

## CLARIFICATIONS AND MODIFICATIONS

### FOR

### "WHAT PRICE GLORY!"

#### Page 1: Modification of Initial FP & HtK Determination -

<u>Constitution</u>	<u>HtK</u>	<u>FP</u>
18	+6	+8
17	+5	+7
16	+4	+6
15	+3	+5
13-14	+2	+4
8-12	+1	+3
5-7	0	+2
4	-1	+1
3	-2	+1

#### Page 8: Addition

If a character is required to lose more fatigue points than he has remaining, the difference is made up with Hits-to-Kill (HtK), and the character is knocked unconscious for 1 to 12 time steps (see time table).

#### Page 14: Melee Weapons

Addition: 1) Any weapon with Rel Length of 7 or less can only be used against a target in an adjacent Hex (unless Thrown; see the Missile Section). Any weapon of 8 or greater may strike a target two hexes away as long as nothing occupies one of the three adjacent, facing hexes.

Optional: 2) The order in which hits are determined is in order of Relative Length, Higher to Lower. If this is used, the Statement on Page 19 that says all blows are simultaneous is ignored. If any blow inflicts 50% or more FP or HtK on a character, that character may do nothing other than step back one hex for the rest of that Melee Round. So for example, if one character attacks with a dagger, he must 'survive' attacks by any longer weapon before he may strike.

Page 15: Monster to-Hit

Clarification: For hits by monsters with tenacles, tails, and sucker mouths: Die rolls greater than or equal to N2 do FP damage to the defender. Die rolls less than N2 but greater than or equal to N1 cause the character being hit to lose Melee Points (MP) equal to the damage die roll. These Melee Points are expended by the character before he can perform any further action (it is just a one-time loss).

Page 19: Example of Sequence of Movement in Melee

Arnd and Byzt are dueling. Assume that each have 6 Melee Points (MP); foils as Weapons (extremely light); and have a speed of 3. Note from the formula on Page 18 that each hex they move will cost 2 MP (MP cost per hex moved = MP total/speed). Assume that they are in adjacent hexes when this example starts, and that it starts at the Combat Phase at the end of Byzt's Melee Round and the beginning of Arnd's. (Note that Byzt gets to spend a full 6 MP this combat phase, and that Arnd gets to move before Byzt.) During the first Combat Phase Arnd parries (2 MP) and Byzt takes and rolls for 2 norman swings (3 MP each). Now Arnd chooses not to move. So it is now another Combat Phase: the start of a new Melee Round for Byzt, while Arnd has 4 MP left in his Melee Round. Also, since Arnd did not move, his parry still applies this phase (because it is still part of the same Melee Round for Arnd). Arnd spends 3 MP on a normal attack and saves 1 MP for a better swing next round. Byzt parries (2 MP). During his Movement Phase, Byzt turns to the right (1 MP), moves 1 hex (2 MP), and turns back to the left (1 MP). Note that Byzt won't get a parry defense for the next phase because he moved. However, Arnd and Byzt are one hex apart; so no Melee Combat is possible as the foil has a 'Rel Length' of 5. So (on a whim), Arnd tries to throw his foil (Thrown Lite Weapon, Type 1 Missile Weapon); expends 2 MP to prepare, 1 to aim, 1 to 'fire', and one more to draw a dagger from his belt. (Note, instead he could have done nothing in that Combat Phase, stepped forward in his Movement Phase, and attacked in the next Combat Phase; rather than throwing the foil.) And so it continues.....

Pages 22-24: Apology

The Special-Critical-Hit Tables are rather inconsistent. Use them as best as possible. We got a little carried away with the topic (to say the least).

Page 42: Psychic Ability

Correction: A 12-sided die should be rolled, rather than a 20-sided die to determine Psychic Ability.

Page 48:

Modifies to Saving Die Roll: 3) Against Type VI (Mental Deception) Spells:

Change to: <sup>ADD F.P. / 20</sup> Add Wisdom -17 (Note that the <sup>OVERALL</sup> ~~Add Fatigue P-15/20~~ effect is the same, it is just a little clearer.)

Page 49: Saving Throws

Oopswereallyscrewedthisupbad: The example is badly messed up; two of the tables given do not correspond to the table just above.

The last paragraph should read: Assuming that he is never physically awakened (no loud noises, nobody shaking him, etc.): The Saving Throw Time Table (at the top of this page) is now consulted. It indicates that for a type Vr spell, a check should be made in 1 Melee Round. So, after 1 Melee Round, Krol gets to roll the die again with the same modifiers. If he rolls above 11, he will wake up; if he does not roll his Saving Throw, he remains asleep. The Time Table indicates that his next opportunity to check 2 Melee Rounds after he fell asleep, if he fails.....(the rest is correct).

Page 60:

A) Mental Spell List

Change: The Concentration Spells (intelligence, wisdom, and dexterity) are spell Type Vir.

Page 60 (continued):

B) Spell Descriptions; Explanations

1) Caveat: Due to the fact that there is a large number of spells, with many variables, it was impossible to play-test them thoroughly. For that reason, it may be that some of the variables just make a spell too weak (or too powerful). I have tried to correct the worst in this errata, but feel free to modify as you see fit.

2) Explanation: Many of the spells refer to the "target". This always means the person (or thing) at which the spell is cast. It may even be the caster himself, if he is casting some spell at himself. If the target is supposed to make a Saving Throw to see if the spell takes effect, he/she (the target) must roll the Saving Throw regardless of whether he/she willingly wants the spell to succeed or not.

Pages 74-75: Binding Spells

Certification: The force for the 'bind' and 'unbind' spells should be in units of pounds.

Note: I am working on some way to make these spells much more 'playable' than the way they are now. However, it is proving to be very difficult. (Maybe one of you have a brilliant idea that you would like to share?)

Page 76:

8) Magnetic/Anti-Magnetic.

Clarification: The units of weight should be pounds.

Page 77:

1) Raise Demons

Modification: Summoned Demons will remain one time step for every 2 Ef allocated to Duration.

Page 79:

2) Telepathy

Modification: The Change of Successful Transmission is 5% per Ef allocated to to Intensity.

Page 82:

A) Body Weight

Modification: Lasts one time step per Ef allocation to Duration.

B) Detect Life

Modification: 5% per Ef (instead of 2%).

C) Detect Magic

Modification: 5% chance per Ef (instead of 2%).

D) Locate Objects

Modification: 5% chance per Ef (instead of 1%).

E) Probe Minds

Modification: 5% chance per Ef (instead of 1%).

F) See Invisible

Addition: Lasts 1 time step per 2 Ef allocated to Duration.

Page 83:

A) Concentration

Modification: This is a Type Vir spell. It does not last according to Ef allocated to Intensity. Rather, it lasts until it recovers via Saving Throws (see Page 49).

B) Mind Bar

Modification: Will last one time step for every 2 Ef allocated to Duration (instead of 4).

Page 90:

Miracle Attempt

Modifications: The last sentence should read: These modifiers are the same as those listed for concentration for magical spell castive (see Page 40). So the table should be:

1 m.r.	+2
2 m.r.	+3
5 m.r.	+4
1 minute	+5
2 minutes	+6
etc.	etc.

(i.e., it is +5 higher than the present table shows)

Page 91:

Bonus/Penalty Table

Modification: This table has been modified. (In addition, this table applies to an Experience - see errata below).

<u>Wisdom</u>	<u>% Bonus</u>
3-5	-30
6-7	-20
8	-10
9-12	0
13-14	+5
15	+10
16	+15
17	+20
18	+25
19	+30
etc.	etc.

Note: This will change the numbers in the example on Page 91.

Page 96: Hold Miracle

Modification: ".....for 1-6 time-steps per 20,000 experience points", instead of ".....for 1-6 minutes/20,000 experience points".

Page 99: Experience Bonus Table

Modification in Missile Column: Add a '+1Acc' for the 18-35 die roll and for the 91-93 die roll.

Page 101:

Addition: All earned experience is multiplied by a % Bonus or Penalty depending on the P/C's characteristics; the important characteristics corresponding to each type of experience are:

Fighting (Melee)	-	Strength
Missile	-	Dexterity
Magic	-	Intelligence
Good/Evil	-	Wisdom
Healing	-	Intelligence
Thievery	-	Dexterity

The modification to Experience will be:

<u>Characteristic Value</u>	<u>% Bonus</u>
3-5	-30%
6-7	-20%
8	-10%
9-12	0%
13-14	+5%
15	+10%
16	+15%
17	+20%
18	+25%
19	+30%
etc.	etc.

### MISCELLANEOUS ADDITIONS

(The following rules were suggested by Vince Laurent.)

### ADJUSTMENTS TO ABILITIES DUE TO CHARACTER'S STRENGTH

<u>Strength</u>	<u>Damage Mod.</u>	<u>Critical Hits</u>		<u>Bash Bonus</u>	<u>Enc.</u>
3	-3	1 of 6	9 > N2	-5	-50%
4	-2	1 of 6	8 > N2	-4	-40%
5	-1	1 of 6	7 > N2	-3	-30%
6	-1	1 of 6	6 > N2	-2	-20%
7-8	0	1 of 6	6 > N2	-1	-10%
9-11	0	1 of 6	6 > N2	0	0
12-13	0	1-2 of 6	6 > N2	0	+5%
14	0	1-3 of 6	5 > N2	0	+10%
15	+1	1-4 of 6	5 > N2	0	+20%
16	+1	1-5 of 6	4 > N2	+1	+30%
17	+2	AUTO	4 > N2	+1	+50%
18	+3	AUTO	3 > N2	+1	+100%
19	+4	AUTO	2 > N2	+2	+200%
20	+4	AUTO	1 > N2	+2	+300%

#### Explanation:

a) Damage Mod: This modifier is applied to all damage inflicted by the character when a hit is obtained with a weapon (non-missile) that is medium, heavy, or extra heavy.

b) Critical Hits: This changes a character's probability to inflict a 'critical hit' in two ways. First, if he rolls an unmodified '20', he normally then must roll a 1 (on a 6-sided die). However for example, if he had a strength of 16, then he only needs a 1 through 5 on a 6-sided die. Secondly, Page 21 of the rules states that a critical hit is obtained when the to-Hit die roll is at least 6 greater than the needed to-Hit number (N2). Now for example, a character with a strength of 16 would only need at least 4 greater than N2 to inflict a critical hit.

c) Bash Bonus: This modifies the bash rules on Page 15. The chart above gives modifiers to the die roll for any bash attempt.

d) Enc.: This gives a modifier to the weight a character may carry (see Encumbrance on next page).



## ENCUMBRANCE

This is a rating of how much a character can carry. It is measured in terms of weight (pounds).

A character's basic amount is equal to his weight with any modifiers given for his strength (in the table on previous page).

### EFFECTS DUE TO ENCUMBRANCE

Less than 10%	Speed +3
10% - 19%	Speed +2
20% - 29%	Speed +1
30% - 49%	No Effect
50% - 59%	Lose 1 FP per 1/4 hour
60% - 69%	Lose 1 FP per 4 minutes
70% - 79%	Lose 1 FP per minute
80% - 89%	Lose 1 FP per 5 Melee Rounds
90% - 99%	Lose 1 FP per 2 M.R.
100% - 150%	Lose 1 FP per M.R.
150%+	Not Allowed

A character cannot carry or wear items totaling 50% or more of his basic amount if his FP is equal to 0.

### Weights (Approximate - Modify as necessary)

Each Coin (gold piece, for example)	0.1
Weapon: Extra Light	1
Light	5
Medium	10
Heavy	20
Extra Heavy	40
Armor: Class 0-1	0
Class 2	5
Class 3	10
Class 4	20
Class 5-6	30
Class 7-8	50
Class 9	70
Class 10	50

In addition, every item carried or worn should be included by adding its weight in pounds. If the weight is unevenly distributed or awkward, its weight should be multiplied by 2 to 5 when it is included.

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S	P P	R R	I	M M M		O O	NN
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SS	00	00	RR	RR	CC	EE
SS	00	00	RR	RR	CC	EE
SSSSSS	00	00	RRRRRRRR	CC	EEEEEEEE	
SSSSSS	00	00	RRRRRRRR	CC	EEEEEEEE	
SS	00	00	RR	RR	CC	EE
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MMMM	MMMM	EE	MMMM	MMMM	1 1 1
MM	MM	EE	MM	MM	MM
MM	MM	EE	MM	MM	MM
MM	MM	EEEEEEEEEE	MM	MM	1 1 1
MM	MM	EEEEEEEEEE	MM	MM	1 1 1
MM	MM	EE	MM	MM	1 1 1
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## SORCERY

Sorcery is an art that has combined multiple practises for evil means and ends. In the beginning, sorcery was sparse, and only used by a few separate users who combined arcane arts such as magic, demonology, alchemy, witchcraft, etc. A few were successful and passed the knowledge. After many millennia it came into its own, spurred to greater heights by great sorcerors. Sorcery, unlike magic, does not tap into the caster, but uses natural energies found in the local plane. The sorceror acts as a conduit. In acting as a conduit there is a chance that damage can be sustained. Sorcery is more of an individual art than a discipline that can be studied in a proclial manner, therefor sorcerors tend to be loners, and their sorceries can differ, or be unique. Also, acting as a conduit, the sorceror is temporarily diminished; he loses CON points.

The innate evil of sorcery stems from the use of humans to power the sorceries. They can be sacrificed, or their life energies drained to initiate or sustain sorcery. Entry level sorcerors typically perform ritual sacrifice to perform a sorcery. High level practitioners can extract human essences, and even store these essences for later sorcerous end (except as noted).

### SORCERY LEVELS

Each Sorceror has a Sorcery LEVEL, and SORCERY ENERGY (SE). The LEVEL refers to the expertise of the sorceror, and the SE refers to the strength at which the sorcery is measured. SE has a potency rated 1-8. The energy allocated by the sorceror is simply declared. As SE is used, it is depleted, and will be totally replenished at the next sunset. Most sorceries depletes SE by 1. Therefor a caster can only create as many sorceries in a day as he has SE, except when those that require a higher SE are cast. A sorceror cannot effect sorcerous duration beyond his own SE, except in one special circumstance (see below).

With each Sorcery cast (successful or not), the caster's CON is reduced by 1. When CON=2 the caster is rendered unconscious. The caster cannot cast if his situation will place his CON<0. (This would cause death.)

The sorceror's SE is used to calculate the potency of the sorceries made. The more powerful the sorceror, the longer the effects of the sorcery. When it is determined that the sorcery can proceed, the probability of success is determined by calculating the perscribed formula, and rolling

the result, or less on a d20. IF A NATURAL 1 IS ROLLED, the effects of the sorcery will last 1d4 SE longer than proclaimed by the sorcerer. (This pertains to non-permanent sorceries.)

Review the chart below:

1. SE = 1, Sorcery lasts Melee Rounds (MR), 1-3
2. SE = 2, Sorcery lasts Minutes, 2-3
3. SE = 3, Sorcery lasts Hours, 2-12
4. SE = 4, Sorcery lasts Days, 3-18
5. SE = 5, Sorcery lasts Weeks, 2-24
6. SE = 6, Sorcery lasts Months, 4-16, as long as its LE to his SE
7. SE = 7, Sorcery lasts Years, 2-10
8. SE = 8, Sorcery lasts Decades, 2-3
9. BOUNS, Sorcery lasts 1 Century
10. BONUS, Sorcery lasts 1-4 Centuries
11. BOUNS, Sorcery lasts 4-12 Centuries
12. BOUNS, Sorcery lasts Forever

A sorcerer can only effect a nonpermanent sorcery LESS THAN OR EQUAL TO his SE. It is assumed that the L1 sorcerer has the sorcerous powers of the lowest magnitude, whereas the L4 sorcerer has the highest and strongest sorceries. Each sorcerer must progress up to, and beyond the highest SE for the level to be considered a candidate for the next level. (Experience has yet to be defined but should consider the number of sorceries learned or developed; the number cast; the strengths cast; points awarded for loss of CON points; relation to EVIL points; complexity or originality of sorceries as EXOTIC MATERIALS; 1/1d20 casts; INI and WIS; and normal OBJECTIVE/TASK experience pts. However, he can declare the length of time he chooses. (HANDLE MAXIMUM TIME AT MINIMUM SE LEVELS)

There are IV LEVELS to SORCERY, IV being the highest. Each LEVEL has an associated probability of success, as well as a probable list of SORCERIES. (Higher LEVELS can have all lower LEVELS at their disposal.) Each LEVEL has a category of sorceries. Each LEVEL also has an associated SE RATING. There are guidelines to the SE RATING, but the Judge must determine what is reasonable for his world and game.

1. LEVEL 1 : SE = 1-2
2. LEVEL 2 : SE = 2-4

3. LEVEL III : SE = 4-6

4. LEVEL IV : SE = 6-8

Each LEVEL will have at least the MINIMUM rating, and at most the MAXIMUM rating. Each Sorcerer will have experience combined with his native INT and WIS to determine his ascent in sorcery. It is up to the Judge to determine if any one sorcerer can make the next LEVEL, and if all sorceries must be known.

### SORCERY SUCCESS

Sorceries performed by L1, L2, and L3, have a 25%, 50%, 75% of successfully being cast, for any individual sorcery. If a particular roll fails that sorcery cannot be attempted again until 2-24 hours for L1, 1-12 hours for L2, and 1-6 hours for L3, have passed. However, any other sorcery can be attempted in the mean time.

Bonus modifiers can be through concentration, which means that (gamewise) no other activity can be pursued (talking, moving, etc.). This is a form of meditation. For each minute of concentration, there is a 5% bonus, up to 90. L4 sorcerers are the only one to get to the automatic 100% success rate.

NOTE: All sorceries, unless otherwise noted, can be terminated at will by the sorcerer. If the sorcerer dies, the sorcery will last until its duration.

NOTE: Sorceries (at any level) are only impacted by DISPELL MAGIC by Magic Users above 50K Experience Points; by magical creatures with particular wards; or by those artifacts manufactured for specific purposes of nullifying sorcery. (A note on DISPELL MAGIC: This is very potent and rare spell. It is not easily mastered, and never taught. Would you want to teach another magic user a spell that could render you magic useless?)

### EXECUTION

The actual execution of the attempted sorcery is:

1. The sorcerer declares the LEVEL of SORCERY.
2. A d4 die is cast to determine if the attempt can be made. (No die is cast if the sorcerer is LEVEL IV, it is automatic.) Consult the percent for each LEVEL as 25%, 50%, 75%, 100%. This reflects that the sorcerer has successfully made all the preparations to make the sorcery.
3. The individual sorcery is named.
4. The SE is declared. (It must be less than or equal to his SE.)

5. The sorcerer's SE and CON are lowered by 1. IF THE SORCEROR USES THE LIFE ENERGY OF ANOTHER LIVING BEING TO FUEL THE SORCERY, THERE IS NO LOSS OF CON.
6. The CATEGORY, or LEVEL coefficient is rolled then multiplied by the listed character attribute. The result, or lower, must be then rolled on a d20. If made, the attempt is successful.
7. The target, AS APPROPRIATE, makes a SAVING THROW as listed next to the sorcery. For L1 Sorcerors, use d8; L2 Sorcerors, use d6; L3 Sorcerors use d4; L4 Sorcerors, roll character attribute or less on d20.
8. If the target saves, no effect takes place.
9. If the target fails to save, the effect is measured. Roll the appropriate dice from the chart above to determine non-permanent (NP) effects. (All permanent sorceries are marked (P) on sorcery listing; all others are NP.)
10. Upon failure, there is a 1%-4% chance that something went wrong in the sorcery. L1 Sorcerors have a 4%, L2 a 3%, L3 a 2%, and L4 a 1%. Roll the percentile to determine if the sorcery went haywire. A positive result has the effects 1d4:
  - I. 1 - no effect
  - II. 2 - Sorcerer loses 1d6 HtK and 1d6 CON
  - III. 3 - Sorcerer loses 1d6 INT and 1d6 WIS
  - IV. 4 - Roll a d6:
    - i. 1 - BACKFIRE, the sorcery effects the caster instead of the target
    - ii. 2,3,4 - no effects;
    - iii. 5 - sorcerer rendered unconscious 2-12 in 1d4 units (1=MR, 2=MINUTES, 3=HOURS, 4=DAYS)
    - iv. 6 - SPECIAL: ROLL ANOTHER d6, if a "1" is rolled, the Sorcerer is absorbed into the material plane
    - v. 2,3,4 - No effects
    - vi. 5 - Sorcerer loses one LEVEL of SORCERY
    - vii. 6 - The sorcerer's physical being, life's energies, and sorcerous powers merge into an amorphous state and are confined to a radius of 1d4:
      - i. 1 - The immediate room or outside area no greater than 100' radius.

- ii. 2 - The entire residence or area no greater than 1000' radius.
- iii. 3 - The residence and 200', or 2000' radii in the open.
- iv. 4 - 1-100 miles radii.

The influence of this disembodied sorcerous powers is up to the Judge. Guidelines when a party passes through would be 1d4: 1 = Random sorceries and random targets; 2 = Party attacked; 3 = Hexation; 4 = 5% chance of possession.

The SORCERIES would be grouped logically for each and every sorcerer. More than likely, they would "specialize" in some area. I would envision that only the oldest and most powerful of sorcerers would have sorceries from various groups. For example, there are sorceries that deal with the physical environment and the weather; elements and materials; control of supernatural forces; life forces, energies, and physical attributes; space/time; the control of monsters and demons. To master a sorcery takes time; the more time spent the greater the chance of "developing or creating" another sorcery. Each mastery gives further insight into the "group." For example: A sorcerer that has only been studying and researching for 100 years will not receive the insight into summoning demons if his sorceries tend towards chemistry, exotic materials, etc. (Most sorcerers in WPG FW are LII and focus on LIFE/FORCES AND ATTRIBUTES or PHYSICAL ENVIRONMENT AND CONTROL.

1. LEVEL : 25%; Success : 1D4; SE=1-2; Gave 1d8

- i. DOMINATION (WIS vs MR) The sorcerer completely dominates the target for the calculated length of time. This includes self-destructive behavior. The target can opt to resist. This entails another saving throw and the expenditure of 1 CON point.

ii. FAMILIAR(P) (INT)

The Sorcerer chooses, or creates a familiar.

The sorcerer can create a familiar, or make an existing animal, or combination of animals, a familiar. The INT, WIS, MR, are from 2-8. The sorcerer will also be able to effectively communicate with the familiar. Typical are cat/bat, snake/bat, arachnid/cat. (Familiars that fly are a plus.)

iii. POTIONS 25%(P) (INT)

iv. FORMULATE ELEMENT(P) (INT)

Sorcerer can formulate an element; known or unknown, with the Judges discretion.



v. CHEMISTRY(P) (INT)

Sorcerer can make chemistries, at the Judges discretion, typically guided by logic and imagination.

vi. PRYOTECHNIQUES (INT)

These can be used to distract, illumanate, or do damage at 1d3, if hit. There must be some form of catalyst to do this (as some material or energy source).

vii. ALTER CHARACTER ATTRIBUTE (CON vs CON)

This will reduce a character's attribute by -1d6, not to be lower than 0. The sorcerer can direct the loss to a catagory, and then a roll is made to determine the specific attribute. PHYSICAL (STR, CON, DEX, CHR), MENTAL (INT, WIS, MR).

viii. SUMMON ELEMENTAL

Summon and control an elemental being as per the magic tables.

ix. READ MAGIC

Allows the sorcerer to read the magic script.

x. PALMISTRY

The sorcerer can read a human's palm. He has a 80% chance of predicting 1d12 hours into the future, and 25% chance of predicting demise.

xi. DIVINE

Allows the sorcerer to locate objects or beings by true names.

xii. PREDICT WEATHER

The sorcerer can predict with 100% accuracy the weather pattern in 2-24 hours; 75% accuracy in 24-48 hours; 50% in 48-60 hours; and 25% thereafter.

xiii. PREDICT ACTION/REACTION

The sorcerer can employ this to determine the immediate actions, or reactions of a living being. This is 95% accurate. For example: Mynard the Mean's tower is breached by adventurers. The strongest is Rudyard the Rude. Mynard employs this sorcery and then pretends to surrender to the group's wishes. His sorcery tells him that all members drop their guard. This then gives Mynard the initiative to attack.

## 2. LEVEL 11 50%; Success :1D6; SE=2-4; Save 1d6

## i. TONGUES (INT)

## ii. EXTRACT LIFE ENERGY

The sorcerer uses this sorcery to extract the life forces and energies from a living being. It is typically used as a power source to fuel other sorceries or act a source of potential energy. The energies drained are a function of the SE attained. This adversely effects the target as a loss of CON. The formula is:

$$i. \text{ Target-CON} = (1\text{CON per SE}) + \text{DURATION}/2$$

- iii. If this sorcery is cast at 2SE, and the DURATION is rolled at 4 MINUTES, then the target loses  $(2\text{CON}) + (2\text{CON}) = 4\text{ CON points}$ . This loss of 4CON happens equally over the DURATION (1CON/MINUTE).

## iv. DIRECT LIFE ENERGY

Used in conjunction with the EXTRACT LIFE ENERGY sorcery, this directs the life force energies to be used as the sorcerer wishes. If this does not accompany the EXTRACT LIFE ENERGY sorcery, the life force is absorbed into the environment. The drained CON points can be added to any other sorcery to increase its strength or duration. This DIRECTION takes place for the allotted DURATION. The implication is a low SE must be totally prepared to use it or lose it.

The faster the life energies of a target are drained, the greater the chance that it cannot be channeled properly, therefor lost to the sorcerer. Therefor this sorcery is best used in an controlled environment, rather than as an offensive attack. Also, the victim can regain lost CON points if the DURATION is long enough. This is a great advantage for the sorcerer as he can tap a continuous source of energy.

The percent loss of EACH CON point for DURATION is as follows:

- |                 |     |
|-----------------|-----|
| i. MELEE ROUND: | 75% |
| ii. MINUTES:    | 50% |
| iii. HOURS:     | 25% |
| iv. DAYS:       | 10% |
| v. YEARS:       | 0%  |
| vi. DECADES:    | 0%  |

VICTIMS WILL REGAIN LOST CON AS PER WHAT PRICE GLORY RULES.

v. BEWITCH (WIS vs MR)

The target will be deceived into believing what the sorcerer wants.

vi. ANIMAL CONTROL (WIS)

Can attempt to control any animal whose INT is LESS than the caster's.

vii. FEAR (INT vs MR)

As in Fear spell

viii. DETECT LIE (WIS)

Can determine if target is lying.

ix. DETECT MAGIC, SORCERY, MIRACLE (WIS)

Can detect if MAGIC, SORCERY, MIRACLE has taken place, taking place, or will take place. There is a 25% chance that the successful sorcery can determine exactly what was/is/will be cast. Roll a d4, a "1" determines that the sorcerer has determined enough of the nature of the magics, sorceries, or miracles, to actually employ the ALTER MAGIC aspect of the DEFLECT/ALTER MAGIC sorcery. Time frame is measured as time effect.

x. DEFLECT/ALTER MAGIC (INT)

If successful, the spell is rendered harmless to the sorcerer. There is a 10% chance that this sorcery will cause the spell to hit the spell-caster. If the DETECT MAGIC, SORCERY, MIRACLE sorcery was cast and the exact nature of the detection was made, the sorcerer can alter the "spell." This is solely up to the Judge's discretion, but should remain within the confines of the original spell, sorcery, or miracle. The Judge should also be careful of stifling creative sorcerers. Examples: An ALTER CHARACTER ATTRIBUTE sorcery could be altered to increase the target's attribute; a WALL OF IRON spell could be altered to form a WALL OF RUST. Handling miracles are more difficult because of their nature, and the Judge may elect to DEFLECT, rather than alter.

xi. ELIXARS(P) (INT)

Can make longevity, enslavement, revitalization, disease and cure disease, ward off (as insects, etc.), love, STR, DEX, or other speciality elixirs.

xii. INFLUENCE INNATE (CON)

Can alter things made from earth materials to a specific ends. Examples are: Bend metal, alter stone, move greenery.

xiii. FORMULATE EXOTIC MATERIALS(P) (INT)

Can manufacture spelled materials, as a crystal ball, a sword that won't break, absorption stones, property altering materials (i.e., solid to liquid), etc.

xiv. SUMMON MINOR DEMON

Can summon a low class demon as per the DEMON TABLES. For the DURATION of the sorcery, the demon is at the command of the sorcerer. Upon the moment of expiration of the duration, the demon experiences Word of Recall, and is automatically teleported back to its home plane.

xv. CONTROL DEMONIC FORCES

Can control the demons, or demon forces as dreams, nightmare storms, etc. The energy expended depends on the POWER rating of the demonic forces. In ADDITION to the CON point expended upon the sorcery, the caster must expend additional CON points to the control of demonic forces as outlined below.

- i. 1=Dreams, Nightmares, Polterghiests. +0 CON
- ii. 2=Ethereal to corporeal manifestations. +1 CON
- iii. 3=Minor Demons. +2 CON
- iv. 4=Major Demons. +4 CON
- v. 5=Demon Lords. +6 CON

xvi. SHAPE CHANGE

Can alter shapes. Mass must be relatively close to target's own mass, although the size can be significantly larger or smaller.

xvii. ENCHANT WEAPON

A target weapon may be imparted with a sorcerous enchantment. Typically the enchantment pertains to the nature of the weapon, and is granted at the discretion of the Judge. This enchantment manifests itself as a brief, but visible aura that originates from the caster's head or hand and reaches out to envelop the target weapon. The enchantment is automatic, UNLESS the weapon is magical, intelligent, or resistant to magic. In this case, the

weapon will get a **SAVING** throw.

Enchantments suggested are outlined below:

- I. Weapon "hits" every time; 50/50 on FP/HtK damage.
- II. Bladed weapon causes wound to bleed +1d4/1d10MR.
- III. Blunt weapon breaks bones upon a hit that inflicts HtK damage.
- IV. Weapon takes away MP rather than FP/HtK.
- V. Weapon increases/decreases in modifiers. Depending on the SE:
  - i. LEVEL I : SE = 1-2; (+/-) 1d4
  - ii. LEVEL II : SE = 2-4; (+/-) 1d6
  - iii. LEVEL III : SE = 4-6; (+/-) 1d8
  - iv. LEVEL IV : SE = 6-8; (+/-) 1d10

IF A 1/d20 IS ROLLED, THE ENCHANTMENT WILL LAST +1d4 DURATION STEPS LONGER.

### 3. LEVEL III 75%; Success: 1D12; SE=4-6; Save 1d4

#### i. READ MINDS (INT vs MR)

Minds can be read: 1d4 number of minds at a time.

#### ii. TRANSMUTE FLESH (INT vs CON)

Flesh can be turned to stone, glass, metal, wood.

#### iii. LIFE DRAIN (S-P) (CON vs CON)

Target's HtK is halved. (S-P, or semi-permanent. HtK can only be regained via bonus rolls ONLY.)

#### iv. GLAMOUR (INT vs WIS)

The physical environment is altered to the sorcerer's will in a radius equal to 3-18 yards for L3, and 1-100+(3d6) yards for L4.

## v. RENDER UNCONSCIOUS (INT vs CON)

Target is rendered unconscious. L3 rolls 1d4: 1=MR, 2=MINUTES, 3 AND 4=HOURS. L4 rolls 1d6: 1=MR, 2=MINUTES, 3=HOURS, 4=DAYS, 5=WEEKS, 6=MONTHS. The target cannot be awoken by any means other than those of magical nature (as a potion, a magic spell, etc), BEFORE the time limit duration. After the time limit elapses, the target awakes.

## vi. READ ENTRAILS (WIS)

Sorcerer can read the past, present, future, as 1d4 days. An additional CON point enables the sorcerer to up the TIME STEP by one (days, weeks, months, years, decades, centuries). The farther away from the present, the less accurate the reading. DAYS=accurate enough; WEEKS=20% loss in accuracy; MONTHS= 30% loss; YEARS=50% loss; DECADES=70% loss; CENTURIES=80% loss.

## vii. SUMMON MAJOR DEMON (INT)

Sorcerer can summon a major DEMON for the DEMON PLANER REALMS, and then ONLY if he knows its name (all major demons have names, as opposed to minor demons who do not). Upon a successful sorcery, the sorcerer MUST roll for the CONTROL OF DEMONIC FORCES. If he fails, he cannot control the demon: roll 1d4: 1=demon returns to demon planer realm with a 25% that he takes the sorcerer, 2-3=demon attacks sorcerer, 4=demon binds the sorcerer to worship for 1-100 years. If the sorcerer dies before the Worship Bind is due, the sorcerer's spirit will sent to the major demon for the duration of the Bind\*10.

## viii. INSTILL ESSENCE (INT)

This sorcery will take the special properties of an object (animate or inanimate) and consolidate them into the desired form or vessel of the sorcerer. Coupled with FORMULATE EXOTIC MATERIALS, an artifact that can activate the instilled essence can manufactured. Example: The essence of the Basilisk that turns living beings to stone can be captured, instilled into a formulated exotic material, say a glass eye, and then used to by the sorcerer to turn beings to stone (he might replace one of his own eyes with the exotic material).

## ix. POISON DISCHARGE ATTACK (CON vs CON)

This sorcerous POISON ATTACK manifests itself into a physical "charge" that can strike even armored targets. There is the initial damage from the strike, but even more deadly is the posion that invades the body. If the target can save through the duration of the poison, then the target lives. However, if the target cannot make the saves, dies. (Refer to the Judge.)

This is a purple organic-like discharge emanating from the hand up to 30 feet. "To hit" is +4 for moving targets and +6 for stationary targets. Contact damage is 1d4 HtK. There is no save against the Discharge itself, only against the poison. The Discharge leaves a burning gaping wound on the victim. For SAVE vs POISON, refer to the Judge.

#### x. FUTURE VISION (WIS)

Future Vision allows the sorcerer to see the future beginning at the precise time that the sorcery is cast. No matter how long the duration, the vision will have an increasing percent error as the vision proceeds at 10% per duration period. If the duration is HOURS, the second hour has a 10% error margin, the third hour a 20%, etc., until 100% error occurs at the eleventh hour.

This differs from the READ sorceries, as the Vision pertains to the caster and his immediate environment and personal future, and cannot be extended beyond this range. The vision does not take place over a period of time, but is instantly transferred to the caster's mind and becomes as a memory (since it is a future that has "occured," it becomes the past.) This can especially be effective during melee, battle, or adventuring. Once the caster knows what actions an opponent will take, he can easily counteract the opponent. If the caster sees that he is eaten by a hydra during an adventure, he can avoid the beast by taking a different route, or abandoning the adventure.

For the purposes of melee, once the sorcery has been cast, he can choose not to take any damage, or not to be effected by magics (Judge's discretion). Once the error zones are entered, the caster must take damage in correlation to the error factor. For example: Sugtook the Sorcerer is being staked out by an adventuring party. He casts FUTURE VISION for a duration of 3 days. If he sees melee on the third day, and chooses to engage it, he will take 20% of the damage rolled.

#### xi. OPEN LOCAL PORTAL (INT)

This sorcery opens a planer portal any distance up to 1d4 miles that the sorcerer wishes. The portal appears before the sorcerer, and where the portal exits can be seen on the other side. An exact location is not necessary to pronounce, but it is more effective if the place is known. It can be approximated as "200 yards north," or "Beyond those mountains."

The portal will remain open as calculated by normal duration factors, but can close upon the sorcerer's command. This sorcery is good for passage through very difficult terrain, entry into a fortress, or escape from eminent danger. The portal is circular and about 6' diameter, but can be doubled in size for an additional toll of 2 CON, and is only limited by the caster's CON. (A portal about 96' in diameter would cost an additional 10

CON points.

xii. STASIS (INT vs CON)

This will place a target into stasis, completely preserving the target as if no time passes. Only if the target is living, is there a saving throw. The stasis will last through the duration, or at the command of the sorcerer. The range of the stasis field is: L3 = 1d10 yards; L4 = 2-24 yards. Every living being in the target area must save. However, the sorcerer can direct the stasis sorcery at one individual target if he so chooses.

xiii. ANIMATE (INT)

This sorcery will animate an inanimate object. Any size object can be animated, but logic must be used as a guideline as to the nature of the animation. For the nature of the animation, use the table below, as additional CON points must be expended for control. The nature of the movements is up to the sorcerer and the Judge. The animated object will perform what is physically possible, and logically plausible.

- i. HUMAN SIZE OR SMALLER: 1 CON per TIME DURATION.
- ii. HUMAN TO LARGE SIZES: 2 CON per TIME DURATION.
- iii. LARGE TO GIGANTIC: 4 CON per TIME DURATION.

This sorcery is effective for "blocking," or one time movements. Only a very powerful sorcerer could animate an object and continue to control it for complex movements.

xiv. FORCE FIELD (INT)

A force field is generated, and can be "shaped" in any geometry the caster wishes. Nothing can penetrate the force field, physical attacks (even by magic weapons), magic, clerical attacks, psionics, or other sorceries. It will "void" any type of natural or supernatural force.

L3 sorcerers can create a field that has 1d6 square yards surface area, and L4 sorcerers create 1d12 square yards surface area. The surface area can be doubled for every 2 CON points allocated to SIZE, and can last one additional TIME PERIOD for each CON point allocated to DURATION. (The sorcerer can choose to increase the field size after the initial size is determined.)

xv. CONTROL MONSTER (INT vs MR)

This sorcery attempts to gain control over creatures in the Monster category. This sorcery assumes that the PC/NPC has a speciality in teratology. If the sorcerer is not a teratologist, adverse modifiers are added (below). Monsters fall into categories via their experience, regardless of their species. The caster



must make his INT roll, then the target will SAVE vs MR. Typically those monsters with higher INT, or of a magical nature will have a higher MR, and thereby be harder to control. Reference the category list below.

Once the sorcerer has established control of the target, the monster will respond to commands for the TIME PERIOD of the SE, regardless of the distance. If direct self-destructive commands (ie. "Jump off a cliff.") are given, there is a 25% chance that the monster will break free of the sorcerer's control. However, no such chance exists for a command as, "Defend me against that dragon."

If the sorcerer's attempt fails, or the target saves, the monster will attack the sorcerer without delay.

For those Monsters with greater experience levels, the sorcerer must expend additional CON points as shown below. The adverse modifiers (AM) reflect the lack of knowledge by the sorcerer of the target. A Teratologist would know the lineage, the strengths, weaknesses, etc., of the monster, therefore have a distinct advantage in controlling it. Although a non-teratologist might know something about a troll, detailed knowledge would give him better control.

- i. 1=ER<
- ii. 2=ER<
- iii. 3=ER<
- iv. 4=ER< AM=
- v. 5=ER<
- vi. 6=ER<
- vii. 7=ER<
- viii. 8=ER>

#### 4. LEVEL 100%; Success : 1D20; SE=4-8; Save AF<d20

##### i. BRAINWASH (INT vs MR)

Target is brain washed in any manner that the sorcerer wishes. The target is completely unaware that his mind has been altered, and is convinced that any alteration of thought by the brainwash is his very own thoughts.

## ii. ALTER NATURE (INT vs CON)

Can alter nature or natural events. Examples are, but are not limited to: alter wind speed and direction; change rain; direct and alter density of fog, prolong and shorten weather occurrences; alter the cycle of plants (as cause the trees to die, or crops to ripen).

## iii. DECOMPSE FLESH(P) (CON vs CON)

Flesh decomposes as rotten. It begins at the limbs (d4) and advances towards the torso. Within 3-18 MR the entire body will be made of decomposed flesh; death will follow within 2-12 days. The decomposition can be stopped by amputating the appendages before spreading; the CLERICAL REMOVE CURSE; various magics, and special potions.

## iv. ANIMATE DEAD (CON)

The dead can be animated to answer to the sorcerer, in word and deed.

## v. TURN TO UNDEAD(P if SAVE fails) (CON vs MR/CON)

If target fails, he will become UNDEAD in 1-4 days. Once UNDEAD, he will be an extension of the sorcerer's will. It can be removed or stopped by a CLERICAL MIRACLE. The sorcerer can, at will, see through, hear through, and talk through any one of his undead, one at a time.

## vi. CONTROL NATURE (INT, WIS, CON)

Control ongoing occurrences by nature, as storms, earthquakes, floods, droughts, swarms, etc. Note: This sorcery cannot begin or end these events, only control them.

## vii. VIOLENT WEATHER

The caster can create, and control for the sorcerous duration, the selected weather pattern. Depending on the pattern, the violence will continue AFTER the duration, but will begin to dissipate. Extra CON is needed, and is stated below. The weather effects can be doubled by tripling the CON expended.

- i. Tornado +1CON
- ii. Cyclone +1CON
- iii. Tempest +1CON

- iv. Squal +1CON
- v. Malestrom +2CON
- vi. Thunder Storm +2CON
- vii. Lightning Storm +3CON
- viii. Hurricane +5CON

viii. ENSLAVEMENT (WIS vs INT/WIS/MR)

Target becomes the sorcerer's slave and is completely compelled to do his bidding (self destructive or not). The target can be completely unwilling, but still obeys the caster without question or hesitation.

ix. RENDER COMATOSE(P if SAVE Fails) (INT vs CON)

Target is rendered and remains in a coma. Can be brought out via magics only.

x. READ STARS (INT)

Similar to read entrails except that the probability of accuracy is much greater, and the scope is on a much grander scale. Not only can people and worldly events be poled, but also the fate of planets, star systems, races of peoples, progression of Ages, etc. Accuracy of the reading: DAYS=accurate; WEEKS=accurate; MONTHS=accurate; YEARS=5% loss; DECADES=5% loss; CENTURIES=10% loss; MILLINEA=20% loss; EPOCH=30% loss; PERIOD=40%; ERA=50% loss.

xi. SUMMON DEMON LORD (WIS)

Similar to SUMMON MAJOR DEMON. The differences are in the demon's powers, and the failure matrix. Failure roll 1d4: 1=Demon Lord returns to his plane with the sorcerer; 2=Demon Lord turns upon the sorcerer; 3=Demon Lord binds the Sorcerer to his will; 4=Demon Lord uses the sorcerer's life's energies to operate w/in the material plane, and the sorcerer becomes the Demon Lord's slave. Upon the sorcerer's death, the Demon Lord returns to his native realm. (If the Demon Lord stays in the plane, the more activity, the quicker the sorcerer's life energies are used. Judge's discretion.)

xii. CIRCLE OF PROTECTION

The caster depicts a specific geometric pattern upon a flat surface. He then stands within the geometry and casts the Circle of Protection sorcery. For the entire duration, he is impervious

to any attacks. Physical, clerical, magical, demonic, psionic, natural, or extra-planar. During this time, the sorcerer is free to perform other sorceries or activities. However, he must remain within the geometry to remain protected. This is especially effective during a natural cataclysm, or for absolute protection from the summoning of a Demon Lord. If the Magic Geometry is broken, the sorcery is cancelled and the sorcerer is subject to attack.

xiii. LIGHTNING STRIKE (INT)

The target(s) are struck by lightning. 1d6 targets can be struck with 3d6. Damage is divided among the targets. A single target receives all damage. All damage is HtK. There is no save. The lightning strikes from around the target(s). For each additional CON point added, another 1d6 can be added to damage. If 5 CON are added, the damage is 8d6, or 8-48HtK.

xiv. STRANGULATION (WIS vs CON)

Victim(s) are strangled in 3-12 MR. 1d4 targets can be strangled. Dispell magic can break the deadly cycle, and the GREEN potion immediately after death can revive (along with other life-sustaining exliars or potions). Each MR will reduce MP for each effected target by 20%, so that after 5 MR, no effected target can attack.

xv. MOLECULAR DISRUPTION (P if save fails) (INT vs CON or STR)

The target's molecular pattern is disrupted causing the target to be torn asunder at the molecular level. This causes the target to completely lose its coherence, and apparently disintegrate. If the target is living, SAVE vs CON; if innate use STR. Larger targets demand a more powerful sorcery. For humanoid size targets, the sorcerer takes the deduction in SE and CON; however, for larger targets, he must expend additional SE and CON points in CLASSES, as below:

- i. 1 = MINATURE 1SE, 1CON
- ii. 2 = SMALL ANIMALS, BIRDS 1SE, 1CON
- iii. 3 = HUMANS, NORMAL HUMANIDS 1SE, 1CON
- iv. 4 = ENHANCED STRENGTH FOR CLASS (Bonuses, +18 STR, etc) 1SE, 1CON
- v. 5 = LARGE ANIMALS OR MONSTERS 4SE, 6CON
- vi. 6 = GIANT ANIMALS, MONSTERS, AND OTHER SUPER-STRENGTH BEINGS 6SE, 8CON

If not enough power is allocated to the target, the target is totally unaffected. This causes the sorcerer to be conservative, as he must usually overestimate the power to be allocated. (Example: Saruk the Crimson opens a portal to Sartok the Great's lair so that he can steal the Orb of the Earth. Upon entering the lair he allocated CLASS 5 to MOLECULAR DISRUPTION against Sartok. As the sorcery takes place, it is too weak to envelope Sartok and is dispensed. Seeing the powerful sorcerous attack, Sartok attacks by spitting venom; he rolls a 7 on a d12 for poison effect. 7 d20s are rolled, 17, 2, 13, 7, 5, 10, 20, for a total of 74 HtK. Saruk the Crimson has 28 HtK, and dies midway through the 3rd MR, but continues to take damage for 7MR. Needless to say he should have allocated the power to Class 6.)

This sorcery emanates from the caster's hand as swift swirling green tenticals that engulf the target. If the target SAVES, the tenticals cannot penetrate the target and vanish. If the target fails its save, the tenticals penetrate and the target disappears in a most painful way in 1d4 MR, for human size or smaller, and 1d12 for larger targets.

xvi. OPEN PLANER PORTAL

Acts as OPEN LOCAL PORTAL, but the sorcerer can open a portal anywhere on his plane.

xvii. DIMENSIONAL WINDOW

This sorcery creates a viewing portal to another dimension. This dimension can then be viewed. The Window can also be moved anywhere in that dimension for the duration of the sorcery. This viewing is one way only (the 'view dimension' is unaware of the viewing portal), but can be made two way by allocating another 2 CON points. However, it can be detected by various magics in the target dimension.

xviii. OPEN DIMENSIONAL GATE

The caster opens a gate to another (target) dimension. The operating parameters for the Gate are the same as Local Portal. The Gate is one way, but can be made two way by allocating an additional 4 CON points.

## CONCISE LIST OF SORCERIES

## 1. LEVEL 1 25%; Success : 1D4; SE=1-2; Save 1d8

- i. DOMINATION (WIS vs MR)
- ii. FAMILIAR (INT)
- iii. POTIONS 25% (INT)
- iv. FORMULATE ELEMENT (INT)
- v. CHEMISTRY (INT)
- vi. PYROTECHNIQUES (INT)
- vii. ALTER CHARACTER ATTRIBUTE (CON vs CON)
- viii. SUMMON ELEMENTAL
- ix. READ MAGIC
- x. PALMISTRY
- xi. DIVINE
- xii. PREDICT WEATHER
- xiii. PREDICT ACTION/REACTION

## 2. LEVEL 11 50%; Success : 1D6; SE=2-4; Save 1d6

- i. TONGUES (INT)
- ii. EXTRACT LIFE ENERGY
- iii. DIRECT LIFE ENERGY
- iv. BEWITCH (WIS vs MR)
- v. ANIMAL CONTROL (WIS)
- vi. FEAR (INT vs MR)
- vii. DETECT LIE (WIS)
- viii. DETECT MAGIC, SORCERY, MIRACLE (WIS)
- ix. DEFLECT/ALTER MAGIC (INT)
- x. ELIXARS (INT)

- xi. INFLUENCE INNATE (CON)
- xii. FORMULATE EXOTIC MATERIALS (INT)
- xiii. SUMMON MINOR DEMON
- xiv. CONTROL DEMONIC FORCES
- xv. SHAPE CHANGE
- xvi. ENCHANT WEAPON

3. LEVEL III 75%; Success: 1D12; SE=4-6; Save 1d4

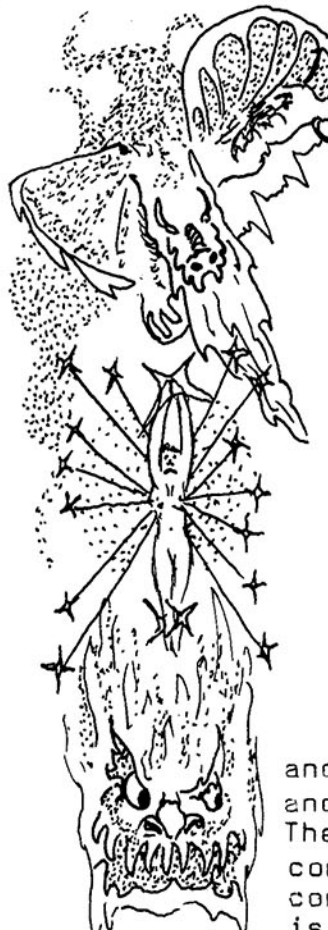
- i. READ MINDS (INT vs MR)
- ii. TRANSMUTE FLESH (INT vs CON)
- iii. LIFE DRAIN (CON vs CON)
- iv. GLAMOUR (INT vs WIS)
- v. RENDER UNCONSCIOUS (INT vs CON)
- vi. READ ENTRAILS (WIS)
- vii. SUMMON MAJOR DEMON (INT vs INT)
- viii. INSTILL ESSENCE (INT)
- ix. POISON DISCHARGE ATTACK (CON vs CON)
- x. FUTURE VISION (WIS)
- xi. OPEN LOCAL PORTAL (INT)
- xii. STASIS (INT vs CON)
- xiii. ANIMATE (INT)
- xiv. FORCE FIELD (INT)
- xv. CONTROL MONSTER (INT vs MR)

4. LEVEL IV 100%; Success : 1D20; SE=6-8; Save AF<d20

- i. BRAINWASH (INT vs MR)
- ii. ALTER NATURE (INT vs CON)
- iii. DECOMPSE FLESH (CON vs CON)

- iv. ANIMATE DEAD (CON)
- v. TURN TO UNDEAD (CON vs MR/CON)
- vi. CONTROL NATURE (INT, WIS, CON)
- vii. VIOLENT WEATHER
- viii. ENSLAVEMENT (WIS vs INT/WIS/MR)
- ix. RENDER COMATOSE (INT vs CON)
- x. READ STARS (INT)
- xi. SUMMON DEMON LORD (WIS vs INT)
- xii. CIRCLE OF PROTECTION
- xiii. LIGHTNING STRIKE (INT)
- xiv. STRANGULATION (WIS vs CON)
- xv. MOLECULAR DISRUPTION (INT vs CON or STR)
- xvi. OPEN PLANER PORTAL (INT)
- xvii. DIMENSIONAL WINDOW
- xviii. OPEN DIMENSIONAL GATE





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