell Table. The ST cost and time to produce each are given on the Magic Item Creation Table. Without exception, these dweomers are powerful, expensive, and VERY rare.

CRYSTAL BALL: The traditional divination tool. A Crystal Ball can be used to see other places, as well as the recent past and (sometimes) the near future.

To use a crystal ball, a wizard concentrates, uninterrupted, for at least 5 minutes. At the end of that time, the GM rolls against the wizard's IQ: 3 dice to see elsewhere in space, 4 to see the past, 5 for the near future. If the roll is successful, the GM will describe a scene giving the wizard some bit of information to aid him toward his goal — the better the roll, the more information. An unsuccessful roll means no vision. A badly failed roll means a false vision — the GM lies to the wizard. A Crystal Ball will not reveal doings inside a pentagram or by an astral body, and almost never penetrates a Conceal spell. Cost to use a crystal ball: 2 ST.

A crystal ball is heavy (1 kg for the very smallest) and fragile.

FLAMING WEAPONS: A weapon may be enchanted to "flame" at the mental command of its wielder. The flame adds +2 damage if the weapon normally does 1 die or less damage, +3 if it normally does more than 1, up to 2 dice damage, and 1+1 if it normally does more than 2 dice damage. A flaming 2-handed sword, for instance, would do 4 dice damage! A weapon will not flame unless commanded to, so an ignorant person would not benefit from it.

A missile weapon may be enchanted so the arrows from it will flame. The flame adds 1 point to the damage from an ordinary bow, and 2 points to that done by a crossbow.

WARDS: Wards can be used to form a "portable pentagram." A set of wards will comprise five identical gems or carvings. To "set the wards," the WARD spell must be successfully cast five times — once as each ward is placed. Once the wards are properly set, they protect a designated area one megahex in size exactly as though a Pentagram spell had been cast there. Wards can only be removed by the one who set them; if the protection is broken by a failed IQ roll (cf. PENTAGRAM), the wards crumble to dust. Note that wards cannot be used to protect a space which moves; they should be set on solid ground or floor.

STRENGTH BATTERY: This is one of the most useful magical items there is. Its physical appearance will be that of a finely cut jewel worth at least $1,000 — for this is what you must START with to

make it. A wizard can cast strength into a battery; at a later time, he or another can draw on that strength. Any character can draw on a battery, as long as he is touching it, by a simple act of will. This strength will NOT heal hits — but will replace ST lost through spell-casting or other fatigue.

There is reason to believe that no battery can be made with a capacity of more than 1,000 ST, but no one in history is known to have *tried* to build one any greater than 720.

When first made, a battery is uncharged. It costs a wizard 5 ST to put 1 ST into it. This requires no spell — but only a wizard can do it. A wizard cannot put more ST than his basic ST attribute into a battery each day.

Remember, when buying or selling a battery, to account for the great value of the jewel itself.

ITEMS THAT INCREASE THEIR WEARER'S ATTRIBUTES: Magic items can be constructed to increase the ST, DX, or IQ of their wearers. They are most valuable. A magic sword will increase its owner's DX while he fights with it . . . but a ring giving DX+ works whenever it is worn.

There are three separate spells — one for each attribute. Each can be cast at any level from +1 to +5; any attribute can be magically increased by 5, but no more. However, Increase ST (for instance) is only one spell on an item, whether it is +1 or +5. A ring could increase its wearer's ST by 5 and still have up to 4 other spells on it.

Similar items do NOT add. If you wear two rings — one giving you DX +3 and the other DX +2 — the lesser one will have no effect. A figure always has the highest DX that any of his magic items give him, but no more — and never more than +5. The same goes for ST and IQ.

Other effects — like potions and Aid spells — ARE cumulative with magic items. You could have a DX +5 ring, and have a +3 Aid spell cast on you — and BOTH would count, giving you DX +8.

RODS: "Rods" are magic items incorporating missile spells. Unlike regular rings, etc., which merely give the wearer the power to use the spell at normal ST cost, a rod requires no ST to use; it already has the fireballs (or whatever) in it.

A rod may be created for Magic Fist, for Fireballs, for Lightning, or for Wizard's Wrath. To make a rod, the wizard must know the appropriate missile spell AND Greater Magic Item Creation. Wizards often make their staffs into powerful missile-spell rods.

Maximum capacity for any rod is 20. A fully-charged Fireball rod with a capacity of 20 could throw one 20-die fireball, 20 one-die fireballs, or any other combination adding to 20.

Rods are charged in just the same way as Strength Batteries (above) — 5 ST for 1 charge. Each ST put into a rod, up to its capacity, gives it one more die's worth of its missile spell. Only a wizard can charge a rod. A rod is uncharged when first created.

A rod has to be aimed; you must still make the 3/DX roll to hit. A non-wizard is always at a -4 when using a rod.

CHARMS: A Charm is an item which makes its wearer luckier. In effect, it is the exact reverse of a Curse: it adds to all die rolls where a large number is needed, and subtracts from those where a small number is needed. Naturally, Charms are rare and in great demand. A charm can be +1 or +2, but no more.

UNICORN HORN: A unicorn horn will turn purple when any poison is placed within. Unfortunately, unicorns are rare, and they (and thei their masters, if any) strongly resent horn-collectors. However, it is possible to enchant any drinking vessel made of horn to serve the same way. Such "false" horns are as good as the real ones. A REAL unicorn horn still brings a goodly price: $10,000.

GATE-KEY: This is a large and elaborately-decorated key. When it is brought within a meter of any gate, the edges of the gate begin to glow, and the other side of the gate can be seen dimly. The holder of the key can travel through the gate, regardless of the rule which governs that gate. However, the key cannot pass through the gate unless it is carried, and it cannot give information about the rule or change the rule.

GATE-LOCK: This is a large and highly-decorated padlock. If it is brought within a meter of any gate, that gate is destroyed imediately. Many cities forbid gate-locks, since they interfere with trade.

BOUND DEMON: This is a lesser (1-hex) demon, trapped in a gem, carving, or statue. It may be released by anyone touching it and willing the demon to be freed. The demon will perform one service for its rescuer, as described under the SUMMON DEMON spell, but will not grant a wish . . . it is only a lesser demon. If asked to fight, it will do so for 12 turns, then vanish. If any roll is missed during the 18 weeks it takes to bind a demon, it will attack.

It cannot be denied that sometimes a bound GREATER demon, of the type described in SUMMON DEMON, is found. However, no mage known today is capable of binding a greater demon; certainly

the project would be dangerous. If a greater demon is found and unbound, the GM makes a reaction roll. On a 6 it grants TWO wishes; on a 5 through 2 it behaves as though successfully Summoned, and will grant a wish without a battle of wills; on a 1 it attacks.

AMULET OF SKEPTICISM: This item enables the wearer to subtract 4 from his die-roll whenever he tries to disbelieve something, thinking it an illusion. It does so, however, by making him very skeptical about everything, rather than by increasing his IQ. The wearer gets the same 4-point advantage whenever confronted by anything that attempts to fool him — but, because he is obnoxiously skeptical, he gets a -2 on all reaction rolls made while the amulet is on his person.

PROXY: This item (always a painting, statue, or other representation of some living creature) acts as an observation and communication device for its maker (only). Whenever he concentrates on his Proxy, he can see through its eyes, hear through its ears, and speak through its mouth. He can also "leave a message" with the Proxy, and instructions for its delivery; he will know when the message is delivered. A wizard may have more than one Proxy; none will be of use to anyone but the maker.

HAND OF GLORY: The mummified and enchanted hand of a hanged man. When the candle on the palm is lit, anyone entering its hex or an adjacent one will be under a Freeze spell lasting until the candle burns down (at least an hour under normal circumstances). The candle can only be put out by dousing it with milk or by melting it; one hit from fire will melt it down completely.

A Hand of Glory is used as a trap, or to guard a wizard's work if he has to leave for a moment. Only a wizard of IQ 16 or better can light a Hand of Glory without being caught himself.

In some areas, hanged men are common. In other places Hands of Glory are illegal; there, other methods of execution are used, or else men are cut down and burned after hanging.

LENS OF TRANSLATION: This is a large crystal lens (weighing at least 1 kg). When a text is read through it, it will appear to be in another language. A Lens of Translation may be used by anyone. It cannot translate to or from any language it does not "know."

A Lens may know any number of languages (no one knows why it is not limited to five, but it isn't). The difficulty of making the lens goes up with each language given it at its manufacture. A Lens may also be taught further languages after it is made. The only catch is that every wizard participating in the "teaching" must know the language being taught. Apprentices don't count. The Lens may not being used while it is being made or being taught a new language.

A Lens of Translation is of no use to an illiterate person, or to a person who knows none of its languages. It cannot make invisible writing appear. It will also be of no use to a non-wizard who wants to use a magic book or scroll; nothing will let him do that.

ZOMBIE RING: Worn by a Zombie, this ring arrests the process of decay which normally causes such constructs to lose 1 ST per day. A Zombie with one of these rings will last until destroyed, though it will still smell. It will begin to decay at the normal rate if the ring is removed. A Zombie Ring will work for any zombie, and will not affect its master's control in any way. If worn by a normal being, it has no effect at all.

RESEARCHING NEW MAGICAL ITEMS

If a player researches a new spell, and the GM feels that this spell would be an appropriate one for a magical item, then any player knowing the appropriate MAGIC ITEM CREATION spell could create an item with that spell. The precise properties of the item, and the time and ST needed to create it, should follow the guidelines given here, modified as the GM feels necessary for game balance.

If a player wishes to research and create a new type of "special" magic item, like the Crystal Ball or Magic Carpet, for which there is no matching spell, he can do one of two things:

(1) Convince the GM that such an item does, in fact, already exist in Cidri. The best way to do this would be to document the item's existence in Earth's past history or fantasy literature.

(2) Convince the GM that such an item *could* exist, and then conduct magical research to learn how to make it. Such research is done as per the research for a new spell, but it is "open-ended." There is no way to predict how long it will take. Each week, the wizard rolls a number of dice (usually 3 or 4) against his IQ. Only the GM knows how many weeks of research will be needed — and it should be *many*. Years. The GM determines the time he will require, and the number of dice needed, according to the complexity and value of the item being researched.

Should a wizard persevere and accomplish the conditions set by the GM, he will have one item of the type he wanted (more or less), and will know how to make others. The GM will set the manufacture requirements, making them comparable with those for other similar items. The wizard who invented the new item must commit it to writing. Another wizard who knows the appropriate Magic Item Creation spell, by getting (through any means) a copy of these notes, may duplicate the item. Another wizard who has seen the item may research it himself; it will only take him half as long.

These rules intentionally make the creation of new varieties of magic item very difficult. More than any other factor, powerful magic items can unbalance a game. Beware.

Next, go to the appropriate table below. Find the price you want in the left-hand margin, and read across to the right until you come to a suitable combination of *weeks to make* (column heading) and *expenses* (the intersection of row and column).

In the case of potions, the expenses are the costs of the various ingredients neeed to make one DOSE. Pick out a set of ingredients that make sense (and are interesting). Any unspent money can be allotted toward "common ingredients."

For magical items, the weekly expense must be divided between *ingredients* and *apprentices*. Allow $50 for each apprentice: $25 for room and board, $25 for wages. The ST/day is then 25 times the number of apprentices you want to require, plus from 5 to 25 ST for the wizard himself to contribute. Whatever money you have left over can be allotted to necessary ingredients.

Example: You've dreamed up an item you want to use. It's a "Skyhook" — when you will it on in mid-air, it stays put until you will it off again. Very useful for a mid-air perch, or to stop a fall. After consideration, you decide it should be a Greater Magical Item, costing $8,000. Looking at the $8,000 line of the third table, you see that it could take anywhere from one to 10 weeks. Since you want to require a dose of Flight potion each week, you could decide that it takes 4 weeks to make a Skyhook, spending $150 on apprentices, $1200 on Flight potion, and $5 on common ingredients (a total of $1355) each week. $150 pays for 3 apprentices, or 75 ST/day, which (allowing for the wizard's own ST) lets you have 80 to 100 ST/day for the project.

If you like, you could also specify that the initial item to be enchanted will be a certain kind of hook - say, a large brass one, set with rubies — worth at least $300 to start with. The value of this item would then have to be added to the $8,000 value of the spell when someone bought a Skyhook.

Note: This item does not exist. It's an example. If you want to use it in a game, go right ahead — if a wizard can learn how to make one. A wizard would need IQ 20+ to research this one . . . and he might need 40 straight weeks of successful study, making a 4/IQ roll at the end of each week, and paying costs as described under INVENTING NEW SPELLS. Not easy.

PRICES FOR NEW POTIONS AND MAGIC ITEMS

When the GM permits a new magic item or potion to be introduced into the game, he will have to determine its price, the number of weeks required to make it, the ingredients, and (for magic items) the ST/day. The tables below will let you fit new creations smoothly into the economic system of Cidri.

It is usually best to start with the price. Estimate the overall utility and desirability of the new item, and pick a price similar to that of an equally valuable possession. If the new invention will make GMing harder, raise the price enough to make it relatively uncommon.

COST OF INGREDIENTS FOR NEW POTIONS

Price per Potion ($)	Weeks Required															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
50	12															
80	41	2														
100	59	20														
120	78	38														
150	107	65	24													
200	154	109	66	25												
250	201	154	108	65	22											
300	248	198	151	104	60	17										
350	295	243	193	144	97	52	9									
400	342	288	235	184	135	88	43		(cost of ingredients, in $)							
450	390	332	277	226	172	123	76	31								
500	437	377	319	263	210	159	110	62	17							
600	531	466	403	343	285	230	176	125	76	29						
800	720	644	572	502	435	371	310	252	195	142	91	41				
1000	908	823	740	661	585	513	444	378	315	255	197	142	89	39		
1200	1097	1001	908	820	735	655	578	505	434	368	304	242	184	128	75	24
1500	1380	1268	1161	1058	961	868	779	694	614	536	463	393	326	263	202	143
2000	1851	1714	1582	1456	1336	1222	1114	1010	912	818	729	644	564	487	413	343
2500	2323	2160	2003	1853	1711	1576	1448	1326	1210	1100	995	896	801	710	625	543

COST OF ST AND INGREDIENTS FOR LESSER MAGICAL ITEMS

Price per Item ($)	Weeks to Make								
	1	2	3	4	5	6	10*	18*	25*
500	40								
1,000	530	38		($ available to be allocated to ST					
1,500	1021	282	34	and/or ingredients each week)					
2,000	1510	526	195	26					
2,500	2001	770	356	145	22				
3,000	2491	1013	518	264	116	12			
3,500		1257	679	383	210	88			
4,000		1501	840	502	305	165			
4,500		1745	1002	621	399	242			
5,000		1989	1163	740	493	319			
5,500		2233	1324	860	588	396	37		
6,000		2477	1485	978	682	473	81		
8,000			2131	1455	1059	781	258		
10,000			2776	1931	1437	1088	435	0	
12,000				2407	1814	1396	612	93	
15,000					2380	1858	877	229	
20,000					3774	2627	1320	455	177

COST OF ST AND INGREDIENTS FOR GREATER MAGICAL ITEMS

Price per Item ($)	Weeks to Make										
	1	2	3	4	5	6	10*	18*	25*	40*	70*
1,000	430										
2,000	1411	426	95	($ available to be allocated to ST							
3,000	2391	913	418	164	16	and/or ingredients each week)					
4,000	3372	1401	740	402	205	65					
5,000	4352	1889	1063	640	393	219					
6,000	5332	2377	1385	879	582	373					
8,000	7293	3352	2031	1355	959	681	158				
10,000	9253	4328	2676	1831	1337	988	335				
12,000		5548	3483	2426	1809	1373	566	0			
15,000		6767	4289	3021	2280	1758	777	129			
16,000			4611	3260	2469	1912	866	174			
20,000				4212	3224	2527	1220	355	77		
30,000				6593	5110	4065	2105	807	390		
40,000					6997	5604	2990	1260	704	141	
50,000						7142	3875	1712	1017	314	
100,000							8300	3975	2585	1177	211

*Remember: Spells requiring 10 weeks or more also require a multiplier for the item you start with (see Notes D-H on the Magic Item Creation Table). Keep this in mind when you set prices, particularly if the underlying item will normally be an expensive one.

BIZARRE MAGIC ITEMS

If a player's wizard creates a magical item, it will probably have a very practical use. The GM should also try to be reasonable about the magic items he invents and stocks his world with . . . most of the time. An occasional "bizarre" magic item can enliven the game.

Some peculiar items might have a logical reason for their existence. A beautiful suit of armor that curses or weakens its wearer might have been made as a booby-trapped gift. A magic sword which increases its wearer's DX but lowers his IQ seems useless — but it might make a good weapon for a king's bodyguard, at least from the king's standpoint. And a ring which puts a geas on its wearer, forcing him to run screaming down the hall, is a clever alarm device.

Even more peculiar items are possible — especially in the world of a GM who believes that powerful wizards are often driven quite mad by their knowledge. Such a wizard might spend years perfecting a spell to perpetrate some insane practical joke (i.e., to turn people's hair bright blue), place the spell on one or more items, and then carry the secret to his grave.

An occasional peculiar magical item goes a long way to spice up a game. Too many, though, will make players afraid to touch anything magic, and turn the whole game into a joke.

DE-ENCHANTING MAGICAL ITEMS

It is quite possible to remove the enchantment on a magical item. The DISSOLVE ENCHANTMENT spell will remove *any* spell from *any* magical item. REMOVE THROWN SPELLS will negate the Weapon/Armor Enchantment bonuses to DX, damage, or hits stopped, but will not affect magic items created with other spells.

REMOVING AN OBNOXIOUS MAGICAL ITEM

Sometimes an incautious adventurer will pick up or put on a seemingly-magical item, only to learn — too late — that the magic is of a harmful sort. It may be as minor as a Clumsiness spell or as dangerous as a Curse. The concern then is to get rid of that object, as quickly as possible. However, often such an object will have been made specifically as a trap — and in that case, it will be impossible to put it down or take it off in the normal fashion.

Any such booby-trapped object *except* one with the Curse spell on it can be (carefully) destroyed or broken; when the item is broken, the magic will leave it. A magic Rope could be cut off, a weapon could be struck against the wall until it breaks, and so on. Of course, some items are harder to destroy. Unless you have access to a smith's shop, you will not be able to destroy a ring, bracelet, or heavy necklace without severely endangering the hand (or the neck). Make a 3-die roll vs. the smith's DX; if the roll is missed, the finger (or whatever) is lost as well. Deliberate amputation, of course, is always a possibility.

A Cursed object *cannot* be broken or destroyed by any force that does not kill the wearer as well — though, once off, it can be destroyed like anything else. Magic or amputation will be required to remove it.

If you don't wish to risk injuring yourself, you may try to remove the object magically. A Wish will remove anything, of course. The DISSOLVE ENCHANTMENT spell will remove the Curse or other harmful spell which made the object obnoxious in the first place. If you don't want to affect the magical nature of the object, you can use the REMOVE CURSED OBJECT spell, which will allow the wearer to put down/take off the object but will leave the spell on it. A scroll containing one of these spells is a good (but expensive) precaution for a wizard who plans to meddle with strange objects.

If the harmful magic item is a weapon, and is stuck in the victim, you may pull it out. However, such things (usually arrows) are almost always barbed, making removal difficult and dangerous. Roll for damage as though the victim had just been struck by another arrow (or whatever) of the same type. This means an arrow might well do more damage coming out than going in! This rule applies only to field surgery; if you get back to civilization, or if you have a Master Physicker in your party, an arrow can be removed without damage. Note that field removal of an arrow isn't necessary unless it's enchanted; otherwise, the shaft can be cut short, and the wound bound up until the victim gets back to a Master Physicker.

DESTRUCTION OF MAGIC ITEMS

Magic items may be destroyed in a number of ways. Anything which breaks or shatters immediately loses its magic powers; a broken magic sword is no longer enchanted, even if it is remade. An object becomes no less fragile by virtue of the spells on it. An enchanted ring can be melted, a jewel or crystal ball shattered, a staff can be burned.

Magical lightning bolts can destroy magic items. If an item is hit by a LIGHTNING spell, the player owning the item makes a saving roll for each item. The number of dice rolled is equal to the strength of the bolt — 3 dice for a 3-die bolt, and so on. The number rolled must be 5 or less to save a scroll, 7 or less to save a book or explosive gem, 9 or less to save any other gem or glass/crystal item, 10 to save a wooden object, rope, etc., and 12 to save a ring, metal weapon or similar object. If a *figure* holding or carrying such an item is hit by lightning, the item is unaffected *unless* the carrying figure is killed by the lightning. In that case, subtract 1 die from the power of the lightning bolt, and make saving rolls **as above.**

An object enchanted to give immunity to lightning bolts (q.v.) is harder to destroy this way, because its immunity subtracts an appropriate amount from the number of dice used for its saving roll.

Items can also be de-enchanted magically. The DISSOLVE ENCHANTMENT spell will remove any enchantment or spell except Spell Shield. The REMOVE THROWN SPELLS spell will remove any Thrown-type spell (except Spell Shield) from a living being, and will subtract one damage, defense, or DX bonus from an item of weapon or armor under the EN-CHANT WEAPONS/ARMOR spell. A REVEAL spell will remove one CONCEAL spell.

FINDING MAGIC ITEMS FOR SALE

Players who wish to purchase magic items, but do not wish to wait the time it will take for a wizard to make one to order, may try to find one for sale. The likelihood of finding a given item is INCREASED by looking in a large town or city, and DECREASED by its worth and complexity.

To search for a valuable item (any kind — not necessarily magic) for sale, you always roll at LEAST 5 dice vs. your IQ. This represents a week's searching. You may search once a week in your "spare time." You get a -2 on your die roll if you spend the week doing NOTHING but searching. A character may be searching for up to 3 different items at a time.

Value of the item desired increases the number of dice rolled. If the item's fair market price (the price a wizard would charge to make it, if it's magic) is over $10,000, roll 6 dice. If it is over $100,000, roll 7 dice, and so on.

If your search is being carried on in a sizeable town, roll 1 fewer dice. If it is a great city, roll 2 fewer dice — but never less than 5. No "automatic success" is allowed on a search for a thing of value — or, for that matter, for an employee, employer, or slave.

If the character spends enough money for advertising, or hires people to help him search, the GM may improve his chances of finding what he wants. Likewise, if he looks in the exact right place (for instance, tries to buy a ship in a great port city) the GM may give him a die roll bonus. The GM may also decrease search chances if he sees fit, but ought to tell the player why.

Once the desired item is found for sale, the players must still negotiate with the seller. The GM plays the seller, and makes a reaction roll to determine willingness to sell to THAT individual, as follows:

6 — very friendly. Will sell item for ¾ "standard" rate.

5 — friendly. Will sell item for standard rate.

4, 3 — neutral. Will sell item for "standard" rate plus 10%.

2 — hostile. Will ask double the standard rate.

1 — very hostile. May ask an exorbitant price (say, 10 times standard rate) or refuse to sell at any price.

If the owner refuses to sell, the players may very well decide to steal it — which will give the GM a chance to set up a combat/adventure situation.

As with any other reaction rolls, the GM may modify the seller's reaction to take into account the buyer's (and seller's) race, diplomatic abilities, and other talents. If the seller is a merchant, he will probably charge an extra 10% or so, regardless.

A player who has a magic item he wishes to sell may sell it to another player for whatever he can get. He can also sell it to a non-player character (that is, to the GM). Normally, the GM should assume that a buyer can always be found in any large city if the fair market value is asked, since magical items are much in demand. If the seller wishes to get *more* than the

fair market value, he must make his IQ roll on 5 dice to find someone who wants it that badly. A reaction roll is then made, as follows:

6 — Wants it desperately. Will pay three times its value.

5 — Wants it badly. Will pay twice its value.

4 — Will pay half again its value.

3 — Will pay a third again its value.

2 — Will pay 10% over its value, grudgingly.

1 — Calls you a thief and a cheat for asking extra money. Will take it at fair market value, or not at all. May try to *take* it.

If you don't find someone who wants it badly enough to pay a premium price, you may try again next week.

GATES

A Gate is a magical "door" from one place to another. It can be any size up to 3 meters in diameter, and can lead from ANYWHERE to ANYWHERE, as long as the wizard who created it was able to reach both "ends" to set it up.

A Gate is itself invisible. Some wizards paint guidelines around a corridor, or put the Gate in an actual door, so people can tell where the Gate is. Others deliberately leave their Gates unmarked. Any wizard with Create Gate or Control Gate gets a 4-die roll on IQ to "sense" the presence of a gate, and it will be noticed by Detect Magic.

Some Gates simply transport anyone who walks through. Others follow rules of their own. When a wizard begins to create a gate, he can make it follow ANY rule he likes as to when and how it will function. It may work only one way . . . it may only work for dwarves . . . it may only work when you say "Balderdash!" just before you step through . . . it may work every THIRD time someone steps through . . . et cetera. A gate may be one-way, or have different rules for travelling through each way. A wizard who knows the Control Gate spell can change the rule for a gate, on either a temporary or permanent basis, but cannot change the points it connects.

A Gate is dangerous because it may take you to an unexpected place. Fear not; it won't close on a living being to cut him in two, and you can NOT run into the "edge" of a gate and have your leg chopped off. However, a Gate might take you to a point 100 feet in the air, over a shark-infested ocean, if the mage who built it had a flying carpet and a nasty disposition. The saving roll for a character to catch himself before stepping all the way through a Gate (when he didn't know it was there) should be HIGH — 6 dice against DX. If you DO know a Gate is there, you can stick your head through. Conditions on the other side permitting, you *will* be able to pull it back. Note, though, that some Gates will only pass living beings (with or without their clothing), so a pole or torch thrown through a door does not PROVE there's no gate. Maybe the gate doesn't activate UNTIL a torch is thrown through!

There is a small chance that a Gate will malfunction and be destroyed each time it is used. The GM should roll 3 dice each time a figure passes through. On a roll of 18, the Gate malfunctions. It will begin to flicker. One minute later, it will collapse UNLESS a Create Gate or Control Gate spell (ST cost 50) is cast at either side to stabilize it. It CAN be crossed while it is flickering, but when it collapses, it is totally gone.

Gates should be used sparingly, but they add a lot of spice to an adventure. Remember, though, that it's obnoxious for a GM to put players in a trap they CAN'T get out of. One-way gates to sealed rooms two miles underground are NOT cool.

RECOVERING LOST STRENGTH

Recovering from Injury

Labyrinth adventurers have a tendency to get hurt. Wounded characters may be healed in several ways:

TIME. If you make it back to the surface alive and get proper medical care, you will recover at the rate of one hit every two days.

FIRST AID. A Physicker can give you first aid after an injury, healing two hits of damage. A Master Physicker can cure 3. This takes 5 minutes.

MAGIC. Healing potions, the Universal Antidote, and other magical aids can cure you. A Wish can restore you to perfect health. The Drain Strength spell *cannot* cure wounds.

Recovery from Exhaustion

Wizards lose ST when they cast spells. This is "exhaustion" and is as dangerous as wounds are. Any figure can also suffer exhaustion from running too far too fast, from trying some great feat of strength, etc.

A figure recovers from exhaustion by resting. To rest, you must sit or lie down quietly, doing nothing else. For every 15 minutes (game time) that a figure rests, he/she can regain one ST point, up to full ST. However, this kind of rest CANNOT cure wounds. For this reason, it is a good idea to keep separate track of the ST a wizard loses by casting spells and the ST lost to wounds. The former can be cured by rest; the latter CANNOT.

Thrown Spells

Some spells — marked with a (T) in the Spell Table — are "thrown" spells. This simply means that they are targeted just as though they were thrown weapons. The DX adjustment is exactly the same. However, with a thrown spell, there is no chance of hitting the wrong target. If the wizard misses the DX roll, the spell fails entirely, and has no effect except to cost the wizard a strength point.

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